

Font4D

Hauke von Bremen

Copyright © CopyrightÂ©1993/94 Hauke von Bremen

COLLABORATORS

	<i>TITLE :</i> Font4D		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Hauke von Bremen	August 15, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Font4D	1
1.1	main	1
1.2	Font4D : About	2
1.3	Font4D : IMPORTANT	2
1.4	Font4D : Installation	3
1.5	Font4D : Main Window	4
1.6	Font4D : Main Window - Help	4
1.7	Font4D : Main Window - Tutorial	4
1.8	Font4D : Main Window - Undo	5
1.9	Font4D : Main Window - String	5
1.10	Font4D : Main Window - Word Settings...	5
1.11	Font4D : Main Window - Load	5
1.12	Font4D : Main Window - Merge	5
1.13	Font4D : Main Window - Save	5
1.14	Font4D : Main Window - Predefined	6
1.15	Font4D : Main Window - Total Frames	6
1.16	Font4D : Main Window - Add	6
1.17	Font4D : Main Window - Edit	6
1.18	Font4D : Main Window - New	6
1.19	Font4D : Main Window - Up	6
1.20	Font4D : Main Window - Down	6
1.21	Font4D : Main Window - Delete	7
1.22	Font4D : Main Window - Clear	7
1.23	Font4D : Main Window - Selected List	7
1.24	Font4D : Main Window - Start	7
1.25	Font4D : Main Window - End	7
1.26	Font4D : Main Window - Step	7
1.27	Font4D : Main Window - Set Range...	8
1.28	Font4D : Main Window - Render Settings...	8
1.29	Font4D : Main Window - View Frame	8

1.30 Font4D : Main Window - Generate	8
1.31 Font4D : Main Window - Check	8
1.32 Font4D : Main Window - Execute	8
1.33 Font4D : Word Settings	9
1.34 Font4D : Word Settings - InfoText	9
1.35 Font4D : Word Settings - Help	9
1.36 Font4D : Word Settings - Undo	9
1.37 Font4D : Word Settings - Load	9
1.38 Font4D : Word Settings - Save	9
1.39 Font4D : Word Settings - Font	10
1.40 Font4D : Word Settings - Initial Scaling	10
1.41 Font4D : Word Settings - Extrusion	10
1.42 Font4D : Word Settings - Extrusion - Length	10
1.43 Font4D : Word Settings - Extrusion - Sections	10
1.44 Font4D : Word Settings - Extrusion - Y-Rotation	11
1.45 Font4D : Word Settings - Extrusion - X-Scaling	11
1.46 Font4D : Word Settings - Extrusion - Z-Scaling	11
1.47 Font4D : Word Settings - Extrusion - X-Translation	11
1.48 Font4D : Word Settings - Extrusion - Y-Translation	11
1.49 Font4D : Word Settings - Colour/Texture Cycle	11
1.50 Font4D : Word Settings - Predefined Colour	11
1.51 Font4D : Word Settings - Predefined Texture	12
1.52 Font4D : Word Settings - Colour Value	12
1.53 Font4D : Word Settings - Ok	12
1.54 Font4D : Word Settings - Cancel	12
1.55 Font4D : View-Command Editor	12
1.56 Font4D : View-Command Editor - InfoText	13
1.57 Font4D : View-Command Editor - Help	13
1.58 Font4D : View-Command Editor - Undo	13
1.59 Font4D : View-Command Editor - Load	14
1.60 Font4D : View-Command Editor - ReLoad	14
1.61 Font4D : View-Command Editor - Save	14
1.62 Font4D : View-Command Editor - Name	14
1.63 Font4D : View-Command Editor - Calculation Mode	14
1.64 Font4D : View-Command Editor - Special Effect	14
1.65 Font4D : View-Command Editor - Frames	14
1.66 Font4D : View-Command Editor - Lights	15
1.67 Font4D : View-Command Editor - Edit	15
1.68 Font4D : View-Command Editor - Object Movement	15

1.69 Font4D : View-Command Editor - Object X-Rotation	15
1.70 Font4D : View-Command Editor - Object Y-Rotation	15
1.71 Font4D : View-Command Editor - Object Z-Rotation	15
1.72 Font4D : View-Command Editor - Object Special Effect	15
1.73 Font4D : View-Command Editor - Camera Movement	15
1.74 Font4D : View-Command Editor - Camera Tracking	16
1.75 Font4D : View-Command Editor - Camera X-Rotation	16
1.76 Font4D : View-Command Editor - Camera Y-Rotation	16
1.77 Font4D : View-Command Editor - Camera Z-Rotation	16
1.78 Font4D : View-Command Editor - Camera Lens Angle	16
1.79 Font4D : View-Command Editor - Light Movement	16
1.80 Font4D : View-Command Editor - Light Intensity	16
1.81 Font4D : View-Command Editor - Spotlights	17
1.82 Font4D : View-Command Editor - Spotlight Pointling	17
1.83 Font4D : View-Command Editor - Spotlight Radius	17
1.84 Font4D : View-Command Editor - Spotlight Falloff	17
1.85 Font4D : View-Command Editor - Ok	17
1.86 Font4D : View-Command Editor - Cancel	17
1.87 Font4D : Render Settings	17
1.88 Font4D : Render Settings - InfoText	18
1.89 Font4D : Render Settings - Help	18
1.90 Font4D : Render Settings - Undo	18
1.91 Font4D : Render Settings - Load	18
1.92 Font4D : Render Settings - Save	18
1.93 Font4D : Render Settings - Resolution	19
1.94 Font4D : Render Settings - Size Settings	19
1.95 Font4D : Render Settings - Predefined	19
1.96 Font4D : Render Settings - Full Picture	19
1.97 Font4D : Render Settings - Virtual Size	19
1.98 Font4D : Render Settings - Virtual Size - X	20
1.99 Font4D : Render Settings - Virtual Size - Y	20
1.100Font4D : Render Settings - Picture Size	20
1.101Font4D : Render Settings - Picture Size - X-Start	20
1.102Font4D : Render Settings - Picture Size - Y-Start	20
1.103Font4D : Render Settings - Picture Size - Width	20
1.104Font4D : Render Settings - Picture Size - Height	20
1.105Font4D : Render Settings - Output	20
1.106Font4D : Render Settings - Output Quality	20
1.107Font4D : Render Settings - Output Format	21

1.108Font4D : Render Settings - PovRay Options	21
1.109Font4D : Render Settings - PovRay Options - SetEnv	21
1.110Font4D : Render Settings - PovRay Options - String	21
1.111Font4D : Render Settings - Static Background Scene	22
1.112Font4D : Render Settings - Scene Button	22
1.113Font4D : Render Settings - Picture Viewer	22
1.114Font4D : Render Settings - Viewer Button	22
1.115Font4D : Render Settings - Scene On/Off Checkmark	22
1.116Font4D : Render Settings - Viewer On/Off Checkmark	22
1.117Font4D : Render Settings - Ok	22
1.118Font4D : Render Settings - Cancel	22
1.119Font4D : Coordinates Editor	22
1.120Font4D : Movement Editor : General Purpose	23
1.121Font4D : Coordinates Editor - InfoText	24
1.122Font4D : Coordinates Editor - Help	24
1.123Font4D : Coordinates Editor - Undo	24
1.124Font4D : Coordinates Editor - Load	24
1.125Font4D : Coordinates Editor - Merge	24
1.126Font4D : Coordinates Editor - Save	24
1.127Font4D : Coordinates Editor - List of Coordinates	24
1.128Font4D : Coordinates Editor - View-Command Variables	24
1.129Font4D : Coordinates Editor - Add	24
1.130Font4D : Coordinates Editor - Remove	24
1.131Font4D : Coordinates Editor - Up	24
1.132Font4D : Coordinates Editor - Down	24
1.133Font4D : Coordinates Editor - X - Coordinate	24
1.134Font4D : Coordinates Editor - Y - Coordinate	24
1.135Font4D : Coordinates Editor - Z - Coordinate	24
1.136Font4D : Coordinates Editor - Multiplier On/Off	24
1.137Font4D : Coordinates Editor - Ok	24
1.138Font4D : Coordinates Editor - Cancel	24
1.139Font4D : Select Range Subwindow	24
1.140Font4D : Select Range - Top Display Field	25
1.141Font4D : Select Range - InfoText	25
1.142Font4D : Select Range - From	25
1.143Font4D : Select Range - To	25
1.144Font4D : Select Range - Step	25
1.145Font4D : Select Range - Ok	25
1.146Font4D : Select Range - Cancel	25

1.147Font4D : Calculation Mode - Bezier	25
1.148Font4D : Calculation Mode - BSpline	25
1.149Font4D : Calculation Mode - Absolute	25
1.150Font4D : Calculation Mode - Exeptions	25
1.151Font4D : InfoText Error-Messages	25
1.152Font4D : Coordinates	25

Chapter 1

Font4D

1.1 main

Font4D

Font 4D is an Animation System using POV-Ray!

FREEWARE

FIRST PUBLIC RELEASE.... V2.1 AmiNet 1994

Copyright by Hauke von Bremen... 1993/1994

ANYTHING YOU CREATE WITH IT IS COPYRIGHT BY YOU!

*** IMPORTANT ***

Installation

MUI

PovRay

List of all windows:

Main Window

Word Settings

View-Command Editor

Coordinates Editor

Render Settings

Range Settings

NOTE: THIS IS A WORKING PRERELEASE ... NOT A FINAL VERSION...

In result of this, the documentation is not yet complete!

NO WARRANTY IS GIVEN. YOU MAY TRY THIS PROGRAM AT YOUR OWN RISK!

I CAN NOT BE MADE LIABLE FOR ANY DAMAGE OR LOSS OF DATA THIS

PROGRAM CAUSES... tempting isn't it (-;

HvB ,March 1994.

1.2 Font4D : About

This programm is Freeware, so do whatever you want with it,
except earn ANY money...

It's main purpose (so far) is to create animations
of a word, or sentence...

(It uses chars.inc for the font...

this will be enhanced in the next version)

But you can also use it to add light, camera - movement and titles
to your povray scenes.

1.3 Font4D : IMPORTANT

Font4D is my third year project, (Deadline comming up soon! OH BOY)
PLEASE PLEASE PLEASE.... I NEED YOUR COMMENT ON THIS ONE!!!!

Font4D is by no means perfect!! To make it perfect I need YOU!

Send me a note, bugreport, what you liked (i.e. about the user-interface or
how badly I use povray ...), telling me off (i.e for bugs), how difficult
you find to use the program or anything you like (NO MONEY!!!!,NO BOMBS!!!!)

I need * FEEDBACK * to complete my report on this project!

Hey I worked 1 year to write this proggi, so you can at least drop me a
line, saying you tried it... don't let me down... PLEASE...

In return I will continue releasing updates... PROMISED!

You can even send me your own view-commands for inclusion in the next
release etc....

PLEASE PLEASE PLEASE.... I NEED YOUR COMMENT ON THIS ONE!!!!

MAIL: HAUKE VON BREMEN

- PROJECT - //

8 Leacroft Close // AMIGA FOR EVER...

Staines, Surrey, TW18 - 4NP V//

England, GB in english,french,german,pakistani...

any language!

I WILL HAVE YOUR MESSAGE TRANSLATED... (I prefer english so...)

EMAIL: zhac100@cc.rhbnc.ac.uk

TODO: Installer script (-:

Allow for more objects

Use Quick-Colours for lights...

What ? you have comments ... SEND THEM ...

THANKS TO: Stefan Stunz (for creating MUI)

The Designers of PovRay (for the best pd-raytracer)

Pete Jeavons (for his support and idears)

Nigel Drake (for preliminary testing)

Oliver Tappe (he knows ;-)

And ALL the people, who listen(ed) to my problems

(for their help and time)

1.4 Font4D : Installation

System Requires:

PovRay 2.x (with supplied includes)

MUI 2.x (works with unregistered version as well)

OS2.x or hotter (ANY CHIPSET)

Font4D does not mind a good graphic card as well, but that's optional, of course... (TRY MERLIN (-;)

Tested on OS2.1, OS3.0 A2000/30 with ECS.

Font4D Installation: (this one is simple , I hope)

SETUP PART ONE:

1. A command called 'povray' has to be in path.

either rename your favorite version or make a link in your path.

- example: makelink FROM c:povray TO 'device:dir/povrayiee'

(you can use ANY povray 2.0 compatibel version)

2. (OPTIONAL) make copy resident in your user-startup or startup-sequence.

makes your HardDisk flash less often (-:

- example: resident c:copy

3. (OPTIONAL) if you want to use an external picture converter, that can deal with dump/qrt files, use the enviroment variable 'F4D CONV'.

just put the complete path and name followed by all options.

F4D calls \$F4D CONV dumpfile outputfile.

and now

Unarchive FONT4D.LHA to wherever you want to have it...

(or drag the Font4D-Demo Directory)

! THERE ARE TWO VERSIONS (M and H) they indential in functionality, but

the M version requires a minimum screen height of 600 pixels.

(you may delete the version you don't want)

SETUP PART TWO:

Start it (enjoy the view) and click on 'Render Settings...'.
A new window will open including a string-gadget called 'PovRay Options'.
Change the part where it says '+linclude'
to '+ldirectory of your povray-includes'.
Select 'save as default' and then SetEnv... now you are well sorted!

Look at the examples or read the doc (AGUIDE@-FORMAT) if you have to...

Hey and remember, you can allways press HELP!

1.5 Font4D : Main Window

Help Tutorial Undo

String Word

Load Merge Save

Predefined Total Frames Selected

Add

Edit

New

Up

Down

Delete

Clear

Start End Step

Set Range... Render Settings... View Frame

Generate Check Execute

1.6 Font4D : Main Window - Help

Clicking on this Button will bring up an layout oriented list
of available help topics for this window.

NOTE: Font4D supports the HELP - key!

Moving the mouse-pointer above an gadget & pressing 'HELP' will
give you information about this gadget!

1.7 Font4D : Main Window - Tutorial

This Button will start the online tutorial for font4D.

1.8 Font4D : Main Window - Undo

If you press this Button, the last changes made in the main window, will be undone.

Clicking again will redo the last change!

1.9 Font4D : Main Window - String

Whatever you type into this String Gadget, will be used as the text during the whole animation!

Be aware, that not all fonts support all characters!

Supported Characters:

A-Z,a-z,0-9,-+!@#%*^*()[]

Other characters are ignored and are converted to blanks...

This might result in an uncentered object.

1.10 Font4D : Main Window - Word Settings...

Clicking on this Button will open the Word-Settings Subwindow.

You are able to define the look of the rendered Text, defined in the **String**

1.11 Font4D : Main Window - Load

Yes, you guessed it! Clicking here will allow you to load a previously defined **list of View-Commands**.

The current list will be overwritten!

1.12 Font4D : Main Window - Merge

This Button allows you to load a **list** to be added to the end of the current list.

1.13 Font4D : Main Window - Save

If you press this Button, your current **list of selected View-commands** will be save to disk.

1.14 Font4D : Main Window - Predefined

This list shows all available view-commands. If you double-click on one of the entries, it will get transferred to the bottom of the **selected list**.

NOTE: If you can't read the full names of the view-commands displayed here, try making this window bigger. (drag Lower-Left Corner of the window).

1.15 Font4D : Main Window - Total Frames

This number displays the total number of frames (pictures) your current animation consists of. **Adding** a view-command to the **selected list**, will add to this number.

In reverse, **Deleting** from the selected list will reduce this number...

Each view-command defines the number of frames it needs. This may be changed in the **View-Command-Editor**.

1.16 Font4D : Main Window - Add

Clicking this gadget has the same effect, than double-clicking on one entry in the **predefined list**.

The entry gets added to the bottom of the **selected list**.

1.17 Font4D : Main Window - Edit

This Button starts the **View-command Editor** with the active view-command from the **predefined list** as argument.

1.18 Font4D : Main Window - New

This Button starts the **View-command Editor** to create a new view-command from scratch.

This view-command will be added to the **predefined list**.

1.19 Font4D : Main Window - Up

Moves the active entry in the **selected list** one position upwards.

1.20 Font4D : Main Window - Down

Moves the active entry in the **selected list** one position downwards.

Endnode

1.21 Font4D : Main Window - Delete

Deletes the active entry in the **selected list**.

Double-Clicking in the list will remove an entry as well.

1.22 Font4D : Main Window - Clear

Removes all entries from the **selected list**.

1.23 Font4D : Main Window - Selected List

Adding predefined or edited view-commands to this list is really how you define an animation in Font4D.

So, the top view-command is the first to be executed, then the second ... and so on.

1.24 Font4D : Main Window - Start

The first frame to be rendered from all available frames.

EXAMPLE: if you use 1, then Font4D will start rendering with the first frame. If you type in 2, Font4D will start with the second and so on...

See **Set Range** on how to edit this value.

1.25 Font4D : Main Window - End

The last frame to be rendered from all available frames.

This will tell Font4D when to stop rendering Frames.

EXAMPLE: If the total number of frames states 10, then setting

End to 10 will render all pictures upto 10 (according to START and **STEP**).

If you enter 5, Font4D will stop at the fifth picture...

See **Set Range** on how to edit this value.

1.26 Font4D : Main Window - Step

The step-rate by which to render the frames from start to end.

Example: 1 -> each frame.

2 -> each second frame.

3

See **Set Range** on how to edit this value.

1.27 Font4D : Main Window - Set Range...

This Button will open the Range Settings window...

In this window, you are able to manipulate **Start**, **End** and **Step**.

1.28 Font4D : Main Window - Render Settings...

This Button will open the **Render Settings** Window.

In this window, you are able to manipulate the Rendering of your animation.

1.29 Font4D : Main Window - View Frame

This Button open a requester, by which you can choose picture-files.

These pictures are then displayed, using the picture-viewer defined in the **Render Settings**.

1.30 Font4D : Main Window - Generate

This Buttons generates 'source-code' for each frame to be rendered and an script-file, to be executed, to **render all pictures**.

For each frame a file called FRAMEXXXX.pov will be generated.

(with XXXX being the file-number).

NOTE: Changing Values in Font4D does not automaticxally update these frame files. Make sure to generate the changes before **executing** the script-file.

1.31 Font4D : Main Window - Check

This Button is rather an uncomplete previewer for an animation.

Originally, I added it for debugging purposes, but thought to leave it in.

Pressing the button, will generate a list of all object-positions during the animation, and showing it, using more.

(More must be present in SYS:UTILITIES for this to work...

If you have OS2 or higher, this should be the case...)

1.32 Font4D : Main Window - Execute

If you previously **generated** all frame-files,

pressing this button will start rendering the frames.

The generated script file will be executed in an subwindow.

You can continue working on your animation, but pressing Generate again, saving any data or changing Render Settings, will alter the animation during rendering. (DON'T).

1.33 Font4D : Word Settings

InfoText

Help Undo

Load Save

Font

Initial Scaling

Extrusion

Colour/Texture Cycle

Ok Cancel

1.34 Font4D : Word Settings - InfoText

If everything is fine "OK!" is displayed here.

Otherwise **Error-Messages**.

1.35 Font4D : Word Settings - Help

Pressing this Button will start the online-help for this window.

NOTE: You can also get specific help for each gadget, by moving the mouse pointer above it and then pressing 'HELP'.

1.36 Font4D : Word Settings - Undo

Every change in this window is buffered, so by pressing the UNDO button, you can undo the changes (-:). Pressing it again redoes the changes again.

NOTE: Only one change is buffered.

1.37 Font4D : Word Settings - Load

Allows you to load previously saved word-settings.

A requester will show you all available settings.

To Load one of these settings double-click on it.

1.38 Font4D : Word Settings - Save

Asks you for a name to save the word-settings and saves them ...

1.39 Font4D : Word Settings - Font

This defines the Pov-Ray font-file, to be used to generate the Test-Object. This file has to be located in the include directory of Pov-Ray and must be structured as chars.pov! At the moment only one simple font is available. Future releases will feature more fonts...

1.40 Font4D : Word Settings - Initial Scaling

The initial Scaling defines how the object is to be scaled in the X and Y direction.

EXAMPLES: 1.0 -> No change.

-1.0 -> mirror.

0.0 -> deletes dimension... (Not very usefull)

1.41 Font4D : Word Settings - Extrusion

Length

Sections

Transformations:

Y-Rotation

X-Scaling

Z-Scaling

X-Translation

Y-Translation

1.42 Font4D : Word Settings - Extrusion - Length

Defines Extrusion to Z axis.

This could be described as the deepness of the Letters.

Good values are 10 - 100 etc.

0 is not allowed!

1.43 Font4D : Word Settings - Extrusion - Sections

This function is not supported in the current Release!

It will allow you to specify the number of section the extrusion will have...

Default: one section.

1.44 Font4D : Word Settings - Extrusion - Y-Rotation

Initial Rotation in Y axis per section.

Default: one section.

1.45 Font4D : Word Settings - Extrusion - X-Scaling

This function is not supported in the current Release!

Scaling in X axis per Section.

Default: one section.

1.46 Font4D : Word Settings - Extrusion - Z-Scaling

This function is not supported in the current Release!

Scaling in Z axis per Section.

Default: one section.

1.47 Font4D : Word Settings - Extrusion - X-Translation

Translation in the x-axis per Section.

Default: one section.

1.48 Font4D : Word Settings - Extrusion - Y-Translation

Translation in the x-axis per Section.

Default: one section.

1.49 Font4D : Word Settings - Colour/Texture Cycle

With this gadget, you can cycle through three different way of defining the look of your object.

Predefined Colours

Predefined Textures

Colour Value

NOTE: Only the ACTIVE one is used! You can not combine a colour with a texture, etc.

1.50 Font4D : Word Settings - Predefined Colour

Displays a list of predefined Colours your Object can have.

Double-click on the one colour you want.

1.51 Font4D : Word Settings - Predefined Texture

Displays a list of predefined Textures your Object can have.

Double-click on the one texture you want.

1.52 Font4D : Word Settings - Colour Value

In these three gadgets, you have to enter a value for red, green and blue.

Allowed values are 0.0 to 1.0. 1.0 means full intensity!

EXAMPLES: - RGB Values -

Red = 1.0 , Green = 1.0 , Blue = 1.0 -> full White.

Red = 0.0 , Green = 1.0 , Blue = 1.0 -> full Yellow.

Red = 1.0 , Green = 0.0 , Blue = 1.0 -> full Purpul.

Red = 0.5 , Green = 0.5 , Blue = 0.5 -> medium Grey.

TIP: Screen colours are defined in RGB as well! Look at the Amiga Palette Programm, The values there range from 0 to 15...

1.53 Font4D : Word Settings - Ok

Pressing this Button will close this window, and accept all changes.

1.54 Font4D : Word Settings - Cancel

Pressing this Button will close this window, and abandon all changes.

(Using the Window-Close Gadget (top left corner) has the same effect).

1.55 Font4D : View-Command Editor

InfoText

Help Undo

Load ReLoad Save

Name

Calculation Mode

Special Effect (F/X)

Frames

Lights

Edit - Cycle

Object:

Object Movement

Object X-Rotation

Object Y-Rotation

Object Z-Rotation

Special Effect

Camera:

Camera Movement

Camera Tracking

Camera X-Rotation

Camera Y-Rotation

Camera Z-Rotation

Camera Lens Angle

Lights:

Light Selector

Light Movement

Light Intensity

Spotlights

Spotlight Pointing

Spotlight Radius

Spotlight Falloff

Spotlight Tightness

Ok Cancel

1.56 Font4D : View-Command Editor - InfoText

Look out for Error-Messages displayed in this gadget.

If everything is fine "OK!" is displayed or an message regarding the last operation.

1.57 Font4D : View-Command Editor - Help

Starts global help display for this window.

NOTE: Using the 'HELP' Button when the mouse-pointer is above a gadget displays the help for this gadget.

1.58 Font4D : View-Command Editor - Undo

Pressing this Button undoes the last changes to the data displayed.

Pressing it again redoes the last change.

1.59 Font4D : View-Command Editor - Load

Opens a file-requester to select a previously saved View-Command;
and loads it (-;

1.60 Font4D : View-Command Editor - ReLoad

Reloads the current View-Command from Disk.
Therefore resets to last saved Values...

1.61 Font4D : View-Command Editor - Save

Allows you to save the current View-Command under a new name.

1.62 Font4D : View-Command Editor - Name

This represents the name of the view-command you are currently working at.
Use this name wisely to discribe, what the view-command does.
Be as specific as possible... Remember 256 characters are allowed for
filenames! SO USE THEM....

1.63 Font4D : View-Command Editor - Calculation Mode

This cycle gadget lets you choose between **Bezier**, **BSpline** and
Absolute Calculation Modes.
Choosing one of these methods determine how points defined in the
Coordinates-Editor are interpreted!

1.64 Font4D : View-Command Editor - Special Effect

If you tick this box, the view-command will use an external
special effect.
Unfortunately I have not designed any FX's yet... (-;

1.65 Font4D : View-Command Editor - Frames

This specifies the number of frames, the current view-command will take during
the animation.
See also **Total Number of Frames**.

1.66 Font4D : View-Command Editor - Lights

This specifies the number of Lights the current view-command will include.

1.67 Font4D : View-Command Editor - Edit

With this gadget you can choose which part of the view-command you want to edit: object, camera or lights.

1.68 Font4D : View-Command Editor - Object Movement

Pressing this button will start the **Coordinates Editor** to edit the Object Movement Points.

1.69 Font4D : View-Command Editor - Object X-Rotation

This defines the degree of Rotation the Object will perform, during the available frames, in the X Axis.

1.70 Font4D : View-Command Editor - Object Y-Rotation

This defines the degree of Rotation the Object will perform, during the available frames, in the Y Axis.

1.71 Font4D : View-Command Editor - Object Z-Rotation

This defines the degree of Rotation the Object will perform, during the available frames, in the Z Axis.

1.72 Font4D : View-Command Editor - Object Special Effect

This List shows the available F/X. Select one by double clicking.

If this list is disabled (grey grid), you either deselected the **F/X** Checkmark, or there are just no Special Effects available.

1.73 Font4D : View-Command Editor - Camera Movement

Pressing this button will start the **Coordinates Editor** to edit the Camera Movement Points.

This defines where the Camera 'Looks From'.

1.74 Font4D : View-Command Editor - Camera Tracking

Pressing this button will start the **Coordinates Editor** to edit the Object Tracking Points.

Tracking defines, where the camera 'Looks At'.

1.75 Font4D : View-Command Editor - Camera X-Rotation

This defines the degree of Rotation the Camera will perform, during the available frames, in the X Axis.

1.76 Font4D : View-Command Editor - Camera Y-Rotation

This defines the degree of Rotation the Camera will perform, during the available frames, in the Y Axis.

1.77 Font4D : View-Command Editor - Camera Z-Rotation

This defines the degree of Rotation the Camera will perform, during the available frames, in the Z Axis.

1.78 Font4D : View-Command Editor - Camera Lens Angle

Selecting one of the options displayed here, you can determine a lens, to be used by the camera. Experiment with this, but be carefull: A CHANGE OF LENS DURING AN ANIMATION MIGHT HAVE STRANGE EFFECTS...

1.79 Font4D : View-Command Editor - Light Movement

Pressing this button will start the **Coordinates Editor** to edit the current Light's Movement Points.

1.80 Font4D : View-Command Editor - Light Intensity

Here you can specify the intensity the Light will have for the Red, Green and Blue Spectrum. A value of 1.0 means full intensity.
See also **Colour Values**.

1.81 Font4D : View-Command Editor - Spotlights

If you tick this Box, the current Light will change from a normal Lightsource to a Spotlight! A Spotlight not only has a position but also a position the 'beam' **points**.

1.82 Font4D : View-Command Editor - Spotlight Pointing

Pressing this button will start the **Coordinates Editor** to edit the current Spotlight's Tracking Points.

This defines where the 'beam' points...

(Better point this on the object, or you won't see anything!)

1.83 Font4D : View-Command Editor - Spotlight Radius

This defines the radius of the Spotlight.

1.84 Font4D : View-Command Editor - Spotlight Falloff

This more or less defines the Sharpness of the Outline.

1.85 Font4D : View-Command Editor - Ok

Saves the view-command and closes window...

(A Requester comes up, to check whether you want to overwrite the original... pressing cancel allows you to specify a new name.)

1.86 Font4D : View-Command Editor - Cancel

Well, the usual really!

Closes window and discards changes...

1.87 Font4D : Render Settings

```
@{ " InfoText " Link RSINFO }
@{ " Help " Link RSHELP } @ { " Undo " Link RSUNDO }
@{ " Load " Link RSLOAD } @ { " Save " Link RSSAVE }
@{ " Resolution " Link RSRESO }
@{ " Size Settings " Link RSSIZE }
@{ " Predefined... " Link RSPRED } @ { " Full Picture " Link RSFULL }
```

```
@{ " Virtual Size " Link RSVIRT }
@{ " X " Link RSXSIZ } @{ " Y " Link RSYsiz }
@{ " Picture Size " Link RSPICT }
@{ " X-Start " Link RSXSTA } @{ " Y-Start " Link RSYSTA }
@{ " Width " Link RSWIDTH } @{ " Height " Link RSHEIG }
@{ " Output " Link RSOUTP }
@{ " Quality " Link RSQUAL } @{ " Format " Link RSFORM }
@{ " PovRay Options " Link RSPOVR }
@{ " SetEnv " Link RSSETE } @{ " String " Link RSSTRI }
@{ " Static Background Scene " Link RSSTAT }
@{ " Scene... " Link RSSCEN } @{ " On/Off " Link RSCMSC }
@{ " Picture Viewer Command " Link RSVIEW }
@{ " Viewer... " Link RSVVIE } @{ " On/Off " Link RSCMVI }
@{ " Ok " Link RSOK } @{ " Cancel " Link RSCANC }
```

1.88 Font4D : Render Settings - InfoText

Error messages are displayed here..

otherwise 'OK!' (-;

1.89 Font4D : Render Settings - Help

Same procedure as every ... window!

Yes you can get some kind of help pressing this gadget.

1.90 Font4D : Render Settings - Undo

Undo-Redo Button.

1.91 Font4D : Render Settings - Load

Lets you load a set of previously saved render-settings.

NOTE: PovRay-Options are only valid when using **SetEnv...**

1.92 Font4D : Render Settings - Save

Lets you save the current render settings.

NOTE: Make sure the filename ends with '.RenderSet'.

1.93 Font4D : Render Settings - Resolution

This group of gadgets allow you to specify the picture size.

1.94 Font4D : Render Settings - Size Settings

Hmmm.... DUH!

1.95 Font4D : Render Settings - Predefined

Well, a future version will have a set of predefined picture sizes available on pressing this button....

1.96 Font4D : Render Settings - Full Picture

Pressing this button will set the the picture to full **virtual size**.

1.97 Font4D : Render Settings - Virtual Size

The virtual size of the picture can be any size from 1 to ca. 65.000 pixel.

It does not directly define the size of the output-picture, but the size of the scene window...

Selecting a bigger size than the picture-size, will result in the picture being a cut-out part from the real thing...

Example:

Virtual Size

+-----+-----+-----+ X

||||

| Y-Start |

||||

+---X-Start---+ - - - - +-----+--

| Picture | ^

|| Size || Height

|| v

+-----+ - - - - +-----+--

||||

||||

+-----+-----+-----+

Y | <- Width -> |

Full Picture will make Virtual Size = Picture Size.

1.98 Font4D : Render Settings - Virtual Size - X

Virtual size in x direction.

1.99 Font4D : Render Settings - Virtual Size - Y

Virtual size in y direction.

1.100 Font4D : Render Settings - Picture Size

Part of the virtual size to make up the output-picture
(and resolution).

1.101 Font4D : Render Settings - Picture Size - X-Start

Start of Picture on virtual X - Axis.

1.102 Font4D : Render Settings - Picture Size - Y-Start

Start of Picture on virtual Y - Axis.

1.103 Font4D : Render Settings - Picture Size - Width

Width of picture.
($X\text{-End} = X\text{-Start} + \text{Width}$).

1.104 Font4D : Render Settings - Picture Size - Height

Height of Picture.
($Y\text{-End} = Y\text{-Start} + \text{Height}$).

1.105 Font4D : Render Settings - Output

These two gadgets define the picture **quality** and **format**.

1.106 Font4D : Render Settings - Output Quality

Here you can choose a quality from 0 (worst but fastest)
to 9 (best but slowest).
A picture with -9- quality is roughly 10 times slower than with
quality set to -0-. So test it on -0- first...

1.107 Font4D : Render Settings - Output Format

Here you may select between different picture formats...

- for IFF 24 to work, you need dump2i24 (should be included with this archive).

- for External to work, you have to set up an environment variable call F4DCONV including: path/name options of you converter... (why not an ADPRO script ?)

Font-4D will call this with inputfilename followed by outputfilename.

If you haven't set up the environment variable. the execution of the script

file will stop after the first picture. "\$F4DCONV unknown command"....

be warned (-;

1.108 Font4D : Render Settings - PovRay Options

Have a look at the Pov-Ray Documentation for setting extra options:

Font-4D sets the following options:

-qX -HXXX -WXXX -SCXXX -SRXXX -ECXXX -ERXXX -fX -o... -i....

BUT, YOU HAVE TO SET +l"povray-path/include" !!!!

See SetEnv and [String](#) on how to do this.

1.109 Font4D : Render Settings - PovRay Options - SetEnv

Pressing this button overwrites the current pov-ray options with the

one in the [String](#).

NOTE: Loading a set of Render-Setting changes the string, but does not set the Environment variable automatically.

1.110 Font4D : Render Settings - PovRay Options - String

This string has to contain +l"povray-path/include" for Font4D to work.

otherwise povray will not find it's includes...

Other useful parameters to enter here are i.e.:

-BXXX specifying a Buffer for the rendered picture (speeds up rendering)

-Dx which displays the picture during rendering. (please consult your povray documentation on which modes are supported!!!).

remember that you may not use one of the following:

-qX -HXXX -WXXX -SCXXX -SRXXX -ECXXX -ERXXX -fX -o... -i....

THESE ARE SET BY FONT-4D!!!!!!!!!!!!!!!!!!!!!!

1.111 Font4D : Render Settings - Static Background Scene

One of the goodies of the program for Pov-Ray - Specialists!!!

Just specify a filename in the string (using the Scene-button)

and it will included autometicly as a stable background scene.

You can en-disable this by using the checkmark on the left of the string-gadget.

Soon you will be able to fly through them.....

NOTE: NO CAMERA SHOULD BE PRESENT IN THE SCENE-FILE...

You can use the original settings in the word-subwindow, or

in your view-commands. Additional lights won't be affected,

but why not have nice effects by moving them.... ????

1.112 Font4D : Render Settings - Scene Button

Well, using a filerequester, you can select a a scene.

1.113 Font4D : Render Settings - Picture Viewer

Specify a programm that is able to read your output-picture.

1.114 Font4D : Render Settings - Viewer Button

1.115 Font4D : Render Settings - Scene On/Off Checkmark

1.116 Font4D : Render Settings - Viewer On/Off Checkmark

1.117 Font4D : Render Settings - Ok

1.118 Font4D : Render Settings - Cancel

1.119 Font4D : Coordinates Editor

General Purpose of this Editor

I N F O T E X T !

Global:

Help Undo

Load Merge Save

Coordinates: Variables:

List of Last Point

| Coordinates | Last Control-Point

|| Next Point

|| Next Control-Point

|| Object Position

||

|| Functions:

|| Add

|| Remove

|| Up

| _____ | Down

Edit Coordinates:

X: X Y: Y Z: Z

[] Multiply Coordinates ...

Ok Cancel

1.120 Font4D : Movement Editor : General Purpose

The Movement Editor is used to define movement, by generating a list of points. These points then define a curve, an object will follow during the animation. Each View-Command specifies such a list of points for each object it deals with. If no points are specified the object will not appear when the View-Command is executed.

- 1.121 Font4D : Coordinates Editor - InfoText**
- 1.122 Font4D : Coordinates Editor - Help**
- 1.123 Font4D : Coordinates Editor - Undo**
- 1.124 Font4D : Coordinates Editor - Load**
- 1.125 Font4D : Coordinates Editor - Merge**
- 1.126 Font4D : Coordinates Editor - Save**
- 1.127 Font4D : Coordinates Editor - List of Coordinates**
- 1.128 Font4D : Coordinates Editor - View-Command Variables**
- 1.129 Font4D : Coordinates Editor - Add**
- 1.130 Font4D : Coordinates Editor - Remove**
- 1.131 Font4D : Coordinates Editor - Up**
- 1.132 Font4D : Coordinates Editor - Down**
- 1.133 Font4D : Coordinates Editor - X - Coordinate**
- 1.134 Font4D : Coordinates Editor - Y - Coordinate**
- 1.135 Font4D : Coordinates Editor - Z - Coordinate**
- 1.136 Font4D : Coordinates Editor - Multiplier On/Off**
- 1.137 Font4D : Coordinates Editor - Ok**
- 1.138 Font4D : Coordinates Editor - Cancel**
- 1.139 Font4D : Select Range Subwindow**

Top Display Field

INFOTEXT!

From To Step

Ok Cancel

- 1.140 Font4D : Select Range - Top Display Field**
 - 1.141 Font4D : Select Range - InfoText**
 - 1.142 Font4D : Select Range - From**
 - 1.143 Font4D : Select Range - To**
 - 1.144 Font4D : Select Range - Step**
 - 1.145 Font4D : Select Range - Ok**
 - 1.146 Font4D : Select Range - Cancel**
 - 1.147 Font4D : Calculation Mode - Bezier**
 - 1.148 Font4D : Calculation Mode - BSpline**
 - 1.149 Font4D : Calculation Mode - Absulote**
 - 1.150 Font4D : Calculation Mode - Exeptions**
 - 1.151 Font4D : InfoText Error-Messages**
 - 1.152 Font4D : Coordinates**
-