

IMAGINE MAILING LIST

COLLABORATORS

	<i>TITLE :</i> IMAGINE MAILING LIST	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		April 16, 2022
		<i>SIGNATURE</i>

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

IMAGINE MAILING LIST

1.1 IMAGINE MAILING LIST NUMBER V52

This GUIDE File was generated by the
"IMAGINE MAILING LIST PROCESSOR"
Written By Neil "Tex" Miller
© 1994 OSCARsoft

```

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-----oOO-(-)-OOo-----
|
|                               neil@triode.apana.org.au
|
| This is the Imagine Mailing List (imagine@email.sp.paramax.com) Archive #52
| covering messages from Jul. 01. 1994 to Aug. 03. 1994.
|
| If you have any questions or problems with this file, E-mail Nik Vukovljak
| at:  nvukovlj@extro.ucc.su.oz.au
|
| To join the IML, send email to: imagine-request@email.sp.paramax.com and
| in the subject line type in: subscribe
|
+-----+

```

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MSG- 380 Subject: Re: scanline question (Mike Halvoson, please ←
read this)
Click-->

381
MSG- 381 Subject: Re: scanline question (Mike Halvoson, please ←
read this)
Click-->

382
MSG- 382 Subject: Re: shields up-phasers on kill
Click-->

383
MSG- 383 Subject: Textures and Cycles
Click-->

384
MSG- 384 Subject: Axiom Gone...
Click-->

385
MSG- 385 Subject: Re: shields up-phasers on kill
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386
MSG- 386 Subject: Re: Textures and Cycles
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387
MSG- 387 Subject: Imagine+Picasso
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MSG- 388 Subject: Cycle
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MSG- 389 Subject: RE: SCANLINE QUEST
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MSG- 390 Subject: Re: Textures and Cycles
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391
MSG- 391 Subject: Argh! 'Invisible' parts of a brushmap??
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MSG- 392 Subject: Re: Textures and Cycles
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393
MSG- 393 Subject: Where can I find some postscript fonts ?
Click-->

394
MSG- 394 Subject: textures
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395
MSG- 395 Subject: Re: Argh! 'Invisible' parts of a brushmap??
Click-->

396
MSG- 396 Subject: Re: Misc Amiga stuff for sale (fwd)
Click-->

397
MSG- 397 Subject: pc playianm

Click-->
398
MSG- 398 -----=> Sorry NO Subject!

Click-->
399
MSG- 399 Subject: Re: Argh! 'Invisible' parts of a brushmap??

Click-->
400
MSG- 400 Subject: silly people (was: scanline question:Mike ←
Halvoson, please read this)

Click-->
401
MSG- 401 Subject: Re: Argh! 'Invisible' parts of a brushmap??

Click-->
402
MSG- 402 Subject: Global background color

Click-->
403
MSG- 403 Subject: Selective Bending

Click-->
404
MSG- 404 Subject: 3D Artist magazine

Click-->
405
MSG- 405 Subject: Re: Where can I find some postscript fonts ?

Click-->
406
MSG- 406 Subject: Archives

Click-->
407
MSG- 407 Subject: re: Axiom & Amiga

Click-->
408
MSG- 408 Subject: re: Textures and Cycles

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409
MSG- 409 Subject: re: Archives

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410
MSG- 410 Subject: Re: Argh! 'Invisible' parts of a brushmap??

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411
MSG- 411 Subject: Random Ripple

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412
MSG- 412 Subject: Re: Where can I find some postscript ←
fonts ?

Click-->
413
MSG- 413 Subject: Version Numbering (was Re scanline question)

Click-->
414
MSG- 414 Subject: Simple Motion

1.3 MSG-1 Subject: 'Allo

Subject: 'Allo
Date: Fri, 1 Jul 1994 10:55:11 -0400 (EDT)
From: The Cheetah <UC245_444755@emuvax.emich.edu>

'Allo

I'd like to know if anyone could send me the site for the 'Melt' program. Also, if anyone out there could send me info on how to get ahold of the fire thing (I guess you'd call it a tutorial) that has been mentioned so much recently -- I saw it used in a rendering from the Aminet... breathtaking!

Much thanks to AmigaFormat for including Imagine 2.0 as a coverdisk, but could someone help me in finding some literature on using some of the more complex features of it? I love it thus far, but feel like I've barely scraped the first layer of what it can do.

Thanks,
T.W. Albee - The Cheetah

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1.4 MSG-2 Subject: SGI Animation Packages - Mailing Lists?

Subject: SGI Animation Packages - Mailing Lists?
Date: Fri, 1 Jul 94 21:05:05 +1000
From: JOHN ROWE <jrowe@ozemail.com.au>

Hi All!

This is neither directly LightWave nor Imagine related but certainly pertinent to those of you interested in high-end animation.

Does anyone know if there are any Email mailing lists or Internet newsgroups pertaining to animation on the SGI platform or to specific animation packages for that platform like SoftImage, Alias or TDI??

In particular I'm very interested in a mailing list for Alias or Alias PowerAnimator users or in Emailing anyone with experience in this program or similar programs on the SGI platform.

Thanks in advance.

Best Regards from Down Under, John

John Rowe Animation
Toowoomba Qld.
AUSTRALIA
EMail:jrowe@ozemail.com.au

-> Christian <-
Reg.CBM Developer, 3D Animator, Programmer
Aussie Amiga Keyboard Overlays

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1.5 MSG-3 Subject: RE: SEAM

Subject: RE: SEAM

Date: Sun, 3 Jul 1994 01:48:36 +1000 (EST)

From: Nikola Vukovljak <nvukovlj@extro.ucc.su.OZ.AU>

On Thu, 30 Jun 1994 greg.tsadilas@hofbbs.com wrote:

>

> The seam in the tileable altitude map is NOT a bug. Imagine adds a 1 pixel
> border (color values 128,128,128) to the brush when tiling it. That is how it

> is implemented. Therefore, it is not a bug. No attributes settings or wild
> contortions will get rid of it.

>

So what do you call this ? A feature ?!

How can one have a tileable map if a border is added to it. This is not
mentioned anywhere in the manual either, so I still call this a bug.

This is also seen if you say, want to wrap an altitude map onto a sphere
(e.g. to create Earth). A seam occurs where the ends meet even if they
should meet perfectly.

Nik.

nvukovlj@extro.ucc.su.oz.au

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1.6 MSG-4 Subject: Archive #50

Subject: Archive #50

Date: Sun, 3 Jul 1994 02:09:29 +1000 (EST)

From: Nikola Vukovljak <nvukovlj@extro.ucc.su.OZ.AU>

Ok guys. IML archive #50 (May '94) has been uploaded to Aminet.

(try wuarchive.wustl.edu or wcarchive.cdrom.com amongst others - in /pub/aminet/gfx/3d)

As of this archive the archives are uploaded in 2 formats: Amiga Guide format and normal text.

They are separately uploaded so you can choose which one you prefer. Even as it is, #50 is huge!

Anyway, look for IMLarc50.lha - text format, or iml-arc50-guide.lha in Amiga Guide format.

Nik.

nvukovlj@extro.ucc.su.oz.au

Your friendly IML archivist.

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1.7 MSG-5 Subject: How do I make a wood shingle roof

Subject: How do I make a wood shingle roof

Date: Sun, 3 Jul 1994 14:05:00 -0400

From: david.wyand@canrem.com (David Wyand)

Hi Steve!

>Hi, what's a good way of making a shingle roof?

The best way to make a shingled roof is to use Essence volume II. It has a texture named Shingles which allows you to set colouring, size, and shape parameters to your liking. If you don't have Essence, get it. Or are you using a PC?

-Dave

david.wyand@canrem.com

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1.8 MSG-6 Subject: No lensflare toggle bug

Subject: No lensflare toggle bug

Date: Sun, 3 Jul 1994 08:17:11 +1000 (EST)

From: "" <williamp@triode.apana.org.au>

Hi,

I've also just encountered the bug with the no lensflare button in the

lights requester.As has been mentioned on the IML beforehand when you activate this all your lights work at full strength,even if you have diminish intensity set...and even if only one light has this flag set all the lights are affected in the scene!

I hope Impulse can squash this bug quickly by the time they redo the global lensflare FX.

William John Porter

willliamp@triode.apana.org.au

--> RETURN TO CONTENTS!<--

1.9 MSG-7 Subject: Re: Seamless bumpmap repeat...

Subject: Re: Seamless bumpmap repeat...

Date: Mon, 4 Jul 1994 02:29:43 -0700 (PDT)

From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I've been trying to tile(repeat) a bumpmap over a simple plane. The bump map
> I'm using is a brick tile with some irregularities applied to it. Can't get a
> seamless tile!!! I get dark line between the tiles.
> Does any one has a solution to this?

Did you rotate the X axis of your brush so that Z aligns with the Y axis of the ground object, and scale Z to the proper size of your brush from top to bottom, Use the Transformation Requester and write down your enteries so that you can set the other brush the same sizes. Also make sure you pull your Color Map above the ground, in the Y axis of the wrap not the ground, and of course use Repeat for both, and Altitude mapping for the grey scale and color mapping for the color version.

I have tried your tile problem with the above method with bump mapped vines and they worked fine for me, tiled to a large ground object. I used a grey scale starting with black to white for the Altitude map and then a color one for decoration and leafs.. it seamed OK from the quickrender I did...maybe I should ZOOM-IN closer for a better look but I was at a good distance to have seen something wrong, but it seamed Fine as far as I could tell.

>
> When applying the brush with ordinary color mapping I can't see any seams
> between the tiles.

Rase your color map above the Altitude map as I mention above, perhaps this might help this?

>

> Using Imagine3.0 fp. The brush I'm using is saved from ImageFX, DPaint
> or ADpro.

I just used DPaint with 8 colors for each map, black to white for the altitude map (white being your highest point) and any colors for your color version.. I don't know why it is not working for you but try some of the above suggestions and see if any of them help out...let me know of your results?

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1.10 MSG-8 Subject: Site for Melt

Subject: Site for Melt
Date: Mon, 04 Jul 1994 08:39:15 +0100 (CET)
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

Hello everyone on this beautiful morning,

The site for melt is:

Dr Dobbs ftp.mv.com:pub/ddj

You will get a directory with all months of 1993 and 1994, choose the july month. It is not archived under the name melt.zip but something else. Get the '*.asc' file for details.

Greetings Joop

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1.11 MSG-9 Subject: STATES & TEXTURES +AARC

Subject: STATES & TEXTURES +AARC
Date: Sun, 3 Jul 1994 12:11:27 -0400 (EDT)
From: romulus <romulus@escape.com>

Can textures be animated using the states command. If so please explain.

Also can someone describe the difference between the AARC and EDLE found in the Preferences.

Thank you.

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1.12 MSG-10 Subject: Sorry Could Not Find Subject!

Date: Tue, 5 Jul 1994 01:01:13 -0400 (EDT)
From: romulus <romulus@escape.com>

Can textures be animated using the states command. If so please explain.

Also can someone describe the difference between the AARC and EDLE found in the Preferences.

Thank you.

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1.13 MSG-11 Subject: Texture and effects

Subject: Texture and effects
Date: Tue, 5 Jul 1994 04:44:06 -0400 (EDT)
From: romulus <romulus@escape.com>

I know that there must be a ascii file floating out in cyberspace explaining how to use the IM30 textures and effects; or at least explaining those that were not mentioned in the manual.

If one knows of the location of the files please let me know.

Thank you.

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1.14 MSG-12 Subject: Re: STATES & TEXTURES +AARC

Subject: Re: STATES & TEXTURES +AARC
Date: Tue, 5 Jul 1994 02:11:03 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> Can textures be animated using the states command. If so please explain.

Well, in one respect yes, if you lock them and deform the object in some way the brush will stretch and hold its position to the polygons, which is quite an animated effect. But as for animation to different settings NO..UNLESS you make two sets of the same state object and set the textures for one of them different, then in the stage editor you could animate the texture between the two different state object..this will work!

But within one state object, I believe you can only animate the attribute setting between states and NOT textures,bumber..but it still remembers bones,and groups as well as point placement, and more I imagine... not to bad..

=RRW=

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1.15 MSG-13 Subject: Re: STATES & TEXTURES +AARC

Subject: Re: STATES & TEXTURES +AARC

Date: Tue, 5 Jul 1994 12:33:47 -0400 (EDT)

From: romulus <romulus@escape.com>

On Tue, 5 Jul 1994, Randy R. Wall wrote:

>
> > Can textures be animated using the states command. If so please explain.
>
> Well, in one respect yes, if you lock them and deform the object in some

Thanks for responding to my question. I did use the action editor to animate my textures.

> remembers bones,and groups as well as point placement, and more I
> imagine... not to bad..
>

Yeah, I thought that the states feature would have included texture morphing. But it really does not matter since it is already featured in the action editor.

The states feaure is indeed powerful.

Thanks again.

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1.16 MSG-14 Subject: Re: Joop

Subject: Re: Joop
Date: Tue, 5 Jul 1994 17:51:40 -0700
From: Lesk@cc.snow.edu (Lesk)

>Hi Everyone,
>
>I was wondering if it is still 'Everyone' because in the last 7 days I
>received on average 4 mails from IML.
>
>Is everybody on vacation, having exams?
>
>Greetings Joop
Well I have been Job hunting Yuk!!! Reasonable leads but nothing to
jump at yet. So I have been bouncing in and out. I am still here
though.....

Render Ho!
Lesk

P.S. To whomever it was that sent me info on using multiple maps (POP
Maps), Thank you! I just finished a cool anim with animated wall hangings.
They are wild..... animations, inside animations, inside animations, I love
it!

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1.17 MSG-15 Subject: Re: Seamless bumpmap repeat...

Subject: Re: Seamless bumpmap repeat...
Date: Tue, 5 Jul 94 23:21:36 +0200
From: Mikael_Ostergren@p36.anet.bbs.bad.se (Mikael Ostergren)

Cc: rrw@ecst.csuchico.edu

Hej Randy! I ett meddelande fr}n 04-Jul-94 skrev du:

RRW> From: "Randy R. Wall" <rrw@ecst.csuchico.edu> To: Mikael Ostergren
RRW> <Mikael_Ostergren@p36.anet.bbs.bad.se> Cc:
RRW> imagine@email.sp.paramax.com

>> I've been trying to tile(repeat) a bumpmap over a simple plane. The
>> bump map I'm using is a brick tile with some irregularities applied to
>> it. Can't get a seamless tile!!! I get dark line between the tiles.
>> Does any one has a solution to this?

I belive you didn't understood me correctly.

RRW> Did you rotate the X axis of your brush so that Z aligns with the Y
RRW> axis of the ground object, and scale Z to the proper size of your

I'm not using the built in ground object. I'm using a plane.

RRW> brush from top to bottom, Use the Transformation Requester and write
RRW> down your entries so that you can set the other brush the same

I'm not trying to tile both a bumpmap and brushmap, just the bump. I tried
tiled the bumpmap as a brush first to see if the seams were there too.

[...]

RRW> I have tried your tile problem with the above method with bump mapped
RRW> vines and they worked fine for me, tiled to a large ground object. I
RRW> used a grey scale starting
RRW> with black to white for the Altitude map and then a color one for
RRW> decoration and leaves.. it seemed OK from the quickrender I
RRW> did...maybe I should ZOOM-IN closer for a better look but I was at a
RRW> good distance to have seen something wrong, but it seemed Fine as far
RRW> as I could tell.

OK! Try this one. Make a bumpmap looking like this:

```
|  |
+--+--+ = this should look like a brick wall. Set the lines in the brush
|  |    to have a gray value = 160 and the solid area to white(255).
--+---- Note: Make the lines 2-3 pixels wide.
```

Now, tile this one on a "plane". Make the size of the tile 1/3 of the width
on the plane. Zoom in so you can see the hole plane. Place the light so you
really can see the shadows created by the bumps. Scanline or Trace it.

RRW> I just used DPaint with 8 colors for each map, black to white for the
RRW> altitude map (white being your highest point) and any colors for
RRW> your color version.. I don't know why it is not working for you but
RRW> try some of the above suggestions and see if any of them help
RRW> out...let me know of your results?

My results is as before... disgusting!!!

```
- - - - -<>- - - - -
FidoNet: 2:201/411.36      InterNet: Mikael_Ostergren@p36.anet.bbs.bad.se
                          InterNet(work): micce@aktiv.se
- - - - -<>- - - - - Amiga -
```

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1.18 MSG-16 Subject: Gigamem & Imagine3.0

Subject: Gigamem & Imagine3.0

Date: Tue, 5 Jul 94 21:22:01 PDT

From: Kathy@cup.portal.com

Has anyone had any luck using Gigem with Imagine3.0?
It used to work fine with 2.0.

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1.19 MSG-17 Subject: Easy rectangles

Subject: Easy rectangles

Date: Tue, 5 Jul 1994 22:43:28 -0700 (PDT)

From: Gerard Menendez <gpm@netcom.com>

Most of the things I do have a lot of rectangles and are usually of specific dimensions. I have been using the primitive tube with 4 sections and then moving the points or scaling. I also use planes and then extrude them. Aside from these adequate methods, does anyone have a convenient way of making rectangles? I've written an ARexx script that makes a sculpt script or a videoscape object (way back). I suppose I should check out TDDD I understand what it does but have never dl'd it.

It just seems that "Rectangle" could be a primitive with three dimension gadgets. Tube only lets you settle two of your dimensions and then you have to mess with it again.

That's all, kind of a lame question.

Gerard

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1.20 MSG-18 Subject: gigamem

Subject: gigamem

Date: Wed, 6 Jul 94 05:34:00 UTC

From: w.graham6@genie.geis.com

It works fine. The only other programs I use with Gigamem are ADPro and Image F/X. Unlike those two programs, which you use with Gigamem by running Gigamem first, Imagine seems to require that you run Imagine first, then Gigamem. Also, you'll need to have gigamem "learn" Imagine first.

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1.21 MSG-19 Subject: Re: Easy rectangles

Subject: Re: Easy rectangles

Date: Wed, 6 Jul 94 02:34:32 PDT

From: ual97@freenet.victoria.bc.ca (Christopher Stewart)

>Most of the things I do have a lot of rectangles and are usually of
>specific dimensions. I have been using the primitive tube with 4
>sections and then moving the points or scaling. I also use planes and
>then extrude them. Aside from these adequate methods, does anyone have a
>convenient way of making rectangles? I've written an ARExx script that
>makes a sculpt script or a videoscape object (way back). I suppose I
>should check out TDDD I understand what it does but have never dl'd it.

All I do is create a box (2d) in the dimension I need and extrude to
the depth I want. If you can believe it, I used to create the whole thing
by point editing ;-)..

>That's all, kind of a lame question.

Took me awhile too....

Christopher

--

"I wish there was a knob on the TV
to turn up the intelligence.
There's a knob called 'brightness',
but it doesn't work." -- Gallagher

ual97@freenet.victoria.bc.ca
cs833@cleveland.freenet.edu

Join the Animation Sig!

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1.22 MSG-20 Subject: Re: A simple question...

Subject: Re: A simple question...

Date: Wed, 6 Jul 94 03:16:55 PDT

From: ual97@freenet.victoria.bc.ca (Christopher Stewart)

>

>Hi all,

>

>I had just scanned in a nice sandman card I had lying around, and I
>thought I'd make a quick little anim using it.
>The setup was simple, I had a plane with the iff24 picture applied as a
>brush map. Set up a 50 frame anim, with a simple rotation about the
>x-axis (doesn't really matter). This worked fine.
>I then applied an explode fx with reverse timing. This is where problms
>happen. As the pieces came together (imploded) the peices flying in had

>no picture on them, and the picture didn't actually form properly until
 >the final frame. Clear? No? Well the actual picture was always wrapped
 >as a rectangle shape and pieces/frgments outside these bounds were
 >rendered white.
 >
 >any help?

I was doing some custom transitions with Imagine and ran into the same problem. I did manage to get the general colour scheme to stay applied to the plane using states and tacking but it (IMHO) basically dosen't work. I just made the transition faster and squeaked by....

Christopher

ps. I'd like to know whether ANY software does this as I can make a good buck making people's cheezy pictures fly around and explode (you have to take the good with the bad in this biz.....).

--

"I wish there was a knob on the TV
 to turn up the intelligence.
 There's a knob called 'brightness',
 but it doesn't work." -- Gallagher

ua197@freenet.victoria.bc.ca
 cs833@cleveland.freenet.edu

Join the Animation Sig!

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1.23 MSG-21 Subject: Mailing List -> Newsgroup under Unix?

Subject: Mailing List -> Newsgroup under Unix?

Date: Tue, 5 Jul 1994 15:06:29 +0100

From: Greg Pringle <pringle@holly.cuug.ab.ca>

Hi, sorry for the somewhat off topic post, but I figured someone here probably knows the answer to my question:

How do I forward the IML from an email account to a local newsgroup? (without writing a program to fiddle with the message headers).

ObImagine Question

Does TDDD convert Imagine objects -> POV? How good is it?
 (does it do whole scenes, face colors).

Greg

--

```
+-----+
| Greg Pringle           | "Better dead than smeg" |
```



```
| pringle@holly.cuug.ab.ca | |
| pringleg@cuugnet.cuug.ab.ca | MIME capable & PGP key on request |
+-----+-----+
```

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1.24 MSG-22 Subject: Re: A simple question...

Subject: Re: A simple question...
Date: Wed, 6 Jul 1994 16:27:28 -0700 (PDT)
From: Jeremy White <jwhite@efn.efn.org>

On Wed, 6 Jul 1994, MiKE wrote:

> Hi all,
>
> I had just scanned in a nice sandman card I had lying around, and I
> thought I'd make a quick little anim using it.
> The setup was simple, I had a plane with the iff24 picture applied as a
> brush map. Set up a 50 frame anim, with a simple rotation about the
> x-axis (doesn't really matter). This worked fine.
> I then applied an explode fx with reverse timing. This is where problms
> happen. As the pieces came together (imploded) the peices flying in had
> no picture on them, and the picture didn't actually form properly until
> the final frame. Clear? No? Well the actual picture was always wrapped
> as a rectangle shape and pieces/frgments outside these bounds were
> rendered white.
>

Don't know if this will help, but set a state on the original rectangle
called "DEFAULT." Then set lockstate to "DEFAULT." This works with
bones, states, etc.... but I am not sure about fx.

-Jeremy White

Good Luck.

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1.25 MSG-23 Subject: A simple question...

Subject: A simple question...
Date: Wed, 6 Jul 1994 16:21:36 +1000 (EST)
From: MiKE <cheng@sun.mech.uq.oz.au>

Hi all,

I had just scanned in a nice sandman card I had lying around, and I thought I'd make a quick little anim using it. The setup was simple, I had a plane with the iff24 picture applied as a brush map. Set up a 50 frame anim, with a simple rotation about the x-axis (doesn't really matter). This worked fine. I then applied an explode fx with reverse timing. This is where problms happen. As the pieces came together (imploded) the peices flying in had no picture on them, and the picture didn't actually form properly until the final frame. Clear? No? Well the actual picture was always wrapped as a rectangle shape and pieces/frgments outside these bounds were rendered white.

any help?

MiKE

cheng@sun.mech.uq.oz.au The Uni of Queensland. Brisbane. Australia
Television: a medium. So called as it is neither rare nor well done.

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1.26 MSG-24 Subject: gigamem

Subject: gigamem

Date: Thu, 7 Jul 94 02:36:00 UTC

From: w.graham6@genie.geis.com

In the Gigamem preferences window, there is a button named "New Program", select it, then go thru the menus until you find the Imagine executeable, and select that. It will be added to the program list in Gigamem. Note that Gigamem's program list is case sensitive, and looks for exact syntax too. So the supplied Imagine.FP, etc. presets will not work. Quit gigamem, start Imagine, start Gigamem Prefs, select the new Imagine item, start Gigamem, wait for the info to show on the top of the screen, go back to Imagine, check available memory with the Memory function, and it's render city. Keep in mind that you'll probably not want to do this until you are ready to render, as moving and positioning objects in VMEM is a very patience consuming process.....Bill Graham

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1.27 MSG-25 Subject: How difficult...

Subject: How difficult...

Date: Thu, 7 Jul 94 14:01:43 EDT

From: jgoldman@acs.bu.edu

For all you coding experts, render gurus, or just people in the know, how hard do you think it would be for Imagine to be configured to use outboard render engines?

I mean, how integrated is the renderer with the functionality of the rest of the program? Would it be possible to simply code a Z-Buffer scanliner into the works by simply dropping in the code? Or, is it more involved than that?

Anyone care to speculate?

J.---->

Wow, was that a message composed entirely of questions? :-)

E-Mail: jgoldman@acs.bu.edu

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1.28 MSG-26 Subject:

Subject: "Bricks" problems

Date: Thu, 7 Jul 1994 13:28:00 -0400

From: fraser.goodmurphy@onlinesys.com (Fraser Goodmurphy)

I've got two major problems when I apply the bricks texture to a building I've modelled:

1) the bricks are behaving very strangely on the parts of the building that follow the y axis. Every other line of bricks is missing on the right-hand side! I get mortar the size of bricks.

2) I've got "bright" shadows when I do a final trace. The bricks are in shadow, but the mortar renders brighter than the bricks!

I've tried adjusting the parameters and the lighting to no avail. I wonder if #2 might be due to a bug in the bricks texture. David Hoffman had a similar problem with the metals texture, which coincidentally, I'm using in my project.

I'll try dropping the metals texture, but I still have to solve #1. Should I use Oldbrick or a texture map?

Please help... I'm under a deadline. I'm using 3.0 PC.

Thanks,
Fraser

p.s. if anyone has a seamless brick map handy, I'd really appreciate a uuencoded copy. Just paste the .uue into a message because the mailer I'm using chokes on attached files.

Fraser Goodmurphy

<74010.2715@compuserve.com>
<fraser.goodmurphy@onlinesys.com>

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1.29 MSG-27 Subject: Render Engine

Subject: Render Engine
Date: Thu, 7 Jul 94 14:05:00 PDT
From: KEN_ROBERTSON@robelle.com

I think that it would be great if you could feed Imagine some type of AREXX command to tell it to render some .imp project frame n (or m to n, or n to m...)
If Imagine had an AREXX port, it would BE a render engine.

\KenR

If the world were shaped like a doughnut, who'd live in the hole?

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1.30 MSG-28 Subject: Forge

Subject: Forge
Date: Sun, 3 Jul 94 23:13:09 GMT+0100
From: julian@jknight.demon.co.uk (Julian Knight)

Just discovered something with Forge (and Imagine 2.0) that I haven't seen reported.

The Forge manual says that the defaults for textures are set up for the default sizes of primitives in Imagine - this isn't /quite/ true.

I've noticed that the true sphere is a significantly different size to the primitive sphere (the primitive has a radius of 50 while the true sphere has a radius of 32). The default Essence textures are fine with the primitive sphere but NOT with the true sphere which you need to resize to 50 BEFORE adding the textures.

I'm sure everyone else thought that this was self evident ? But just in case you missed it ... ;-)

auf Wiedersehen,

Julian. /-----+-----\

```
|Email:      julian@jknight.demon.co.uk|Redditch, Worcestershire,|
|Day/Urgent: gbkxf6cf@ibmmail.com    |   United Kingdom.      |
|FidoNet:    2:253/167.20             |A4000/040, Opal, Retina,|
|AmigaNet:   39:138/16.20             |   One-Stop-Music-Shop  |
\-----+-----/
```

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1.31 MSG-29 Subject: Fonts in Spline Editor.

Subject: Fonts in Spline Editor.
Date: Fri, 8 Jul 1994 10:26:59 +1000 (EST)
From: MiKE <cheng@sun.mech.uq.oz.au>

Hi all,

I wanted to do a quick test using the spline editor to load in some ps fonts and render my name. I found a PD PStype 1 font, this was Roissy-Bold. It had three separate files, the afm, pfb and pfm.

I would select the font in the 'Load Font' option and then type some text (just plain text, nothing fancy). My 1200 would whhhiirrr for a second then an error box would pop up "Missing Encoding Vector", I'd click the OK button, and absolutely nothing would appear on screen except a new axis.

Any suggestions would be greatly appreciated.

Quick Gripe: Why isn't there an Errors Appendix so that I know what it is I've done wrong?

MiKE

cheng@sun.mech.uq.oz.au The Uni of Queensland. Brisbane. Australia
Television: a medium. So called as it is neither rare nor well done.

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1.32 MSG-30 Subject: Render Engine

Subject: Render Engine
Date: Thu, 7 Jul 1994 23:38:00 -0400
From: david.wyand@canrem.com (David Wyand)

Hi KEN!

>I think that it would be great if you could feed Imagine some type
>of AREXX command to tell it to render some .imp project frame n
>(or m to n, or n to m...)

I second that! A simple AREXX interface to the Project editor would make life a lot simpler. That way I could render multiple projects simultaneously...

-Dave
david.wyand@canrem.com

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1.33 MSG-31 Subject: A simple question...

Subject: A simple question...
Date: Thu, 7 Jul 1994 23:32:00 -0400
From: david.wyand@canrem.com (David Wyand)

Hi MiKE!

>I had just scanned in a nice sandman card I had lying around, and I
>thought I'd make a quick little anim using it.
>The setup was simple, I had a plane with the iff24 picture applied as a
>brush map. Set up a 50 frame anim, with a simple rotation about the
>x-axis (doesn't really matter). This worked fine.
>I then applied an explode fx with reverse timing. This is where
problms
>happen. As the pieces came together (imploded) the peices flying in
had
>no picture on them, and the picture didn't actually form properly until
>the final frame. Clear? No? Well the actual picture was always
wrapped
>as a rectangle shape and pieces/frgments outside these bounds were
>rendered white.

It sounds like you need to use states. You see, a texture or brushmap is only attached onto the objects axis. If you were to move some of the faces while keeping the object's axis in the same place, it would appear that the brush stays in the same place while the faces slide through it. This sounds like the problem your getting as the explode effect does this: it move faces while keeping the object's axis alone.

With states, you can tack the brush onto the faces so that no matter where they move, the brush (or texture) on them stays on them. Of course, if your using Imagine 2.0 or earlier, your out of luck.

Need more info on states? Just ask, or refer the IML's archives...

-Dave
david.wyand@canrem.com

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1.34 MSG-32 Subject: Re: Render Engine

Subject: Re: Render Engine
Date: Fri, 8 Jul 1994 16:01:56 +1000 (EST)
From: MiKE <cheng@sun.mech.uq.oz.au>

On Thu, 7 Jul 1994, David Wyand wrote:

> I second that! A simple AREXX interface to the Project editor would
> make life a lot simpler. That way I could render multiple projects
> simultaneously...
While we're whinging, how about a standard file requestor. Sorry Impulse,
but your's just *bites*!

MiKE

cheng@sun.mech.uq.oz.au The Uni of Queensland. Brisbane. Australia
Television: a medium. So called as it is neither rare nor well done.

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1.35 MSG-33 Subject: Re: Fonts in Spline Editor.

Subject: Re: Fonts in Spline Editor.
Date: Thu, 7 Jul 1994 23:28:20 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I wanted to do a quick test using the spline editor to load in
> some ps fonts and render my name. I found a PD PStype 1 font, this was
> Roissy-Bold. It had three separate files, the afm, pfb and pfm.
> I would select the font in the 'Load Font' option and then type
> some text (just plain text, nothing fancy). My 1200 would whhhiirrr for a
> second then an error box would pop up "Missing Encoding Vector", I'd click
> the OK button, and absolutely nothing would appear on screen except a new
> axis.
> Any suggestions would be greatly appreciated.

Well, probably not what you want to hear, but I've used the spline editor
a bit and found that not all PD PStype 1 fonts work.

=RRW=

--> RETURN TO CONTENTS!<--

1.36 MSG-34 Subject: plane wrap

Subject: plane wrap
 Date: Thu, 7 Jul 1994 23:11:57 -0700 (PDT)
 From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

RRW> I have tried your tile problem with the above method with bump mapped
 RRW> vines and they worked fine for me, tiled to a large ground object. I
 RRW> used a grey scale starting
 RRW> with black to white for the Altitude map and then a color one for
 RRW> decoration and leaves.. it seamed OK from the quickrender I
 RRW> did...maybe I should ZOOM-IN closer for a better look but I was at a
 RRW> good distance to have seen something wrong, but it seamed Fine as far
 RRW> as I could tell.

> I belive you didn't understood me correctly.

> I'm not using the bulit in ground object. I'm using a plane.

> I'm not trying to tile both a bumpmap and brushmap, just the bump. I tried
 > tileing the bumpmap as a brush first to see if the seams where there too.

No I geuss not, just thought they might work similar and the info might help
 out you or someone else, none the less sorry for telling you how to tile a
 ground object, when what you needed was a plane.

I have looked at your plane object and fixed the map on
 it so that it seams to work properly now, You will recieve it in uenecode
 format as a private messege. I believe it does what you want now? There are
 four versions, one with the bricks filling in the plane evenly, one with the
 bricks offset evenly, and one with bricks as in a brick wall, like you had
 mentioned couldn't be done, and one with small bricks filling the whole
 plane, all four of these can be used to build more planes that match up with
 their partner planes.

Also now that I have seen your problem from the uue you sent me, I do understand
 what you are talking about in your message. These lines are a bumber, and I can

understand your disapointment, but you can probably work around this ok,
 but not really without some sacrefies. As you can see by the planes I sent
 you, you can still get away with some nice maping tricks if you know how to.
 I know this doesn't solve the problem with the lines, but disguises them in a
 manner that works well on planes. I only hope this helps you out in getting
 your wraps on the planes as you wanted...Though I'm sure it won't help the
 problem with the lines, Only Impulse can solve that, and your imagination..

> OK! Try this one. Make a bumpmap looking like this:

```
> |  |
> +--+--+ = this should look like a brick wall. Set the lines in the brush
> |  |    to have a gray value = 160 and the solid area to white(255).
> --+---- Note: Make the lines 2-3 pixels wide.
```

> Now, tile this one on a "plane". Make the size of the tile 1/3 of the width
 > on the plane. Zoom in so you can see the hole plane. Place the light so you

> really can see the shadows created by the bumps. Scanline or Trace it.

Ya..I'm sure if I do it this way it won't work..but size the wrap all the way across its X axis till its the size of the plane. The Y axis can stay half the size of the plane or even less, depending on how you design the brush wrap. You could draw a wrap that's say 4 bricks high, but more than 20-60 bricks in length, when you apply this brush place it all the way at the bottom of the plane, size X to that of the plane, and size Y to the height you feel would be four bricks high according to your wrap design. This technique will fill the plane all the way to the top and help stop the lines from showing up. Plane4 of the planes I sent you uses such a manner, but in a smaller scale. This technique could be used to accomplish a brick wall pattern for quite a large wall and these lines would be broken far enough apart to where you could still zoom in at certain spots and the wrap would look fine. You could totally remove the lines by coping the one wall plane which the brush fits and pasting other versions of them side by side, this is what I would do for such a wall. The maps will then all match up fine at the plane connections and would work great..but would use more of the ram...

RRW> I don't know why it is not working for you but
RRW> try some of the above suggestions and see if any of them help
RRW> out...let me know of your results?

> My results is as before... disgusting!!!

Well, sorry to hear that..But I don't believe all is lost, just some more RAM that imagine needs to hang up..but some imaginative thinking and testing can usually get you through it OKbut then that's no excuse for the lines, and it should be fixed some day..They don't seem to matter so much from shots that are not close-ups, in fact they seem to disappear the farther out you go, so it could still be used for some applications, though when close shots are needed then you could use the maps in a manner as I did here or whatever method gets the job done, if it uses more ram than so be it..

Anyways, I hope these planes help you out some anyways?

=RRW=

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1.37 MSG-35 Subject: Re:

Subject: Re: "Bricks" problems
Date: Fri, 8 Jul 94 08:15:48 GMT
From: Andrew Nunn <apn@moby.demon.co.uk>

Hi Fraser,

> 1) the bricks are behaving very strangely on the parts of the building
> that follow the y axis. Every other line of bricks is missing on the

> right-hand side! I get mortar the size of bricks.

It sounds like your building edge is within the mortar zone. eg if the brick X size is 10 and the mortar size is 1 and the right/left edge of the building is at 10.5, then you will get solid mortar.

I have found the following method for putting bricks around a house works well. Set the texture axis alignment to 90,0,180. I do this to allow the bricks to be offset in the X and Y directions. Then set the parameters as follows XSize 10,YSize 5,ZSize 10,MortarSize 1,XShiftZ 0,XShiftY 5,ZShiftY 5.

> 2) I've got "bright" shadows when I do a final trace. The bricks are in shadow, but the mortar renders brighter than the bricks!

The only suggestion I can think of, is have you somehow accidentally got the mortar reflectivity set to something other than 0,0,0?

Hope this helps

Andrew

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1.38 MSG-36 Subject: Re: A simple question...

Subject: Re: A simple question...
Date: Fri, 8 Jul 1994 08:39:42 -0400 (EDT)
From: Mike Bandy <bandy@aplcomm.jhuapl.edu>

On Thu, 7 Jul 1994, David Wyand wrote:

> Need more info on states? Just ask, or refer the IML's archives...

Yes I'd like info! I did the hand demo from the 3.0 manual and applied an Essence texture and it didn't stick. For example, the bloch where the fingernail was didn't stay there as the finger curled.

Also, when I did the demo, the little finger moved slightly towards the palm as well as the pointer curling??? What'd I do wrong - or is it supposed to do that?

Mike

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1.39 MSG-37 Subject: re: Fonts in Spline Editor.

Subject: re: Fonts in Spline Editor.

Date: Fri, 08 Jul 1994 10:45:37 +0100 (CET)

From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

Hi Mike,

On July 7 Mike wrote:

>second then an error box would pop up "Missing Encoding Vector", I'd click
>the OK button, and absolutely nothing would appear on screen except a new
>axis.

> Any suggestions would be greatly appreciated.

The problem with most PD Type 1 fonts is that they don't have a encoding
vector build in. If no vector is specified it is assumed to be a 'custom
encoding vector', which Imagine cannot load. Get a outline font editor
(FontDesigner works, TypeSmith1,2 probably not), import font as Type 1, save
font as Type 1 and adjust encoding vector from custom to adobe.

Hope this helps. If not I'll look up the correct procedure.

Greetings Joop

> Television: a medium. So called as it is neither rare nor well done.
Nice!

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1.40 MSG-38 Subject: Re: How difficult...

Subject: Re: How difficult...

Date: Sat, 9 Jul 1994 09:02:29 BRA3EST

From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

> From: jgoldman@acs.bu.edu
> Subject: How difficult...
> To: imagine@email.sp.paramax.com
> Date sent: Thu, 7 Jul 94 14:01:43 EDT

>

> For all you coding experts, render gurus, or just people in
> the know, how hard do you think it would be for Imagine to be
> configured to use outboard render engines?

> I mean, how integrated is the renderer with the functionality
> of the rest of the program? Would it be possible to simply code a
> Z-Buffer scanliner into the works by simply dropping in the code? Or,
> is it more involved than that?

> Anyone care to speculate?

>

>

J.---->

>

> Wow, was that a message composed entirely of questions? :-)

>

> E-Mail: jgoldman@acs.bu.edu
Jeff

I think it's a simple problem. Imagine is probably coded in C, as they did for PC, they can do it again to render engines. Newtek did this for LW.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.41 MSG-39 Subject: Fonts in Spline Editor

Subject: Fonts in Spline Editor
Date: Fri, 8 Jul 94 10:11:55 EDT
From: Mtucibat@cris.com

On 7-8, Mike Cheng wrote:

: I would select the font in the 'Load Font' option and then type
: some text (just plain text, nothing fancy). My 1200 would whhhiirrr for a
: second then an error box would pop up "Missing Encoding Vector", I'd click
: the OK button, and absolutely nothing would appear on screen except a new
: axis.
: Any suggestions would be greatly appreciated.
: Quick Gripe: Why isn't there an Errors Appendix so that I know what
: it is I've done wrong?
=====

Hi Mike,

Unfortunately, if you used the .pfb, you did nothing wrong. That's the way the font function works (or doesn't). Some fonts just don't work. In those cases, all you can do is try another font.

When it does work, the results are excellent!

L8R

-mikeT

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1.42 MSG-40 Subject: Re: Render Engine

Subject: Re: Render Engine
Date: Sat, 9 Jul 1994 11:17:48 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

> To: imagine@email.sp.paramax.com
> Send reply to: CRSO.Imagine@canrem.com
> Subject: Render Engine
> From: david.wyand@canrem.com (David Wyand)
> Date sent: Thu, 7 Jul 1994 23:38:00 -0400
> Organization: CRS Online (Toronto, Ontario)

> Hi KEN!

>

> >I think that it would be great if you could feed Imagine some type
> >of AREXX command to tell it to render some .imp project frame n
> >(or m to n, or n to m...)

>

> I second that! A simple AREXX interface to the Project editor would
> make life a lot simpler. That way I could render multiple projects
> simultaneously...

>

>

-Dave

>

david.wyand@canrem.com

Oh yeah, AREXX must be a hit for Imagine, transforming it on a type of Amiga/PC/SGI Renderman. But, rendering multiples projects on a single computer besides it'll slow down a lot (probrably it'll spend more time on this techniqe than rendering each project separately), it's a caller of the famous indian wiseman.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.43 MSG-41 Subject: Fonts in spline editor

Subject: Fonts in spline editor
Date: Fri, 8 Jul 94 08:55:44 PDT
From: 08-Jul-1994 0448 <leimberger@marbls.enet.dec.com>

MIKE,

> I wanted to do a quick test using the spline editor to load in
>some ps fonts and render my name. I found a PD PStype 1 font, this was
>Roissy-Bold. It had three separate files, the afm, pfb and pfm.

> I would select the font in the 'Load Font' option and then type
>some text (just plain text, nothing fancy). My 1200 would whhhiirrr for a
>second then an error box would pop up "Missing Encoding Vector", I'd click
>the OK button, and absolutely nothing would appear on screen except a new
>axis.

It appears that all PS type fonts are not created equal. I downloaded the fonts on Aminet and some worked well, others displayed the problem your seeing. Still others came up in the Spline editor OK ,but then gave an error when I went to add points(most of these could be fixed). I bought TypeSmith and If I load the bad fonts in save them as Compugraphic, reload that and THEN export the font as PS they work. I must say I'm impressed with the output of the ones that did work. They come out nice and clean.

bill

/* bill Leimberger nashua NH. USA */

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1.44 MSG-42 Subject: Re: Fonts in Spline Editor.

Subject: Re: Fonts in Spline Editor.

Date: Fri, 8 Jul 94 22:57 BST-1

From: rboardman@cix.compulink.co.uk (Robert Boardman)

In-Reply-To: <Pine.3.02.9407081059.A10552-a100000@sun.mech.uq.oz.au>
>I wanted to do a quick test using the spline editor to load in
>some ps fonts and render my name. I found a PD PStype 1 font, this
>was Roissy-Bold. It had three separate files, the afm, pfb and pfm.

I've just looked at mine and they all only have afm and pfb, no pfm.

>I would select the font in the 'Load Font' option and then type
>some text (just plain text, nothing fancy). My 1200 would whhhiirrr
>for a second then an error box would pop up "Missing Encoding
>Vector", I'd click the OK button, and absolutely nothing would appear
>on screen except a new axis.

I don't think all Postscript files are the same. All the ones I've got work but I've heard of other fonts that don't. Here's a couple that I know work, AgateBold and Andromeda. BTW, all mine are PS AdobeFont 1.0

>Any suggestions would be greatly appreciated.

Try a few other fonts. :-)

Robert.

Robert

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1.45 MSG-43 Subject: Re: A simple question...

Subject: Re: A simple question...
Date: Fri, 8 Jul 1994 23:17:49 +0100
From: oxleyd@logica.co.uk (David Oxley)

>
>Also, when I did the demo, the little finger moved slightly towards the
>palm as well as the pointer curling??? What'd I do wrong - or is it
>supposed to do that?
>
I think you've used the default state as part of your morph. I did that
and found the same problem you describe. Try defining a new state, say
'Open', which is identical to the default state, and morph between 'Open'
and 'Closed' rather than default and 'Closed'. Sorry if this doesn't help.
Glad if it does :-)

Regards, David Oxley. <oxleyd@logica.co.uk>

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1.46 MSG-44 Subject: Re: Render Engine

Subject: Re: Render Engine
Date: Fri, 8 Jul 1994 18:25:21 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Sat, 9 Jul 1994, Daniel 'Mega' wrote:

> > I think that it would be great if you could feed Imagine some type
> > of AREXX command to tell it to render some .imp project frame n
> > (or m to n, or n to m...)
> >
> > I second that! A simple AREXX interface to the Project editor would
> > make life a lot simpler. That way I could render multiple projects
> > simultaneously...
> > david.wyand@canrem.com
> Oh yeah, AREXX must be a hit for Imagine, transforming it on a type of
> Amiga/PC/SGI Renderman. But, rendering multiples projects on a single
> computer besides it'll slow down a lot (probrably it'll spend more
> time on this techniqe than rendering each project separately), it's
> a caller of the famous indian wiseman.

I think what he meant here was to render sequentially, not
simultaneously. On my last project I had four or five seperate

'projects', each needed 190 frames rendered, which took only a few hours each. It would have been much more convenient to have Imagine automatically start the next one after finishing. As it is, I have to hang around just to load a new project and press 'generate', sometimes in the middle of the night. Setting your alarm for 3:30 am because you think that's when it'll be done, waking up, waiting for it to finish, then starting a new one half asleep, then trying to go back to bed, all so you can be ready for your 9am meeting with your client will convince you of the functionality of a simple Arexx port in the Project editor at least. (whew)

Hey Impulse, "AREXX AREXXX AREXXXXXX"

Mike

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1.47 MSG-45 Subject: Re: Gigamem and Imagine 3.0

Subject: Re: Gigamem and Imagine 3.0

Date: Fri, 8 Jul 94 22:44:29 PDT

From: Kathy@cup.portal.com

>In the Gigamem preferences window, there is a button named "New Program",
>select it, then go thru the menus until you find the Imagine executeable,
>and select that. It will be added to the program list in Gigamem. Note
>that Gigamem's program list is case sensitive, and looks for exact syntax
>too. So the supplied Imagine.FP, etc. presets will not work. Quit gigamem,
>start Imagine, start Gigamem Prefs, select the new Imagine item, start
>Gigamem, wait for the info to show on the top of the screen, go back to
>Imagine, check available memory with the Memory function, and it's render
>city. Keep in mind that you'll probably not want to do this until you
>are ready to render, as moving and positioning objects in VMEM is a very
>patience consuming process.....Bill Graham

Thanks Bill. The problem I was having was not actually getting Gigamem to kick in, but that the renders were defective. Objects would be missing or every other face would be missing on some objects. Putting in the correct spelling of the Imagine 3.0 program is, of course, essential, but I found that it worked ok if I started Gigamem first and didn't have to open GigaPrefs and select the Imagine.fp item each time.

I was encouraged by finding out that it did work for someone else so I kept playing around with it and discovered that by increasing the cache to 700K that finally my renders straightened out. I had it at 500K and was getting those weird renders. The cache has to do with hard disk performance and I guess it has to do with the IDE drives on my 4000. Also, I am using a swap partition.

Incidentally, I have found that it is necessary to keep open the window

from which you launch Gigamem. You may have discovered that it worked when you started the Prefs, but actually the key thing was keeping the window from which you launched it open. Closing the window would be a natural thing to do since by the time you start using Gigamem you are accustomed to saving memory by closing windows etc.

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1.48 MSG-46 Subject: Re: A simple question...

Subject: Re: A simple question...
Date: Sat, 9 Jul 1994 16:34:00 -0400
From: david.wyand@canrem.com (David Wyand)

Hi MiKE!

>Yes I'd like info! I did the hand demo from the 3.0 manual and applied an
>Essence texture and it didn't stick. For example, the bloch where the
>fingernail was didn't stay there as the finger curled.

OK, here goes. Have your object the way that you want the texture to be applied. In the case of the hand, have it fully opened. I believe that the hand has two states with it: DEFAULT and OPEN. If not, create them. To do this, go to the states menu and choose states, then create. If the object did not have any states, then the name of DEFAULT will appear. If it doesn't, then this object must already have at least one state, so give it a name, like OPEN. Choose all three options for this state (ie:group, shape, and the third which I think is attributes or something). If this state has the name DEFAULT, then create another, and call this one OPEN, and choose all three settings. Confused yet?

OK, with the states defined, its time to add the texture. Add whatever you like. In the LockState field of the texture requester, type OPEN (the name of the second state, not the DEFAULT). Now do something to the object, like bend the fingers. Render. The texture should stay mapped to the same place that they were in the OPEN state. Create this as a new state, and animate between them. The texture should remain with the proper faces.

Any questions?

-Dave
david.wyand@canrem.com

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From: Calvin Chu <diavolo@engin.umich.edu>

On Sat, 9 Jul 1994, William V. Swartz wrote:

> Still no replies to my first message so here is a second prod...
>
> I am looking for info on SIGGRAPH Orlando, as to where (hotel(s)) when, and
> ticket/pass availability and aquisition.

Hi. I'm the SIGGRAPH Chair here at University of Michigan. You can get information about siggraph by ftping to ftp.siggraph.org -- there's quite a few directories containing information relating to siggraph 94 and 95. Hope that helps.

```
o/ \o/ o <o o o Mi dispiace, ma non parlo italiano. :-)
<| | /|\ |> <|><|> <|\ Ciao ragazzi! :-) diavolo@azure.engin.umich.edu
/| / \ /| / \ // \ / \ L'universita' di Michigan! Forza blu!!!!!!!!!!!!!!
" Finger for PGP Public Key Block and Fingerprint
```

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1.51 MSG-49 Subject: Re: plane wrap

Subject: Re: plane wrap
Date: Fri, 8 Jul 94 23:43:20 +0200
From: Mikael_Ostergren@p36.anet.bbs.bad.se (Mikael Ostergren)

Hej Randy! I ett meddelande fr}n 08-Jul-94 skrev du:

```
RRW> From: "Randy R. Wall" <rrw@ecst.csuchico.edu> To:
RRW> imagine@email.sp.paramax.com Cc: Mikael_Ostergren@p36.anet.bbs.bad.se
```

```
RRW> Also now that I have seen your problem from the uue you sent me, I do
RRW> understand what you are talking about in your message. These lines
RRW> are a bumber, and I can understand your disapointment, but you can
RRW> probably work around this ok, but not really without some sacrefies.
RRW> As you can see by the planes I sent you, you can still get away with
RRW> some nice maping tricks if you know how to. I know this doesn't solve
RRW> the problem with the lines, but disguises them in a manner that works
RRW> well on planes. I only hope this helps you out in getting your wraps
RRW> on the planes as you wanted...Though I'm sure it won't help the
RRW> problem with the lines, Only Impulse can solve that, and your
RRW> imagination..
```

I've spent \$\$\$ on a proffesional raytracer and it can't tile bump maps without hasle... Strange! I've heard from other people on the IML that this little misfeature have been following Imagine since version 2.0.

[...]

```
>> Now, tile this one on a "plane". Make the size of the tile 1/3 of the
```

>> width on the plane. Zoom in so you can see the hole plane. Place the
 ^^^^^ & height. (I'm the one to blame. :-))

>> light so you really can see the shadows created by the bumps. Scanline or
 >> Trace it.

RRW> Ya..I'm sure if I do it this way it won't work..but size the wrap all
 RRW> the way across its X axis till its the size of the plane. The Y axis
 RRW> can stay half the size of the plane or even less, depending on how
 [...]

RRW> Anyways, I hope these planes help you out some anyways?

Yepp! Thank you very much.

RRW> =RRW=

Brgs, micce

```

- - - - -<>- - - - -
FidoNet: 2:201/411.36      InterNet: Mikael_Ostergren@p36.anet.bbs.bad.se
                          InterNet(work): micce@aktiv.se
- - - - -<>- - - - - Amiga -
  
```

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1.52 MSG-50 Subject: Spline it!!

Subject: Spline it!!

Date: Sun Jul 10 05:05:38 1994

From: jbk4@psu.edu (The Prophet)

How some non-linear rotations with the Rotate effect?
 I'd like to be able to use that effect and have it
 speed up & slow down and not just be linear from start
 to end. I can work around this but I'd like to see the
 feature added in the next revision.

Jaeson K.

```

( | \      ( / \      ( )      _ / )
 )| )_  _  / / _  _  _ /  _  ( X_
 ( | /~ \ / \_ ) /---~/ ) / )/ )/~\ / \_ ) / _
 )11/ 1/ \_ ( / ( / ( _//_// / \_ ( )
 (_____ )      (___/      ( )
  
```

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1.53 MSG-51 Subject: Re: SIGGRAPH

Subject: Re: SIGGRAPH
 Date: Sun, 10 Jul 94 13:35:18 CDT
 From: wilks@lbn.com (Stephen Wilkinson)

Hello!

[snip]
 > I am looking for info on SIGGRAPH Orlando, as to where (hotel(s)) when, and
 > ticket/pass availability and aquisition.

You can ftp to siggraph.org and download postscript and ascii files of the registration info including hotel lists and prices. And of course, the schedules of the regular sessions are also there.

> Also, had anything been finalized as to the meeting of Imagine folks?

I haven't heard anything, but I'll be there and I hope somebody would tell me so I can meet some fellow Imagineers :)

Ciao,
 Stephen

S. Wilkinson wilks@lbn.com "Programming is like pinball. The reward for
 Software Engineer LB&M Assoc doing it well is the opportunity to do it again.

```
#define OPINION      (myown)  GCS/S -d+(--) p+(---) c++++ !l- u++ e+(*) m@
#define COMPANYOPINION (~myown) s+/- n-(---) h++(*) f-- !g w+ t+ r(+) y?
  This message created using 87% recycled neuro-transmitters
```

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1.54 MSG-52 Subject: Re: Render Engine

Subject: Re: Render Engine
 Date: Sun, 10 Jul 1994 13:27:00 -0400
 From: david.wyand@canrem.com (David Wyand)

Hi Daniel!

>Oh yeah, AREXX must be a hit for Imagine, transforming it on a type of
 >Amiga/PC/SGI Renderman. But, rendering multiples projects on a single
 >computer besides it'll slow down a lot (probrably it'll spend more
 >time on this techniqe than rendering each project separately), it's
 >a caller of the famous indian wiseman.

Actually, I guess I should have said something else. I didn't mean rendering projects all at once (you can do that with AREXX, just run multiple Imagine copies). What I meant was, with AREXX you could have Imagine render multiple projects one after another. When one is done,

you can render another, unattended.

Actually, here's an example of where I wanted to have AREXX in Imagine: I was doing a project where I wasn't sure that I'd be able to render all of the frames in time. What I did is have Imagine generate every second frame. I then left it to render. It turned out that I could have also had it done the rest of the frames as Imagine finished sometime when I was asleep. If I had an AREXX script going, I would have made Imagine generate every other frame, and when done, the remaining frames.

-Dave
david.wyand@canrem.com

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1.55 MSG-53 Subject: More on Render Engine

Subject: More on Render Engine
Date: Sun, 10 Jul 94 14:47:00 PDT
From: KEN_ROBERTSON@robelle.com

Daniel Bueno Bracher wrote:

> Oh yeah, AREXX must be a hit for Imagine, transforming it on a
> type of C/SGI Renderman. But, rendering multiples projects on a single
> computer besides it'll slow down a lot (probrably it'll spend more
> time on this techniqe than rendering each project separately), it's
> a caller of the famous indian wiseman.

I certainly wasn't thinking of simultaneous renderings, but streamed projects. In this way, one could set up a network of Amigas (or PC Clones) and have the Imagine Rendering Engine (IRE) always running on one of the machines. So...while you do your design and other work on one machine, the other can always be rendering something. Time is Money!

Hey! I just invented a time machine that moves you into the future by one second! Too bad that the travel time is one second.

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1.56 MSG-54 Subject: Re:Gigamem and Imagine 3.0

Subject: Re:Gigamem and Imagine 3.0
Date: Sun, 10 Jul 94 20:18:43 PDT
From: Kathy@cup.portal.com

Woops. Can't get Gigamem to work with Imagine 3.0 on a 2000 with a Progressive Peripherals '040. Has anybody had success with that

combination?

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1.57 MSG-55 Subject: Re: plane wrap

Subject: Re: plane wrap
Date: Sun, 10 Jul 1994 21:50:54 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>

> I've spent \$\$\$ on a professional raytracer and it can't tile bump maps without
> hassle... Strange! I've heard from other people on the IML that this little
> misfeature have been following Imagine since version 2.0.

Yes I have seen the replies, as well as the problem. But I still believe
it can be overcome till impulse fixes it, with some imagination. Of
course this may not be true in all cases, and one really shouldn't have to
do such imaginative processes for something the software should handle.

> RRW> Anyways, I hope these planes help you out some anyways?

>

> Yepp! Thank you very much.

=RRW=

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1.58 MSG-56 Subject: Re: Spline Editor

Subject: Re: Spline Editor
Date: Mon, 11 Jul 1994 08:47:23 +0100 (CET)
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

Hi there LOGO makers,

Somebody asked last week which Postscript fonts can be used with Imagine, and
a couple of people gave an answer but not why it works or how to fix it. Here
is a short description how to find out which one to use and how to convert
with the help of 2 Amiga FontEditors.

For those without a fonteditor:

get FileX or any HexEditor, from aminet directory disk/moni/filex20.lha
Load a Type I font into fileX and look or search for 'StandardEncoding'.

If it is there --> can be used directly with Imagine29/30
If not (you will find something like this '/Encoding 256 array') --> get
a friend to do the translation with Fontdesigner or TypeSmith :-)

FontDesigner:

```
Project/Import/Adobe Type I
Project/Export/Adobe Type I
  In requester CHECK gadget 'Use Adobe StandardEncoding'
  Save DONE!
```

TypeSmith2:

```
Project/Import/PFB Postscript Type I Outline
  Loader will complain about custom encoding vectors and ask to
  use typesmith encoding vector. Say NO !!
Project/Export/PFB Postscript Type I Outline
'Now it is getting funny watch this !!!'
  For the 'Encoding Type' use 'TypeSmith Encoding' and NOT
  'Adobe Standard Encoding'
  Hit the Save gadget and you're all done
```

The different behaviour between FontDesigner and Typesmith is a fact. I
checked it using fileX before and after doing the conversion.

Greetings Joop

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1.59 MSG-57 Subject: dctv.library for Retina

```
Subject: dctv.library for Retina
Date: Mon, 11 Jul 1994 09:14:13 +0100 (CET)
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL
```

Hello everybody with a Retina gfx card,

I just uploaded a dctv.library for use with the RETINA gfxcard to the new
directory of Aminet (ftp.luth.se). It should appear in a couple of days in
the directory 'gfx/board'.

For the Merlin gfxcard there is a special dctv.library which can be used with
any program that can send its output to the DCTV. A friend of mine, Chris,
owns a Retina and was very impressed because if you let Imagine render to the
dctv.library of the Merlin, it will show you the output directly and not at
the end. I have also the possibility to see the output in either 8,16 or
24bit, send the output to a file automatically or manually (filereq).

Anyhow, Chris is good at programming in assembler and I'm good at using
RESOURCE and we had a look how it was done and did a special version of the
dctv.library for the Retina. It does not have all the nifty features of the
Merlin version but it works. Registration might help :-)

As I wrote, it can be downloaded from Aminet and for those without ftp

access, I'm willing to send it to you in uuencoded form (<10Kb).

All questions must be directed to me because Chris does not have an email address.

Greetings Joop

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1.60 MSG-58 Subject: Rendering Sequential Projects

Subject: Rendering Sequential Projects

Date: Mon, 11 Jul 94 00:48:41 PDT

From: DonD@cup.portal.com

>...What I meant was, with AREXX you could have Imagine render multiple
>projects one after another. When one is done, you can render another,
>unattended.

>
> -Dave
> david.wyand@canrem.com

What do you think would happen if you ran multiple instances of Imagine
BUT you gave them each a lower priority than the previous?

Start project 1 rendering at PRI 0
Start project 2 rendering at PRI -10
Start project 3 rendering at PRI -20
...and so on...

if you had LOAD in preferences set to F so that Imagine would only load
the project editor on the multiple instances, they wouldn't use *too*
much memory while they were sitting waiting for their crack at the CPU.
I don't think a job at -10 would have a chance at ANY CPU while another
instance of Imagine was rendering at PRI 0, Imagine is quite the CPU hog
when rendering.

Now, of course, this doesn't answer the overall problem of REXX in
Imagine, but I think it is safe to say that until the DOS world embraces
REXX or OS/2 takes over the Intel world, Impulse is never going to bother
with a REXX interface.

Instead why doesn't Kiernan (He's always looking for a project) provide us
with a REXX interface to Intuition??? That way we could write AREXX scripts
that make Imagine think a living user has selected menu items and filled
requestors. I would think that providing a set of AREXX-callable routines
that shove the proper data into Intuition's input stream wouldn't be too
difficult and we could use it to add AREXX control to ANY Amiga program
(not that I can think of a single application other than Imagine that doesn't
already provide AREXX control.)

Get to work, Kiernan.

Don DeCosta |The nice thing about sanity is| VM/Nomad2
DonD@cup.portal.com |you can lose it more than once| Amiga/Imagine

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1.61 MSG-59 Subject: Sorry Could Not Find Subject!

Date: Mon, 11 Jul 1994 22:22:27 +1000
From: imagine-relay@email.sp.paramax.com

Don DeCosta writes:

> What do you think would happen if you ran multiple instances of Imagine
> BUT you gave them each a lower priority than the previous?
>
> Start project 1 rendering at PRI 0
> Start project 2 rendering at PRI -10
> Start project 3 rendering at PRI -20
> ...and so on...

Yes, but they will all allocate memory at the start of the rendering
that means you will need memory that can hold all of them at the same
time. :(
#1 on my wishlist is also ARexx in the Project editor.

- Goran

goran@abalon.se, Goran Ehrsson, Abalon AB, Box 11129, 161 11 BROMMA, SWEDEN

:wq ^[ZZ ^X^S ^X^C ^D exit logout quit help Ctrl-Alt-Del Stop-a
Type b (boot), c (continue), or n (new command mode)
>

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1.62 MSG-60 Subject: Re: Spline it!!

Subject: Re: Spline it!!
Date: Mon, 11 Jul 1994 09:02:30 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

>From 'The prophet'

> How some non-linear rotations with the Rotate effect?
> I'd like to be able to use that effect and have it
> speed up & slow down and not just be linear from start

> to end. I can work around this but I'd like to see the
> feature added in the next revision.
>
> Jaeson K.
Prophet, you are right ... I think 'rotate' is a bug fix to alignment
keyframing that's unable to rotate more than 360 degrees, even if you
enter numerically, for instance, 0 and 500 degrees the Imagine will
not interpolate as you expect.

If wasn't for C, we are still programming in BASI, PASAL and OBOL.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.63 MSG-61 Subject: Re: plane wrap

Subject: Re: plane wrap
Date: Mon, 11 Jul 1994 09:08:03 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

Mike wrote in reply to Randy
> >> light so you really can see the shadows created by the bumps. Scanline or
> >> Trace it.
Oh Mike, but only the angle shadow calculated using Lambert's law,
cast shadows ... no way ... even with ray trace

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.64 MSG-62 Subject: re: Fonts in Spline Editor.

Subject: re: Fonts in Spline Editor.
Date: Mon, 11 Jul 94 8:41:55 CDT
From: drrogers@camelot.b24a.ingr.com (Dale R Rogers)

|The problem with most PD Type 1 fonts is that they don't have a encoding
|vector build in. If no vector is specified it is assumed to be a 'custom
|encoding vector', which Imagine cannot load. Get a outline font editor
|(FontDesigner works, TypeSmith1,2 probably not), import font as Type 1, save

Are you suggesting that Typesmith probably won't solve the
problem? I will probably need a font editor on the Amiga and was

thinking about Type Smith. Should I think again?

Dale

dale r. rogers
drogers@camelot.b24a.ingr.com Tel: (205) 730-8294

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1.65 MSG-63 Subject: Re: More on Render Engine

Subject: Re: More on Render Engine
Date: Mon, 11 Jul 1994 10:59:24 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

Ken Robinson replied me

> I certainly wasn't thinking of simultaneous renderings, but streamed
> projects. In this way, one could set up a network of Amigas (or PC Clones)
> and have the Imagine Rendering Engine (IRE) always running on one of
> the machines. So...while you do your design and other work on one
> machine, the other can always be rendering something. Time is Money!
Oh, you can already do that in some fashion, just combine Imagine with
PARNET. BTW, PARNET is a gift from the gods :)!!!

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.66 MSG-64 Subject: Re: Render Engine

Subject: Re: Render Engine
Date: Mon, 11 Jul 1994 14:24:23 -0300 (ADT)
From: the Shockwave Surfer <shockwav@jupiter.sun.csd.unb.ca>

On Sat, 9 Jul 1994, Daniel 'Mega' wrote:

> Oh yeah, AREXX must be a hit for Imagine, transforming it on a type of
> Amiga/PC/SGI Renderman. But, rendering multiples projects on a single
> computer besides it'll slow down a lot (probrably it'll spend more
> time on this techniqe than rendering each project separately), it's
> a caller of the famous indian wiseman.

Actually, we've gotten 20% better render times by running Imagine twice.

You just have to have enough RAM. I think it's more likely related to that famous Indian maiden, "Ninety-Nine Cents", you know.....

Darren "Will delete excess points for food" Reid

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1.67 MSG-65 Subject: SIGGRAPH Info

Subject: SIGGRAPH Info
Date: Mon, 11 Jul 94 12:37:00 PDT
From: "Decker, Mark" <Decker@segaoa.COM>

As far as I know, it is now too late to pre-register for the SIGGRAPH conference, although you may still be able to go and register there. Full info is available via FTP from siggraph.org, under the conferences directory.

The conference runs July 25-29 in Orlando. The conference management can be reached at siggraph94@siggraph.org or 1-312-321-6830. Travel discounts are available through ATI Travel Management 1-800-477-4561.

I too would like to know about any planned Amiga or Imagine activities during the week.

Mark Decker

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1.68 MSG-66 Subject: If Imagine had ARexx...

Subject: If Imagine had ARexx...
Date: Mon, 11 Jul 94 23:02:38 MET
From: goran@abalon.se (Goeran Ehrsson)

I have been thinking about the following project for a long time, hoping that Arexx will come to Imagine one day. But it seems like I'm waiting in vain.

One Amiga with enough disk acts as a "Imagine Project Server", and runs a special program or heavy duty Arexx script. An Arexx capable terminal program listens for phone calls from Imagine "clients". The clients runs Imagine and a special program or ARexx script that calls the server and: First joins the render project by requesting all the nessecary files, objects, etc, from the server. (If it's a big project, the clients can get them by diskettes instead).

Then the client ask for a frame to generate.
 The server says "OK render frame #42"
 The client hangs up and starts to render frame #42
 When frame #42 is rendered the client calls the server again and
 delivers the frame to the server, and then asks for another frame to
 generate. The server marks the frame as "Imported" in the project
 editor.
 This could be a global rendering network all over the world!
 Different communication methods could be used (AmiTCP, Parnet, etc.).

It could also be the other way around. My friends could have their Amigas
 running a render server when they are at Work/School and I could run
 a program that calls them and tell them to render a frame or a range of
 frames. When the frames are rendered they call back and deliver the frames.
 Talk about distributed rendering!

Impulse Pleeeeeeease!

- Goran

goran@abalon.se, Goran Ehrsson, Abalon AB, Box 11129, 161 11 BROMMA, SWEDEN

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1.69 MSG-67 Subject: Fire Tutorial II

Subject: Fire Tutorial II

Date: Sat, 9 Jul 94 16:54:40 PST

From: sworf@terapin.com (Sam Worf)

A couple of weeks ago I posted a request to the list for Steve Worley's
 Essence Fire Tutorial, but to date all I have recieved is a few requests for
 me to pass it on if I recieve it. I'm hoping this was because of the recent
 problems with the list... doesn't anyone have this wonderful tutorial? or at
 least an object that uses it? I'll take that too, just uuencode it to me.

please?

```
+-----+
|I'm sorry, but on my world I had a nice home, and a good|
|job with prospects, and I get angry at the thought that|
+-----\ my life suddenly /-----+
|  A4000/40/1.2GB  \-----/  PAR/TBC-IV/U-220  |
| sworf@terapin.com > SAM J. WORF < samworf@netcom.com |
|  GENie:S.WORF   /-----\ Cmpu$rv:72411,3573 |
+-----+
|consists of sitting in sewage-filled models of my|
|own ear, being patronized by a lot of demented birds!|
+-----+
```

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1.70 MSG-68 Subject: Re: Sequential Projects

Subject: Re: Sequential Projects
Date: Mon, 11 Jul 94 20:13:03 PDT
From: DonD@cup.portal.com

>Don DeCosta writes:

>

>> What do you think would happen if you ran multiple instances of Imagine

>> BUT you gave them each a lower priority than the previous?

>Yes, but they will all allocate memory at the start of the rendering

>that means you will need memory that can hold all of them at the same

>time. :(

>- Goran

I'm pretty darned sure that with an Imagine Project rendering at PRI 0, the Imagine Project at PRI -10 will never get enough CPU cycles to allocate any memory for objects until the PRI 0 job ends, so you'd only need enough memory to hold multiple copies of the Project Editor.

Don DeCosta |The nice thing about sanity is| VM/Nomad2
DonD@cup.portal.com |you can lose it more than once| Amiga/Imagine

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1.71 MSG-69 Subject: Re: Sequential Projects

Subject: Re: Sequential Projects
Date: Tue, 12 Jul 94 08:48:12 MET
From: goran@abalon.se (Goeran Ehrsson)

Don DeCosta writes:

> I'm pretty darned sure that with an Imagine Project rendering at PRI 0,

> the Imagine Project at PRI -10 will never get enough CPU cycles to

> allocate any memory for objects until the PRI 0 job ends, so you'd only

> need enough memory to hold multiple copies of the Project Editor.

But I'm pretty darned sure :) that the PRI -10 project will get CPU cycles on every disk access that the PRI 0 project performs, so eventually it get enough CPU cycles to steal all your memory.

- Goran

goran@abalon.se, Goran Ehrsson, Abalon AB, Box 11129, 161 11 BROMMA, SWEDEN

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1.72 MSG-70 Subject: probs in FORGE!!

Subject: probs in FORGE!!
Date: Tue, 12 Jul 94 13:46:00 TUR
From: Erdem ERTAN <E73412@vm.cc.metu.edu.tr>

Hello to all!!

When I decided to open a texture in forge it gives an error like unable to open the texture file os3(BTW my hd partion name is OS3.0) when i check from snoopdos forge tries to load os3 or os3.itx...what cause that problem??

Thanxx....

Erdem ERTAN

e73412@vm.cc.metu.edu.tr
ertan@glider.tbtk.metu.edu.tr

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1.73 MSG-71 Subject: Re: Sequential Projects

Subject: Re: Sequential Projects
Date: Tue, 12 Jul 1994 09:54:54 -0300 (ADT)
From: the Shockwave Surfer <shockwav@jupiter.sun.csd.unb.ca>

On Mon, 11 Jul 1994 DonD@cup.portal.com wrote:

> >Don DeCosta writes:
> >
> >> What do you think would happen if you ran multiple instances of Imagine
> >> BUT you gave them each a lower priority than the previous?
> >Yes, but they will all allocate memory at the start of the rendering
> >that means you will need memory that can hold all of them at the same
> >time. :(
> >- Goran
>
> I'm pretty darned sure that with an Imagine Project rendering at PRI 0,
> the Imagine Project at PRI -10 will never get enough CPU cycles to
> allocate any memory for objects until the PRI 0 job ends, so you'd only
> need enough memory to hold multiple copies of the Project Editor.

Could be. That's why we leave both copies of Imagine running at the same priority. It DOES decrease rendering time, and by a significant amount on large projects. We only lower the priority on one when we wish to model in the other.

...can't do THAT on a PC ;)

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1.74 MSG-72 Subject: re: probs in FORGE!!

Subject: re: probs in FORGE!!
Date: Tue, 12 Jul 1994 16:03:55 +0100 (CET)
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

Hello ForgeUser,

Yep Forge doesn't like '.' in partition names or for that matter directory names. Just rename your partition or if OS3.0 is your boot partition use SYS: instead.

Greetings Joop

PS Is Apex aware of this problem ???

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1.75 MSG-73 Subject: FTP sites for mpeg,gl, or fli's?

Subject: FTP sites for mpeg,gl, or fli's?
Date: Tue, 12 Jul 94 8:08:58 PDT
From: kontos@clipper.clipper.ingr.com (Thorne Kontos)

Greetings,

I know this is a bit off subject, but does anyone know of any ftp sites that specialize in .mpg's, .gl's, or .fli's? I just finished porting X-windows players and would like to take a look at some of these.

Thanks,
Thorne K. Kontos
Intergraph A.P.D.

E-mail: kontos@clipper.clipper.ingr.com

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1.76 MSG-74 Subject: Siggraph Amiga Meeting

Subject: Siggraph Amiga Meeting
 Date: Tue, 12 Jul 94 10:37:16 EDT
 From: Mark Thompson <mark@westford.ccur.com>

The long awaited announcement of the annual Siggraph get together is here...

I have arranged for a Siggraph Special Interest Group meeting for Amiga 3D Graphics and Animation. All are invited and I urge you to bring demo tapes of your work. I have arranged for a local Amiga person to provide a VHS deck and a monitor, and I will be bringing a portable Hi-8 unit. The meeting will be in the Sheraton on Wednesday the 27th. Start time is 1pm and we have the room till 3pm. I am told it is quite large so we should have no space problems. Also, if any developers wish to show up to announce or show graphics related products, feel free (but drop me a line in advance if you can). See you all in Orlando!!!!

```
%~-----%
%      `      '      Mark Thompson      CONCURRENT COMPUTER  %
% ---==* RADIANT *===-- mark@westford.ccur.com      Principal Graphics  %
%      ' Image `      ...!uunet!masscomp!mark      Hardware Architect  %
%      Productions      (508)392-2480 (603)424-1829  & General Nuisance  %
%~-----%
```

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1.77 MSG-75 Subject: Re: Fire Tutorial II

Subject: Re: Fire Tutorial II
 Date: Tue, 12 Jul 94 13:33:19 CDT
 From: setzer@comm.mot.com (Thomas Setzer)

```
>
> A couple of weeks ago I posted a request to the list for Steve Worley's
> Essence Fire Tutorial, but to date all I have recieved is a few requests for
> me to pass it on if I recieve it. I'm hoping this was because of the recent
> problems with the list... doesn't anyone have this wonderful tutorial? or at
> least an object that uses it? I'll take that too, just uuencode it to me.
>
> please?
```

Well, sorry we can't pander to your every whim and desire. Just a little too busy to type in every request (I'm busy typing in the Encyclopedia Britanica;)

But...here are two posts from the IML (Imagine that).

BTW, my guess at why so quiet these days...summer vacation for students.

See ya at siggraph!

Tom

-----begin stuff-----

From: "Cyrus J Kalbrener-1" <kalb0003@student.tc.umn.edu>

This was inspired by the fire tutorial in the essence newsletter.
Hope you like it!

This will create a two-dimensional ring of fire, but with the right moves,
it will look like it's 3D and be quite convincing.

Add a plain disk and make it BRIGHT.

Set it's COLOR to a dark, fire like red, and it's FILTER all the way up to 255
for red, green, and blue. If you want to add a fire color brush or
texture instead, do so now.

Now add the Cylindturb texture and rotate it's X axis 90 degrees so that
the Z axis points directly out from the surface of the disk. Make the
TRANSITION RADIUS about 70%-80% of the disk radius. Set the TRANSITION
and VARIATION WIDTH to about 5%-10% of the object radius. Set the COLORS
all to -1 and all of the filters to 0. Leave everything else at the
defaults.

Add a second Cylindturb and again rotate the X axis so the the
Z axis points directly out from the surface of the disk. Use the same
settings as before, except make the TRANSITION RADIUS about 90% of t he
disk radius and set the FILTERS to 255. When rendered it should create an
opaque (sic) ring of fire with a clear center.

Keep in mind that STARS will not be visible through the inside of the ring
and nothing will be reflected through it.

Movement can be simulated over time by morphing the textures positions
along their Z axes. This effect can also be done with Shellturb and
Radialturb, but when animating they will look different.

-----next stuff-----

From: hermelin@math.tau.ac.il

Also, here is a small tip for making open fire, a torch for example:

1. Build an object to base the fire on - cone, cylinder, plane, whatever.
2. Color the object an orange-yellow hue. R221, G189, B000 worked for me.
Phong should be enabled.
3. Add the linear texture. My object is 200 units tall, so the Transition Z
Width is set to 150. Filter is 255 for R, G and B. Place the texture axes
on the bottom of the object, with the Z axis pointing up.
4. From Essence I, add the misc/fractalfilter texture. The axes are oriented
at its' default. Here are my parameters:

50.00000 Initial Scale

0.900000

Filter 1 End	5.000000 # of Scales	150.0000
Filter 1 Red	0.400000 Scale Ratio	
150.0000 Filter 1 Green	0.400000 Amplitude Ratio	150.0000
Filter 1 Blue	0.400000 Time Ratio	
255.0000 Filter 2 Red	0.000000 Time	
255.0000 Filter 2 Green	0.100000 Base->1 Trans	255.0000
Filter 2 Blue	0.500000 1->2 Trans	0.000000
Fade 0..1		

5. Save the object (Fire.1 could be a good name), and modify the following: In the fractalfilter texture, change the Time parameter to 1, and edit the axes so they are 10 times the length of the object higher. This setting is good for a 200 frame animation, so the fire goes one object height up every 20 frames. Save the object with a different name, maybe Fire.2.

6. In the Stage Editor, load the first fire and determine place, size and orientation. Go to the Action Editor and morph from Fire.1 to Fire.2 over the entire length of the animation.

7. Render, have 200 cups of coffee, and view. Enjoy.

-----end-----

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1.78 MSG-76 Subject: FreeForm3D Bspline modeler

Subject: FreeForm3D Bspline modeler

Date: Tue, 12 Jul 1994 17:33:06 -0400 (edt)

From: Victor Buttaro <enigma@dorsai.dorsai.org>

> If you've been waiting for affordable Bspline modeling, for your favorite 3D program, its hear.

I've gotten some messages, asking if there was a demo FreeForm available to look at.

> Just wanted to let all those who were interested in FreeForm 3D Bspline modeler, for Imagine and the other 3D programs, that you can find a demo of it on:

>
> ftp 128.252.135.4
> in pub/aminet/gfx/3d
>

> Its called FreeForm3D1.6. 1.7 is the latest version and it has some new things, but 1.6 is close enough, to see what it can do.

>

> FreeForm is a super-fast, real-time, 3D Bspline and NURB like curve
> surface modeler, with many features; including on-line Amigaguide help
> and the ability to open up in any Amiga screen resolution.
>
> Automatic Bones creation and modeling with bones.
> Rail extrusion.
> Morph extrusion.
> Morph tweening of objects, with the ability to save a tween object for use.
> Cross section skinning.
> Realtime 3D space perspective view, with point modification.
> and more.....
>
> Export your objects to:
> 1.Lightwave
> 2.Imagine
> 3.Aladdin
> 4.Caligari
> 5.Real3D2
>
>
> If you have a questions on ordering or on running the demo, you can
> write to me Fori Owurowa (Developer of FreeForm) at this address.
> enigma@dorsai.dorsai.org
> Please start your subject line with my name, Fori. So I can sort it out
> from the rest of the mail.
>
> Thanks for your time,
>
> Fori
>
>
>

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1.79 MSG-77 Subject: Imagine Specific BBS

Subject: Imagine Specific BBS
Date: Tue, 12 Jul 94 18:00:39 EDT
From: CaptKurt@aol.com

Greetings fellow Imagineers,

Has anyone ever considered running an Imagine specific BBS. It could be an alternative to various ftp sites, and secondary depository for objects, messages, textures, etc. Since all of us have a modem all could access it, because many of us do not have complete Internet access to get to the ftp sites.

There are a few ray tracing oriented BBSs out there, but they primarily cater to the shareware/freeware ray tracers, and are of little use to people who use other systems.

I would not be afraid to pay a small access fee to be a member of such a BBS, and I am sure that many of you would also pay. This fee could help pay

for the expense of the BBS, the SysOps time, and the purchasing of libraries of objects, and textures, and such.

An alternate plan could be to approach an existing BBS, with the proposal of setting up an Imagine specific file, and message area. This poses both benefits, and some big shortcomings.

A third plan could be an Imagine area on one, or all, of the big commercial information systems, such as America OnLine, CompuServe, Prodigy, et al.

This could be the best way, as all of the access, and support are already there. The only thing needed would be the traffic necessary to get them to devote thier resources to the idea.

Whatever we do we should ALL make an effort to contribute something to the area. We could share our custom objects (im Imagines native format), textures and brush maps, and tutorials.

So what do you all think? Any other ideas? How about suggestion for the ideas I have already presented?

Kurt

P.S. Who has access to any of the commercial services? I am on America OnLine.

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1.80 MSG-78 Subject: Altitude mapping and RAM requirements

Subject: Altitude mapping and RAM requirements

Date: Tue, 12 Jul 1994 20:42:31 -0500 (CDT)

From: Trin Yuthasastrackosol <yuthas@CC.UManitoba.CA>

I am trying to make an altitude map in Imagine 2.0 but I keep getting a "Not enough memory for brushmap" error. The picture I am trying to wrap is a 320 x 400 16 color greyscale picture and the object is just a plaine plane primitive. Does this mean that altitude maps are beyond my reach at 3 Mb of ram? Are there any parameters I can tweak to be able to do altitude brushmaps? i.e. number of greys in the brush, picture size, object size blah blah...
thanks in advance!

Trin Dominic Yuthasastrakosol |A great many people think they are
Dept. Pharmacology and Therapeutics |thinking when they are merely
University of Manitoba |rearranging their prejudices.
A5002MbChip1MbFastSupraturbo28GVPII354Mb| -William James

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1.81 MSG-79 Subject: Neat Font Object Feature

Subject: Neat Font Object Feature
Date: Wed, 13 Jul 94 01:10:00 UTC
From: s.langguth@genie.geis.com

I have been playing around with PS fonts and the Imagine 3 spline editor for the past few evenings, and discovered a neat feature that I don't remember being mentioned in the docs.

When you create an extruded font object with the "Add Points" command then save it with the "Save Points" command, the resulting object has several sets of faces already collected into subgroups. For instance, if you add a bevel to the front of the object you'll get subgroups named "FRONT FACE", "FRONT BEVEL", "SIDES", and "BACK FACE" that correspond to the appropriate faces.

SO.....this means it's very easy to change the attributes of only a portion of a font object. (e.g. gold sides and bevel with a chrome front)

Maybe the programmers at Impulse put more thought into this than we give them credit for sometimes!

Steve Langguth
S.LANGGUTH@genie.geis.com

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1.82 MSG-80 Subject: Re: Fire Tutorial II

Subject: Re: Fire Tutorial II
Date: Tue, 12 Jul 1994 22:24:05 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> > A couple of weeks ago I posted a request to the list for Steve Worley's
> > Essence Fire Tutorial, but to date all I have recieved is a few requests for
> > me to pass it on if I recieve it. I'm hoping this was because of the recent
> > problems with the list... doesn't anyone have this wonderful tutorial? or at
> > least an object that uses it? I'll take that too, just uencode it to me.
> >

> > please?

> This was inspired by the fire tutorial in the essence newsletter.
> Hope you like it!

Ooops! I thought it was in the manual but after seeing this remembered it was the newsletter.. sorry about that..

=RRW=

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1.83 MSG-81 Subject: Re: Fire Tutorial II

Subject: Re: Fire Tutorial II
Date: Tue, 12 Jul 1994 22:09:43 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> A couple of weeks ago I posted a request to the list for Steve Worley's
> Essence Fire Tutorial, but to date all I have recieved is a few requests for
> me to pass it on if I recieve it. I'm hoping this was because of the recent
> problems with the list... doesn't anyone have this wonderful tutorial? or at
> least an object that uses it? I'll take that too, just uuencode it to me.
>
> please?

OK, OK...I'll get you an object with the texture applied to it..I'm not about to type his tutorial out for you but will send the object...I am wondering why you don't just look in the manual and read the darn thing?

I did notice that you have Tutorial II, so maybe its different than what I have...I have the one from the Original Essence I manual. If this is not the one you want then let me know so I don't have to bother sending it.

=RRW=

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1.84 MSG-82 Subject: Re: Altitude mapping and RAM requirements

Subject: Re: Altitude mapping and RAM requirements
Date: Tue, 12 Jul 1994 22:37:54 -0700 (PDT)

From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I am trying to make an altitude map in Imagine 2.0 but I keep getting a
> "Not enough memory for brushmap" error. The picture I am trying to wrap
> is a 320 x 400 16 color greyscale picture and the object is just a plaine
> plane primitive. Does this mean that altitude maps are beyond my reach at
> 3 Mb of ram? Are there any parameters I can tweak to be able to do
> altitude brushmaps? i.e. number of greys in the brush, picture size,
> object size blah blah...
> thanks in advance!

Well, you could use a 320x200 map or even less if possible for what you want to do, and can even get away with as little as 2 colors if need be, but I would suggest trying a 320x200 8 color map, if this doesn't do it try 4 colors, and if this doesn't work than reduce the size of the map some more. If this doesn't do it than get some more ram..

=RRW=

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1.85 MSG-83 Subject: Meat, a new kbt6179

Subject: Meat, a new kbt6179

Date: Wed, 13 Jul 1994 02:03:42 -0400 (EDT)

From: BOCONNELL@RCNVMS.RCN.MASS.EDU

Greetings and salutations,

I am new on the list. My name is Bob. I am an art student in Boston, focusing on computer generated animation.

I am an Imagine addict.

To attest to this fact, I am currently working on a 9000 frame Imagine animation based upon a short story that I wrote some time ago. The story is an amalgum of styles between, say william gibson, phillip k. dick, and william burroughs. this is a weird story.

the point of the bandwidth: I have created a basic 30 panel Zoetrope object. In my scene, incidentally called visual phase pulse inversion matrix two, there are 7 panels of the zoetrope visible at all times. the panels are grouped to a central axis and spinning roughly 360 degrees every 60 frames. I am hoping to rotoscope 30 different 150 frame anims. into the scene, one per panel. I was rather hoping to set up a collaborative effort with those who were willing to share their craft. If any of you are interested in information regarding this project, mail me directly. I will be uploading several frames to wuarchive.wustl.edu

in the near future so that you can see what sort of setting I have made for the zoetrope object. Well, something to think about.

Also, does anyone know where to find a good insect model, preferably the flying kind?

Thanks in Advance
Bob O'Connell

***Powered by the mighty Amiga 4000/'040
***40 mhz Warp Engine
***16mb Local Burst Memory
***1.0gb Micropolis 2210 AV
***and a honkin' huge coffee machine...

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1.86 MSG-84 Subject: Re: Neat Font Object Feature

Subject: Re: Neat Font Object Feature

Date: Tue, 12 Jul 1994 22:48:24 -0700 (PDT)

From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I have been playing around with PS fonts and the Imagine 3
> spline editor for the past few evenings, and discovered a neat
> feature that I don't remember being mentioned in the docs.
>
> When you create an extruded font object with the "Add Points"
> command then save it with the "Save Points" command, the resulting
> object has several sets of faces already collected into subgroups.
> For instance, if you add a bevel to the front of the object you'll
> get subgroups named "FRONT FACE", "FRONT BEVEL", "SIDES", and "BACK
> FACE" that correspond to the appropriate faces.
>
> SO.....this means it's very easy to change the attributes of
> only a portion of a font object. (e.g. gold sides and bevel with a
> chrome front)

Ya this was implemented in 2.9. and is nice if you are going to have every font different, but if you want all the letters in a word to have the same textures for the edges, faces, then this is alot of extra stuff that needs to be striped off, at least if you don't want all these subgroups clutering up the one you will have to make..I think it would have been nice if there were a way to tell Imagine to either use fonts, words or even lines when grouping..Wavefront works like this with text and really is a nice feature..and I don't think it would be to hard to add to the requester. But then Imagine is a far less expensive than Wavefront so I will live with the minor measures to redue them as I want. With the new Stip Obj comand and join comand this is a snap, and then I can just make the new ones I need. So I am still a happy Imagineer...

=RRW=

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1.87 MSG-85 Subject: gigamem and 3.0

Subject: gigamem and 3.0

Date: Wed, 13 Jul 94 06:21:00 UTC

From: w.graham6@genie.geis.com

I do not have a 2000, but I do have a 3000 and use a PP&S 040 (mercury). When I first got gigamem, I had some problems getting it to work. Make sure you have version 3.0+. Also, the version of Gigamem I got came with an '040 lib that is not automatically installed with the software. I replaced the '040 lib in my libs directory (the one that was installed with the PP&S software) with the one on the Gigamem disk, and it worked fine afterwards. I did have some difficulty going back to '030 mode with this new lib, but I do so very seldom so it was not a real problem. Also, using the new lib, I have not experienced any '040 compatibility problems with other software. I did find that ole' Turbo Silver did not care for my 040 when running it from the WB, but when started from the cli it worked fine.....Bill Graham

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1.88 MSG-86 Subject: Imagine Specific BBS

Subject: Imagine Specific BBS

Date: Wed, 13 Jul 94 07:22:00 PDT

From: KEN_ROBERTSON@robelle.com

If there were an Imagine-specific BBS, then I'd probably have to pay long distance phone rates to access it. IML is practically free, and all of the object files etc. sit on Aminet.
\KenR

Render _THIS_, Moose!
- Boris Badinoff

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1.89 MSG-87 Subject: Genlock with Spectrum?

Subject: Genlock with Spectrum?

Date: Wed, 13 Jul 1994 13:19:19 -0500

From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

Does anybody know if it is possible to use the GVP genlock on the Spectrum output? I am considering getting it if this is possible. The ads claim it is AGA capable so it would seem that it would work with the Spectrum output but maybe only certain resolutions and colors? Appreciate any help you might be able to provide.

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1.90 MSG-88 Subject: Re: Imagine Specific BBS

Subject: Re: Imagine Specific BBS

Date: Wed, 13 Jul 1994 12:27:46 -0400 (EDT)

From: "Andrew P. Vogel" <vogelap@ucunix.san.uc.EDU>

On Tue, 12 Jul 1994 CaptKurt@aol.com wrote:

> Has anyone ever considered running an Imagine specific BBS. It could be an
> alternative to various ftp sites, and secondary depository for objects,
> messages, textures, etc. Since all of us have a modem all could access it,
> because many of us do not have complete Internet access to get to the ftp
> sites.

> An alternate plan could be to approach an existing BBS, with the proposal
> of setting up an Imagine specific file, and message area. This poses both
> benefits, and some big shortcomings.

I'd be happy to set up an Imagine section on my existing BBS. I've run The Cafe' BBS for about 9 years now, so it's a solid system. If there is sufficient interest, I'd be happy to do that.

Everyone?

=====
Drew Vogel: Admissions Officer at University of Cincinnati Undergraduate
Admissions (call 800-827-8728), SysOp of The Cafe' BBS (513-232-4895)
FidoNet 1:108/245, Actor, director, Amiga fan, Imagine 3.0 user, vice-
president of Ohio Valley Amiga Users' Group, documentation author, single
guy, and much, much more! "The only way OUT is THROUGH."

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1.91 MSG-89 Subject: Re: Altitude mapping and RAM requirements

Subject: Re: Altitude mapping and RAM requirements

Date: Wed, 13 Jul 1994 16:09:56 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

Trin ...

3 Mb for Imagine ***IS*** a bottleneck. I advise you to buy at least more 4 Mb. I use 20 Mb on A1200 and sometimes Imagine doesn't render larger projects as I expect. Not the Bump Map really, the the sum of things on your project gets all memory.

HUMAN.EXE, a great program, unfortunetely without instruction manual

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.92 MSG-90 Subject: Re: Meat, a new kbt6179

Subject: Re: Meat, a new kbt6179
Date: Wed, 13 Jul 1994 15:41:44 -0700 (PDT)
From: Mike McCool <mikemcoo@efn.efn.org>

Hey guy, I've got a great fly object, with separate wings that you can flap. This object was created a couple of years ago, I think as a turbo-silver object, by some fellow who was nice enough to share it on a fred fish disk, or some such.

Lemme know, if you get no more interesting responses than this, and I'll share it with you.

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1.93 MSG-91 Subject: Ftp for Imagine

Subject: Ftp for Imagine
Date: Thu, 14 Jul 94 12:43:52 EST
From: gmcdonou@artemis.earth.monash.edu.au (Graeme Mc Donough)

To all people who are interested I have set up an FTP site for Imagine & Graphics & Mods.

The computer is artemis.earth.monash.edu.au (130.194.168.3)

In the directory /pub/Graphics/Amiga

Any Incoming Stuff Can be put in the directory /pub/incoming

another Amiga slot.

The software: You can launch any t805 software from workbench. it senses the accelerator and uses it. There is software to render Imagine (and lightwave) staging files. it is called the Light Engine. It will (on one chip) render (trace) any imagine picture 4 times faster than my '040. Add more processors and the performance increas is exponential. Newton's Law, that lightwave add-on, works with Imagine as well (according to patrick @ us cyber.) There are plans for a VR modeler, a morphing engine that will morph any object into another, irregardless of their points and verticees! (Human zygote to full grown adult in 30 frames or less? no prob) many others.

when talking with Patrick at US Cyber., i was compelled to ask the big question...How much for how much?

one machine, one 68040, 31 T805s, 1 billion instructions per second.
\$ 30,000.00

Apparantly, they have a 6 BIPS Imagine render server there.

To dream is divine...i'll believe it when i see it.

Bob

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1.95 MSG-93 Subject: Re: Warp Engine vs. Warp System

Subject: Re: Warp Engine vs. Warp System
Date: Thu, 14 Jul 1994 10:33:09 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

About Warp Engine

For this price (\$30,000.00) I prefer to buy a SGI IndigoII. I get a good one for these price on a super solid computer graphics plataform

"If you can't make it good, make it look good" - B. Gates III

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.96 MSG-94 Subject: Re: Warp Engine vs. Warp System

Subject: Re: Warp Engine vs. Warp System

Date: Thu, 14 Jul 1994 12:14:59 -0400 (EDT)

From: Udo K Schuermann <walrus@wam.umd.edu>

"Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br> writes:

> About Warp Engine

> For this price (\$30,000.00) I prefer to buy a SGI IndigoII. I get a
> good one for these price on a super solid computer graphics plataform

And even if the SGI IndigoII is a 1000 MIPS machine, the Warp Engine may (if the claims are correct) be 1000 times faster than that. Sounds too good to be true, but Desktop Video with special effects, etc for \$1600 also sounded too good to be true when the Video Toaster was released.

I have difficulty imagining (there, I used the word!) how fast this Warp Engine with 31 T805 cpus would render an animation. For some reason the term 'fast enough to make you sick' springs to mind. \$30000 for such a beast sounds like a steal!

._. Udo Schuermann
() walrus@wam.umd.edu

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1.97 MSG-95 Subject: Re: Comodore The Amiga and Imagine.

Subject: Re: Comodore The Amiga and Imagine.

Date: Thu, 14 Jul 94 12:00:15 CDT

From: kirchh@CC.UManitoba.CA

Graeme Mc Donough says:

> How about some info on the above topics Comodore Amiga Imagine
>

> Curiosity is high here..

The solid info is being summarized fairly well by the AmigaWorld hotline at 1-800-441-4403, extension 365 (if this hasn't been posted here already), but this number only works from the US and Canada. There is also a non-toll-free number for non-North-Americans, which I have saved someplace; I can email it to anyone who wants it. The information as of the 11th is that there is no new information; the old information is that there is a July 15th deadline for bids, secured with cash deposits, to purchase the holdings of Commodore International, and that one of the half-dozen "interested" parties has already submitted a bid, thus guaranteeing a buyer. None of the parties can be named for legal reasons, and we won't know how the auction comes out until a week or two after the 15th.

As for Imagine, 3.0 has now arrived at the doors of everyone on the planet except me. Time to call Impulse for the 3rd time, <sigh>.

--

Evan Kirchhoff, kirchh@cc.umanitoba.ca

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1.98 MSG-96 Subject: Re: Warp Engine vs. Warp System

Subject: Re: Warp Engine vs. Warp System
Date: Thu, 14 Jul 94 19:23:55 BST
From: ruben@fac3.dif.um.es

>
> About Warp Engine
> For this price (\$30,000.00) I prefer to buy a SGI IndigoII. I get a
> good one for these price on a super solid computer graphics plataform
>
> "If you can't make it good, make it look good" - B. Gates III
>
> Daniel Bueno Bracher
> Universidade Federal do Rio de Janeiro
> Internet E-mail: mega@lci.ufrj.br
>

Not quite. SGI software, although very good, is almost as expensive as the hardware (actually it can be MORE expensive than the hard). Amiga software is very cheap in comparison.

Ruben

ruben@fac3.dif.um.es
ruben@fc.um.es
proyl@mistral.dif.um.es

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1.99 MSG-97 Subject: Warp System and \$30,000

Subject: Warp System and \$30,000
Date: Thu, 14 Jul 94 13:28:34 EDT
From: jgoldman@acs.bu.edu

Okay, I don't know how fast a \$30,000 Indigo^2 would clock, especially with no software, but you have to realize this \$30,000 figure for the Warp System was including 31 processors. 1 billion MIPS.

While I'm sure an SGI could easily achieve that level of performance, can it for \$30,000? Can a \$30,000 SGI achieve what this \$30,000 Amiga can considering individual platform software costs?

Lastly, you don't have to spend \$30,000 for a Warp System. By my last information, US Cybernetics is selling T805 baseboards (Zorro III cards) for \$1995US. Depending on configuration an additional two processor outboard module will cost \$1390US while a three processor module will cost \$1995US.

Rumour running around WOCA Toronto a while back had it that when available the T9000 based system would be around \$10,000 for 6 processors worth of power (12,000 MIPS). Inmos is currently not mass producing the T9000's, and from what I've heard they may never mass produce the T9000.

The system is not without its caveats, however, the biggest being the Warp won't run anything but its own code (pretty obvious), so software has to be ported to work with it. I'm curious about this Light Speed (I think) render? Imagine and LW projects? How does that work?

Another problem may be availability. Last I heard US Cybernetics was producing units per order. You pay via Visa or MC and 6-8 weeks later you'd have a system. I haven't heard from anyone who has a Warp System. So, I can't say whether it's available now or not. Anyone?

Not to get into an SGI vs Amiga flamewar or anything, rather a price vs performance war. Believe me, if SGI's came down in price (not even, if SGI software prices came down to reasonable levels) I'd probably work on one.

I'm not affiliated with US Cybernetics in any way. I just want to see a product that has the potential for virtually unlimited expandability to come to the market. Accelerators are fine and dandy, but you can only go so fast with one chip...

J.---->

E-Mail: jgoldman@acs.bu.edu

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1.100 MSG-98 Subject: Bones revisited

Subject: Bones revisited

Date: Thu, 14 Jul 1994 11:54:09 -0800

From: bmolsen@bvu-lads.loral.com (Brad Molsen)

Hello all, I was just curious, I haven't upgraded to 3.0 yet but, I have been following the progress of people learning how to use bones. I've read Lesk's detailed tutorial and Mark Decker's clarification of same. I've also downloaded the anims Goldfist and Bonsanim from Aminet. My question is.., has anyone gotten bones to work in an object in a non linear orientation; i.e. a mouth opening and closing, eyelids blinking, chewing etc.!? A while back Mike Halvorson said in a note that he had been dinking

Subject: FTP sites

Date: Thu, 14 Jul 94 19:26:46 EDT

From: CaptKurt@aol.com

There has been many mentions of new and old FTP site of Imagine related items. Could everyone email me the locations, and descriptions of the stuff available there, that they know of. I'll compile it into a test list and send it out to everyone.

This way we'll have a master list of FTP sites.

Thanks,

Kurt

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1.103 MSG-101 Subject: Re: Fly Object

Subject: Re: Fly Object

Date: Thu, 14 Jul 1994 17:33:43 -0700 (PDT)

From: Mike McCool <mikemcoo@efn.efn.org>

Hey Stephen,

I'm in the process of uploading that Imagn/TSilver fly object to aminet. Only hold up is that I'd kind of like to find FF disk I got it off of, so I can give the author the credit he deserves. I'll post y'all when I've got it.

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1.104 MSG-102 Subject: Re: Warp System and \$30,000

Subject: Re: Warp System and \$30,000

Date: Thu, 14 Jul 1994 20:44:25 -0400 (EDT)

From: Calvin Chu <diavolo@engin.umich.edu>

On Thu, 14 Jul 1994 jgoldman@ACS.BU.EDU wrote:

> especially with no software, but you have to realize this \$30,000
> figure for the Warp System was including 31 processors. 1 billion
> MIPS.

This is major high performance. I'm uneasy about people quoting such a figure and passing it around. Does such a system exist currently? How well does the Warp System scale with processors? Certainly any

manufacturer can interpolate performance, but processors can't scale so linearly... it boggles the mind! Maybe I'm wrong, but I would seriously like to see some quantitative results.

> so software has to be ported to work with it. I'm curious about this
> Light Speed (I think) render? Imagine and LW projects? How does that
> work?

Yeah I wonder about that. . . Is quality degraded somehow?

> expandability to come to the market. Accelerators are fine and dandy,
> but you can only go so fast with one chip...

I hope somebody buys Commodore, because even if this Warp system works as advertised, the availability of Amigas is critical.

```
o/ \o/ o <o o o o Mi dispiace, ma non parlo italiano. :-)
<| | /|\ |> <|><|> <|\ Ciao ragazzi! :-) diavolo@azure.engin.umich.edu
/| / \ /| / \ // \ / \ L'universita' di Michigan! Forza blu!!!!!!!!!!!!!!
" Finger for PGP Public Key Block and Fingerprint
```

--> RETURN TO CONTENTS!<--

1.105 MSG-103 Subject: Re: Fonts in Spline Editor.

Subject: Re: Fonts in Spline Editor.

Date: Fri, 15 Jul 94 19:09:49 +0000

From: Gert_Taeymans@paradigm.co.jp (Gert Taeymans)

> > Well, probably not what you want to hear, but I've used the spline editor
> > a bit and found that not all PD PStype 1 fonts work.
> >
> > =RRW=

I've been using the spline editor in Imagine 3.0 PC-version.
I found that all original Adobe and other full TYPE 1 fonts I use work. I found
though that sometimes PD fonts don't have all the coding in them or that their
paths are not what they are supposed to be. On the PC you can use Metamorphosis
or some other font-editor to correct the problem.
If you own a PC on the side and an Amiga, you can the import those fonts into
the spline editor.

=Gert=

Paradigm Online-Tokyo

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1.106 MSG-104 Subject: that fly object

Subject: that fly object
Date: Thu, 14 Jul 1994 19:57:05 -0700 (PDT)
From: Mike McCool <mikemcoo@efn.efn.org>

Hey guys, guyas,

Thanks, for your patience. I finally found (I think) the author of that turbosilver fly object. He's Mark Hastings. The object showed up YEARS ago on some disk called AmigaWorldAnimationSpecialDisk2. I've deleted everything but the object itself, but I think I found the author's name.

Look for it on the aminet, down in gfx/3dobj under the name of fly.lha.

And if I'm wrong about that name, Mark Hastings, and someone recognizes this thing as their own personal fly, don't take offense. I'm not trying to steal your thunder.

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1.107 MSG-105 Subject: Re: Fonts in Spline Editor.

Subject: Re: Fonts in Spline Editor.
Date: Thu, 14 Jul 1994 23:50:55 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> What a friend of mine found when he played with the conversion using
> Typesmith (v2), is that rather than saving as Adobe type but saving as
> Typesmith's own interpretation worked even better giving him ~90% success.

Hmmm, sounds pretty good, have to see if I can try it some time..

=RRW=

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1.108 MSG-106 Subject: Re: Fonts in Spline Editor.

Subject: Re: Fonts in Spline Editor.
Date: Fri, 15 Jul 1994 00:01:20 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> > > Well, probably not what you want to hear, but I've used the spline editor
> > > a bit and found that not all PD PStype 1 fonts work.
> > >
> > > =RRW=
>
> I've been using the spline editor in Imagine 3.0 PC-version.
> I found that all original Adobe and other full TYPE 1 fonts I use work. I found
> though that sometimes PD fonts don't have all the coding in them or that their
> paths are not what they are supposed to be. On the PC you can use Metamorphosis
> or some other font-editor to correct the problem.
> If you own a PC on the side and an Amiga, you can the import those fonts into
> the spline editor.

Well, I'm strictly an Amiga, and SGI man, and don't have access to any PC's. But I'm sure this info will help out some PC folks.

=RRW=

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1.109 MSG-107 Subject: Re: Warp Engine vs. Warp System

Subject: Re: Warp Engine vs. Warp System
Date: Thu, 14 Jul 1994 17:27:45 MDT
From: "Neil MacMullen" <neil@powerstor.cuc.ab.ca>

I thought I should bring some facts to bear here ... :)

> Some info about the Warp System:
>
> Q: Does it run Amiga software (Imagine, ADPro, etc)?
> A: NOPE

True - although most software can be converted to use the warp system. Alladin3d is nearing completion - in fact we are already using it to demo the board.

>
> Q: Does it work with the Amiga?
> A: NOPE

Yes, it does work with the amiga - a warp library makes the WarpOS message-passing functions available to amiga-tasks so it is possible to write source code that can be compiled to run on both the transputer network and amiga in parallel.

>
> Q: Does it do anything?
> A: YUP YUP YUP YUPYUP!!! :)
>
> The board runs optimised software written for the Imnos T805 chip,
> a superscalar parallel processor. The baseboard accelerator
> comes with the T805 OS (in rom), a SIMM slot, and one T805, which
> handles 30 MIPS, 4.7 MFlops. (roughly the same as my 40mhz '040)
> The board takes up one Zorro 3 slot. Additional modules include
> either two or three T805s. These go in a special tower unit, not
> another Amiga slot.

Pretty much accurate except that WarpOS is loaded onto the network when you run binddrivers, so updates should be fairly painless. Also, the baseboard will run in a Zorro II machine, although it will use Zorro III dma if possible (you will probably need the rev 11 buster chip).

>
> The software: You can launch any t805 software from workbench. it
> senses the accelerator and uses it. There is software to render
> Imagine (and lightwave) staging files. it is called the Light Engine.
> It will (on one chip) render (trace) any imagine picture 4 times faster
> than my '040. Add more processors and the performance increas is
> exponential. Newton's Law, that lightwave add-on, works with

I haven't actually seen this running yet although I know that it is being worked on, so I can't confirm the speed. Unfortunately we haven't yet worked out how to get around the laws of physics (we are looking into it though ;)) so the speed increase is not exponential. However, it is scalable.

>
> Apparantly, they have a 6 BIPS Imagine render server there.

No - I'm afraid this is definitely not true - at least not yet anyway. I think someone must have got a bit carried away here and misled you with what is planned rather than currently existing.

Thanks for your time,
Neil

--
Neil MacMullen
US Cybernetics
neil@powerstor.cuc.ab.ca

Vc 1-403-264-2338
Vc 289-0252

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1.110 MSG-108 Subject: Perspective weird!

Subject: Perspective weird!

Date: Fri, 15 Jul 1994 08:16:51 -0700

From: Lesk@cc.snow.edu (Lesk)

Helloooooo all;

Has anyone ever played with the perspective button? I was getting the exact same results as Zoom. I then added camera lines and scaled the camera so the end of the lines were just touching the object I wanted to see, and viola the perspective button started working. Then I decided to move the camera and guess what! it would move but the camera lines stayed. and as I moved forward it stopped when it got to the end of the camera lines and I could not move the camera any further with the move command(I was moving in the front view not perspective window).

If anyone has a good explanation to describe how this and POV are all related please feel free to send a lengthy discussion on it.

Thanks in advance!

Render Ho!

Lesk

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1.111 MSG-109 Subject: SGI

Subject: SGI

Date: Fri, 15 Jul 1994 11:21:33 -0400 (EDT)

From: humphrie@cs.UMD.EDU

Hello all-

I'm interested in what is going on with Imagine and SGI. How far along is the port? I've given up on finding the FAQ but that really doesn't matter since I'm really interested on the current status.

Thanks,

jim

Please CC your response to me. I've just unsubscribed to this mailing list (too much traffic, and none of it applies to me [non-Amiga guy]) so I won't receive the mailing list messages.

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1.112 MSG-110 Subject: Re: FMath

Subject: Re: FMath

Date: Fri, 15 Jul 1994 13:07:50 -0400 (EDT)

From: "Andrew P. Vogel" <vogelap@ucunix.san.uc.EDU>

On Fri, 15 Jul 1994, Daniel 'Mega' wrote:

> I downloaded FMath to test its performance. Someone said that it
> HALVES the rendering time. So, I rendered the Beethoven face using
> normal libraries, and it took 1:48 min. Rendering using the FMath (I
> only replaced the libs) it took 1:47 min. What's wrong ?
>

FMath does improve performance of programs that use the specific math libraries, which Imagine DOESN'T. Unfortunately, there is very little (if any) performance increased with Imagine and FMath.

However, the libraries are 100% compatible (I think that's what the author advertises), so why not just drop them into the LIBS: directory anyhow?

=====
Drew Vogel: Admissions Officer at University of Cincinnati Undergraduate Admissions (call 800-827-8728), SysOp of The Cafe' BBS (513-232-4895) FidoNet 1:108/245, Actor, director, Amiga fan, Imagine 3.0 user, vice-president of Ohio Valley Amiga Users' Group, documentation author, single guy, and much, much more! "The only way OUT is THROUGH."

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1.113 MSG-111 Subject: PC Imagine

Subject: PC Imagine

Date: Fri, 15 Jul 1994 14:39:55 -0400 (EDT)

From: Edwin Phillips <flaregun@strauss.udel.edu>

Hi,

I just bought the book "3D Modelling Lab" from the Waite Group (can't remember the author's name offhand), which come with Imagine v2.0 for the PC and an image processing program for windows called 'PicMan'. The book is good, and is devoted mostly to a tutorial on Imagine along with a chapter on PicMan. The only problem is, it does not include and 'reference' material for Imagine. As a matter of fact, the book does not even give any example of how to do animation! :(The book does not cover the Cycle Editor at all, either.

Are there in docs online that cover the features thoroughly?

Are there any hints/tips file on doing things with Imagine?

Do PC Imagine users frequent this list?

Are there separate archives for PC users (Do the Amiga files work with PC Imagine)?

Thanks in advance,
Ed

```
/*-----*/  
/* Ed Phillips flaregun@strauss.udel.edu University of Delaware */  
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */  
/*-----*/
```

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1.114 MSG-112 Subject: States and the Guru

Subject: States and the Guru
Date: Fri, 15 Jul 94 19:50:33 GMT
From: Andrew Nunn <apn@moby.demon.co.uk>

Hi all,

Has anyone else had States/Set To crash Amiga Imagine (or PC)?

I created two poses of the same grouped object. I then load object B and rename it. I load object A, and use States/Create to create the Default state. I then use States/Import to load object B as another state. All seems well, I can switch states with States/Set To etc. I then save the object. If I then reload the object, the default state appears, but if I try to change states, the machine crashes. This not good.

This sets me wondering, is there a finite size to a states object? State A/B objects are 470K and the saved state object is 1.2M, with a lot of faces etc.

I'd send this off to Impulse, but I didn't hear anything about the bizarre States/Altitude Mapping that I emailed yet.

Andrew

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1.115 MSG-113 Subject: Re: Perspective weird!

Subject: Re: Perspective weird!
Date: Fri, 15 Jul 94 14:31:57 EDT
From: jgoldman@acs.bu.edu

>
> Helloooooo all;

> was moving in the front view not perspective window).
> If anyone has a good explanation to describe how this and POV are
> all related please feel free to send a lengthy discussion on it.
>
> Thanks in advance!

It's easiest to see what P vs. Z does when in the Stage Editor with 'Camera Lines' and 'Camera View' turned on...

Position the camera at world center (0,0,0), and align it to 0,0,0...

The Camera Lines indicate the Camera's field of view. It looks like a four cornered pyramid. The apex of the pyramid is the lens. The base of the pyramid acts like the focal plane.

Every object at the focal plane level (base of pyramid) will be in focus. Very important for Depth of Field tricks. The center of this base is also the rotational axis point for the (A)ngle button.

You can adjust what the camera 'sees' in several ways. The traditional, and most obvious, is to manually scale the individual axes of the camera object.

When you do this (Scale Camera Locally) you manipulate certain things. By adjusting the Y axis you move the focal plane in and out. By adjusting the X and Z axes you adjust the field of vision which is, effectively, the focal length of the lens.

When adjusting the camera via local scaling the lens itself stays stationary in space.

The alternate, "newer" method (with the advent of Imagine3.0) of adjusting what the camera 'sees' is by using the buttons associated with the 'Perspective View'; A, Z, and P.

Whereas scaling the camera locally resulted in the focal plane being affected while lens remained stationary, Perspective View camera adjustments affect the position/alignment of the lens while the focal plane stays stationary. That means everything revolves around the center of the pyramid base (focal plane), or what I'll term 'focal centerpoint'..

'A' is pretty self explanatory (in use). It adjusts the angle of the lens in relation to that focal centerpoint. The lens revolves around the focal centerpoint.

'Z' affects the scale of all three camera axes, but instead of scaling in relation to the lens 'Z' scales in relation to focal centerpoint.

'P' affects the position of the lens in relation to the focal plane. Again, the lens moves while the focal plane stays in place.

What's it all mean? Look to real camera lenses as examples.

By using the traditional method of scaling the camera you adjust the focal length of the lens, and the focus (if DOF is activated). Remember, everything at that focal plane will be in focus.

By using the new Perspective View method you adjust position of the lens while retaining focus.

'Z' simply moves the camera closer and farther away from the action (focal plane) while adjusting focal length to keep the focus fixed. If I were to simply move the camera closer to an object in

focus by using 'm' the object would quickly move out of focus as the focal plane moves with the lens. By using 'Z' I can move closer while retaining focus. It's like 'zooming' in, although technically incorrect since the lens moves. It's more like 'dollying in' in film terms.

'P' does the same thing 'Z' does EXCEPT it doesn't automatically adjust the focal length to compensate. In fact, when using 'P' the field of view (at the focal plane) stays exactly the same. It's like moving the camera closer to an object and using a wider angle lens. It's more like 'dollying in' and 'zooming out' at the same time, or dollying in and reducing focal length at the same time.

Actually, more correctly, and in real terms, using P affects the field of view, while using Z doesn't affect the view. And, both P and Z affect the focal plane in relation to the lens. Mull that one over, and you'll get it... ;)

When using DOF, Perspective View camera adjustments are extremely important and easier to use than traditional scaling methods of adjusting the camera. Depending on effect, of course...

Hope it helps...

J.---->

E-Mail: jgoldman@acs.bu.edu

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1.116 MSG-114 Subject: 3D Artist Magazine

Subject: 3D Artist Magazine

Date: Fri, 15 Jul 94 08:57:20 EDT

From: bobl@bobsbox.westmark.com (Bob Lindabury)

Bill Allen asked me to post this here...

To: 3D graphics people

From: Bill Allen, 3D ARTIST magazine

Date: 7/14/94

* Please relay to other graphics forums, mail lists, BBSs *

Subjects:

--3D ARTIST goes full color, adds Mac coverage

--Free sample of 3D freelancing special issue
--Writing opportunities
--Theater "for the rest of" us @ Siggraph '94
--3D calendar items
--3D ARTIST on Internet

3D ARTIST issue #15 is our first to have inside color, and first to fully integrate Mac 3D into our coverage with Amiga and PC 3D. This issue has *5* articles about how to do 3D freelancing, a report and listings about schools that teach 3D, and much more. 48 pages total, 22 color.

If you haven't seen 3D ARTIST, ask for a free copy of 3DA#15. (Outside North America, we request us\$2 for postage, or will send a few pages free.) We don't receive messages or E-mail anywhere yet (see below), so send requests to 3D ARTIST, P.O. Box 4787, Santa Fe, NM 87502, USA; fax 505/820-6929; voice mail 505/820-6929 ext. 3; or voice 505/982-3532--ask for editors Sally Beach or Alex Kiriako.

European Community artists can subscribe to 3D ARTIST via RayTech BBS, 44-862/83-2000 voice, -2002 fax, -2020 BBS, E-mail:
psmith@raytech.demon.co.uk

3DA#16 is at press early for Siggraph, so some subscribers may see #16 there before receiving #15 at home (3DA#15 went into the mail 7/12).

We need tips and how-to articles for Aladdin, Imagine, Presenter Pro, and trueSpace, and could use more for LightWave, MacroModel, Renderize, RenderMan, Topas, and Vistapro, plus AutoCAD add-in renderers. We're doing well for 3D Studio, Playmation, POV, Real 3D, and StudioPro, but will need even more as issues come out

faster. (If your favorite 3D program isn't mentioned, we could use your help in building a reader constituency for it.)

3D Animators & Artists Exhibition @ Siggraph '94

July 27, 3:30-7:30pm, Clarion Hotel salons 3 & 4, Orlando, Fla.

Held by 3D Art Forum Int'l. & sponsored by 3D ARTIST magazine

Bring several 35mm slides or a few minutes of pre-cued VHS video to share among peers what you are doing with 3D graphics on any platform with any program. No fee and no jury. Software companies and game/content developers are invited to send talent scouts.

Other 3D calendar items

8/1 - Deadline for Autodesk's \$10,000 Image & Animation Contest

Get fax back by calling 707/794-1444, select option 2,
document 232 (unofficially, we hear Autodesk will accept
submissions until 8/8)

8/8 - Deadline for Future/Art juried exhibit, Santa Fe, N.M.

505/438-1630

9/24-26 - ShowBiz Expo, Munich, Germany: 44-244/378-888,

fax 370-011

9/30 - Deadline for images, animations, computer music for Pixel

Art Expo Assoc. Culturale Technopolis, Via L.V. Bertarelli
n27, I-00159 Rome, Italy (phone/fax not provided)

10/23-27 - Autodesk University, Atlanta, Ga.: 415/905-2354

Come see 3D ARTIST in exhibit booth 230

10/28 - Deadline for Amiga-only competition, winning piece to be

holographed 24Bit Club, Glasgow, Scotland,

vox/fax 44-41/946-2191

10/31 - Deadline for BIT Movie 95 poster image: fax 39-541/601962

3D ARTIST on Internet

We expect shortly to announce our arrival on Internet with a domain name and the ability to post a weekly bulletin, files supplementing printed issues, and reference materials.

//Bill Allen, Editor/Publisher, 3D ARTIST magazine

--

Bob Lindabury

InterNet: bobl@bobsbox.westmark.com	Raven Enterprises
UUCP: ...uunet!westmark!bobsbox!bobl	25 Raven Avenue
BitNet: bobl%bobsbox.westmark.com@pucc	Piscataway, NJ 08854
Home #: +1 908/560-7353	FAX: +1 908/271-8878

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1.117 MSG-115 Subject: Re: PC Imagine

Subject: Re: PC Imagine

Date: Fri, 15 Jul 1994 19:34:19 -0400 (EDT)

From: William Eric Donoho <donoho@iglou.com>

On Fri, 15 Jul 1994, Edwin Phillips wrote:

>
> Hi,
>
> I just bought the book "3D Modelling Lab" from the Waite Group
> (can't remember the author's name offhand), which come with Imagine v2.0
> for the PC and and image processing program for windows called 'PicMan'.
> The book is good, and is devoted mostly to a tutorial on Imagine along
> with a chapter on PicMan. The only problem is, it does not include and
> 'reference' material for Imagine. As a matter of fact, the book does not
> even give any example of how to do animation! :(The book does not cover
> the Cycle Editor at all, either.
> Are there in docs online that cover the features thouroughly?
> Are there any hints/tips file on doing things with Imagine?
> Do PC Imagine users frequent this list?
> Are there separate archives for PC users (Do the Amiga files work with
> PC Imagine)?
>

> Thanks in advance,
 > Ed
 >
 > /*****
 > /* Ed Phillips flaregun@strauss.udel.edu University of Delaware */
 > /* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */
 > /*****

>
 >

Online docs: Check out the Imagine frequently asked questions.

Search for "IMGFAQ".

Hints and tips: Grab all the previous messages posted to this mailing list. Search for "IML" or "IMLARC".

The latest one is "IMLARC51.LHA" I believe.

(no, it's 50 <fifty> [sorry])

PC Users: I'm an Imagine PC user and I frequent this list, but I'm mostly like a Grue... remember that Zork object that slinked around in the background... That's me. <grin>

I pull objects back and forth between im30-amiga and im30-ibm.

The only trouble I've had with projects so far is forward-slash, back-ward slash problem.

AmigaDOS uses "/" for directory delimiters, while ibmDOS uses "\".

The PC version of Imagine seems to accept the forward slashes, but the amiga version *hates* it's ibm-counterpart, the backward slash.

But, the IBM version doesn't like devices with more than one letter.

So, I've stopped using fully-qualified filenames in my imagine projects.

Instead of "graphics:im30/objects/cars/32dodge.obj",

I'll just use "objects/cars/32dodge.obj".

Eric Donoho | "Let's
 go to burger king and get Louisville, KY USA | a chicken sandwich!"
 donoho@iglou.com

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1.118 MSG-116 Subject: States and the Guru (fwd)

Subject: States and the Guru (fwd)

Date: Sat, 16 Jul 94 00:42:41 GMT

From: Paul Rance <paul@rance.demon.co.uk>

On Jul 15, Andrew Nunn wrote:

> Hi all,

> Has anyone else had States/Set To crash Amiga Imagine (or PC)?

> I created two poses of the same grouped object. I then load object B and
> rename it. I load object A, and use States/Create to create the Default
> state. I then use States/Import to load object B as another state. All seems
> well, I can switch states with States/Set To etc. I then save the object.
> If I then reload the object, the default state appears, but if I try to
> change states, the machine crashes. This not good.

> This sets me wondering, is there a finite size to a states object? State A/B
> objects are 470K and the saved state object is 1.2M, with a lot of faces etc.

> I'd send this off to Impulse, but I didn't hear anything about the bizarre
> States/Altitude Mapping that I emailed yet.

> Andrew

Hi Andrew,

I did a similar technique with my unicycle object. Its a 3.3 mb file with 7 states
and I didnt have any problems with it. I have had some strange results from state
objects after deleting all state information and then adding new states. Like Imagine
complaining about 2 states with a different amount of points or having an object
morphing into a completely different shape (almost inside-out of the original shape).
But on the whole I've had no crashes.

Paul

!Email paul@rance.demon.co.uk 2:254/516.2@Fidonet !
'-----'

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1.119 MSG-117 Subject: Re: Imagine Specific BBS

Subject: Re: Imagine Specific BBS
Date: Sat, 16 Jul 1994 16:44:19 +1000 (EST)
From: Nikola Vukovljak <nvukovlj@extro.ucc.su.OZ.AU>

On Tue, 12 Jul 1994 CaptKurt@aol.com wrote:

> Greetings fellow Imagineers,
>
> Has anyone ever considered running an Imagine specific BBS. It could be an
> alternative to various ftp sites, and secondary depository for objects,

> messages, textures, etc. Since all of us have a modem all could access it,
> because many of us do not have complete Internet access to get to the ftp
> sites.
> There are a few ray tracing oriented BBSs out there, but they primarily
> cater to the shareware/freeware ray tracers, and are of little use to people
> who use other systems.
> I would not be afraid to pay a small access fee to be a member of such a
> BBS, and I am sure that many of you would also pay. This fee could help pay
> for the expense of the BBS, the SysOps time, and the purchasing of libraries
> of objects, and textures, and such.

Well, what do you know ?

A friend of mine and I run a Graphics only BBS - Graffix Chaos with a large area devoted to Imagine and a smaller area devoted to Real 3D. Imagine wise, we have over 180 objects and 30-40 attribute files, as well as a large number of IML archives (I'm not the IML archivist for nothing).

The only catch for all of you in the Northern Hemisphere is that we are in Australia. :-) (Sydney, Australia)

The actual BBS is the BBS of AGA Sig - Amiga Graphics Artists Sig.

Membership wise there is a small annual fee aimed at keeping and hopefully expanding the BBS.

Still, if you are really keen to call :-) the number is: 61-2-742-5861, or for Australians 02-742-5861.

Nik Vukovljak (President - AGA Sig, Graffix Chaos Co-Sysop and IML archivist)

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1.120 MSG-118 Subject: Re: Staging has bad IFF

Subject: Re: Staging has bad IFF
Date: Sat, 16 Jul 1994 15:19:52 -0400 (EDT)
From: Derek Hardison <derekjh@noel.pd.org>

I regards to a question about a mangled staging file and losing a weeks' work. Save anything you have invested time in -- incrementally. normally this means saving object1.grp; object2.grp.... and never simply overwriting the original..... just common sense.

I use Directory Opus to CLONE (rmb on Rename) the staging file as staging-datetime - or staging-testlite. In Ados you would just copy to a different file name.

Save everything incrementally -- because if you don't you will always wind up with all your eggs in one basket -- and that basket always falls.

So, for beginners, the "always save to 'staging' " becomes a design flaw. I like it -- because it makes the 'staging' portable and incremental and is therefore not a design flaw from a professional point of view.

--

Derek Hardison Imagine on Amiga 4000s
 New Intelligence on Video
 SGIwannabe
Domain: derekjh@pd.org
UUCP: ...!emory!pd.org!derekjh

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1.121 MSG-119 Subject: Re: Staging has bad IFF

 Subject: Re: Staging has bad IFF
Date: Sun, 17 Jul 1994 08:29:14 +1000 (EST)
From: "" <williamp@triode.apana.org.au>

> I use Directory Opus to CLONE (rmb on Rename) the staging file as
> staging-datetime - or staging-testlite. In Ados you would just copy to
> a different file name.
> Save everything incrementally -- because if you don't you will always
> wind up with all your eggs in one basket -- and that basket always falls.

Hi,I do pretty much the same thing,using DOPus to clone the staging file
and renaming it to staging.org,staging.fog or whatever I've tried at the
time.When I'm finished with a project I save all the staging and object
data to a backup directory and eventually to a backup diskette,just in
case I either want to re-render something or solved a problem at that
time and could no longer remember - now just how DID I do that? :)

William John Porter

williamp@triode.apana.org.au

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1.122 MSG-120 Subject: States and the Guru

 Subject: States and the Guru
Date: Sun, 17 Jul 94 15:09:05 GMT
From: Andrew Nunn <apn@moby.demon.co.uk>

A few days ago I wrote about States crashing my Amiga. I have now found the
cause by trial and error. It is not due to object size, since I managed
to create a two state version of Carmens Enterprise! No, my original

grouped object included two SPHERE PRIMITIVES. With these replaced by faceted sphere primitives, everything is fine.

To see this for yourself, add a sphere primitive. Create two states. Select the second, scale the sphere and update it. Switch back and forth merrily. Save the object, delete and reload it. Switch, crash.

The moral is DONT USE SPHERE PRIMITIVES IN STATES OBJECTS.

Andrew

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1.123 MSG-121 Subject: Imagine anims & Magic Lantern

Subject: Imagine anims & Magic Lantern
 Date: Fri, 15 Jul 1994 08:59:46 -0400
 From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

Folks,

I've heard about a product called Magic Lantern that is supposed to speed up playback of all sorts of anims, including DCTV anims. Does anyone have it / use it / can tell me more about it???

Thx
 Rob
 --

```
+-----+
| Rob Hounsell                BNR WAN:  HOUNSELL@BMERHB63      |
| Team Leader: UNIX           INTERNET: HOUNSELL@BNR.CA       |
| DMS System Performance Development  PHONE: (613) 765-2904    |
| Dept. 7D23                  ESN: 395-2904                   |
| Bell Northern Research                                             |
+-----+
```

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1.124 MSG-122 Subject: Re: Imagine.fp for 68040

Subject: Re: Imagine.fp for 68040
 Date: Sun, 17 Jul 1994 13:25:41 -0400 (EDT)
 From: Derek Hardison <derekjh@noel.pd.org>

As regards 040 optimization... RCS - maker of the fusion forty.. reports that the 060 chip uses methods more closely aligned with the 030 than the 040. That their 060 card makes Imagine run 3 to 7 times faster, yet yields no significant speed increase for the 040 optimized Lightwave. His reasoning

is that Imagine was never 040 optimized and is therefore optimized properly for the 060.

countdown to 060 cards being available -- six weeks!!

BTW -- the Xcalibur 040 25mhz boosted performance by 100% over normal 4000 cost was \$540 installed at local dealer -- and is upgradeable to 060 for an additional \$100 or so.

All my work is ray traced (cpu intensive) and the 060 represents a significant leap towards the SGI boxes for less money than SGI support.
Derek

--

Derek Hardison Imagine on Amiga 4000s
 New Intelligence on Video
 SGIwannabe

Domain: derekjh@pd.org

UUCP: ...!emory!pd.org!derekjh

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1.125 **MSG-123 Subject: Hmm..I lost 24-bit at 800x600**

Subject: Hmm..I lost 24-bit at 800x600

Date: Sun, 17 Jul 1994 14:42:57 -0500

From: pdietz@cse.unl.edu (Phillip Dietz)

I just got a 2meg Spectrum last wednesday....

I installed 6.0 just fine and was impressed that it could do 24-bit at 800x600 on my SVGA monitor.

A couple days later, I installed the 6.2 patch and the ibh and gvp freshup updates found on orion.etsu.edu. To my dismay none of the svga monitors (mine is multiscan 30-64) have 24 bit 800x600 mode anymore.

What's the deal? Does anyone have any help in how I can get this mode back? It also seems that I can't display 16-bit 1024x728 due to memory limitations (it lets me select 16-bit but doesn't open it). Hmm so 6.2 is a memory hog as well :-/

Perhaps I'll reinstall 6.0 in the meantime...
phil

ps. does anyone know where I can get a SuperBuster for my A3000? This jumping mouse really is getting on my nerves. All the amiga mail order places I called in AmigaWorld appear to be sold out.

--

Pittsburgh Steelers!

Phil Dietz
pdietz@cse.unl.edu
University Of Nebraska

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1.126 MSG-124 Subject: Re: Render Engine

Subject: Re: Render Engine
Date: Sun, 17 Jul 1994 14:23:06 -0400 (EDT)
From: Derek Hardison <derekjh@noel.pd.org>

RE: Arexx needed for Imagine.

I render in ten to twenty PROJECTS per day. I am forced to render & wait for each needed project. I can't batch anything. this is a very real shortcoming for anyone in my position & Mike does not think it is worth the trouble of coding. From what I have heard -- Arexx control of the project editor is a relatively easy task. Any response from experienced programmers might enlighten us -- (and Impulse).

Also -- is there any direct conflict with the PC implementation? I so could the Arexx modifications just be made into a library or .include file? (i am not a programmer -- but the project editor could not be that complex.....

derek

--

Derek Hardison Imagine on Amiga 4000s
 New Intelligence on Video
 SGIwannabe

Domain: derekjh@pd.org
UUCP: ...!emory!pd.org!derekjh

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1.127 MSG-125 Subject: Imagine ARexx port

Subject: Imagine ARexx port
Date: Sun, 17 Jul 1994 15:45:33 -0500
From: Kent Miller <wolfman@camelot.bradley.edu>

The specifics of adding ARexx support isn't a problem, but thinking up the different commands is. For something as complex as imagine, it would take the designers a long time to decide upon the commands to control everything. And no company is that willing to spend large amounts of time on the Amiga nowadays. (Not meant to be a put down, just a statement of how things are) What would probably work the best is have a scripting language that would perform some basic automated functions such as redering multiple projects. That way IBMs would be able to use it too. A simple text file would suffice to control the automation. Just some of me thoughts....

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1.128 MSG-126 Subject: Re: Altitude mapping and RAM requirements

Subject: Re: Altitude mapping and RAM requirements
Date: Mon, 18 Jul 1994 00:00:22 -0400
From: blaq@io.org

Imagine always translates brushes to 24-bit internally, so you never save any memory by loading a 2- or 4-color brush compared to a 16-color brush. So what's a 3-D animator to do? Take advantage of this "feature". If you have a plain brush, touch it up in your favorite image processor and save it in its full 24-bit glory; after all, that's how much each pixel will occupy in memory once it's loaded into Imagine. Yucky plain backgrounds can have wonderfully subtle highlights when you're working in 24-bit color.

To save memory, you can, however, reduce the pixel size of your brush. A 320 x 200 brush will use 192K of memory regardless what bit depth it was created in, but a 160 x 100 brush will use up only 25% as much memory. Since you can afford to have any image format, from 1 to 24 bits/pixel, without any penalty, here's what you do: do a smooth resample of your brush in your favorite image processor, and save the results. Because you're working in 24-bit color, the smaller-resolution file will look almost as good as the original -- but since its spatial resolution is lower, its memory usage will also be lower. So rescale that brush and save in 24-bit format.

Finally, I'm under the impression that when using altitude_maps, Imagine needs much more memory than what's needed just to hold the brush, so an object that loads just fine with brush X applied as color mapping might not render properly, due to lack of memory, if brush X is applied as altitude mapping.

By the way, there are public domain image processors which will smoothly zoom an image up and down, and operate on 24-bit files. (Then again, Imagemaster is now \$75 US, so wky wait any longer?)

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1.129 MSG-127 Subject: DCTV for the Retina

Subject: DCTV for the Retina
Date: Mon, 18 Jul 1994 09:10:13 +0100 (CET)
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

Hello all Retina Owners,

The special version of dctv.library for use with a RETINA gfx card is now available on all aminet mirrors in the directory: gfx/board

Short: Allows you to see what Imagine is rendering in 24bit

BTW I'm the one who will answer all questions about this proggy

Greetings Joop

PS I don't own a retine but a MERLIN from which this proggy was derived

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1.130 MSG-128 Subject: Re: Altitude mapping and RAM requirements

Subject: Re: Altitude mapping and RAM requirements

Date: Mon, 18 Jul 1994 00:46:40 -0700 (PDT)

From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> Imagine always translates brushes to 24-bit internally, so you never save
> any memory by loading a 2- or 4-color brush compared to a 16-color brush.

Well actually you are wrong about this, Yes Imagine does convert to 24 bit, but a 24 bit file with 2 or 4 colors will convert to a smaller size than a 24 bit image with 16 colors. I have used 16 color wraps on buildings and was not able to render them, but when I converted the same images to 8 colors was able to. So this would prove my point as far as Im consernd.

=RRW=

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1.131 MSG-129 Subject: Re: Imagine ARexx port

Subject: Re: Imagine ARexx port

Date: Mon, 18 Jul 1994 09:49:52 -0400 (EDT)

From: Udo K Schuermann <walrus@wam.umd.edu>

Kent Miller <wolfman@camelot.bradley.edu> writes:

>

> The specifics of adding ARexx support isn't a problem, but thinking
> up the different commands is. For something as complex as imagine,
> it would take the designers a long time to decide upon the commands
> to control everything.

To control "everything" is not necessary, at least not at this stage in the game. If Imagine's stage editor provided merely two commands, it would be immediately usable to render a thousand projects, one after another, while you're on vacation:

```
OPENPROJECT filename
```

```
RENDERPROJECT [ FRAMES list ]
```

> What would probably work the best is have a scripting language that would > perform some basic automated functions such as redering multiple projects.

Why implement a custom scripting language when a system-wide scripting language exists already? Why reinvent the wheel? Under MS-DOS the ARexx commands could be implemented like a scripting language. OS/2 already has REXX, and it seems to be catching on with other multitasking operating system, too. Go [A]Rexx!

What's more, you could send queries to the project editor, asking for the render status: retrieves the name of the current project, the frame being rendered, and what percent is done. The signal at the message port is handled exactly the same way as a click on the Cancel button.

Using Michael Sinz's "SimpleRexx" code, a rudimentary ARexx port could be added to Imagine in just a few hour's time. I've done this for KingFisher, so I should know. And once the code is in place it's easy to implement new commands.

And as always, I'm perfectly willing to donate sample code to Impulse.

```
._. Udo Schuermann  
( ) walrus@wam.umd.edu
```

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1.132 MSG-130 Subject: Re:Imagine

Subject: Re:Imagine

Date: Mon, 18 Jul 1994 10:54:51 -0400 (EDT)

From: Edwin Phillips <flaregun@strauss.udel.edu>

On Fri, 15 Jul 1994, Jordan Romaidis wrote:

> I have the same book, it's great huh? I have the Imagine 1.0
> for the Amiga 3000. But the IBM and Amiga version are almost identical.
> Mail me if you can find another book on Imagine. Thanks!
>

I was planning on getting the book mentioned in the IML Guide, "Understanding Imagine 2.0 - A Complete Reference Guide". I haven't found it yet, but it looks good.

I had some success last night making a film of the example in "3D Modelling Lab",... the one with the sphere and the letters "3D". I made

a path for the camera to ride around the scene, and made it track to the axis created in the example. It was 40 frames at 320x200,... took about an hour. Cool!

Ed

```

/*****
/* Ed Phillips flaregun@strauss.udel.edu      University of Delaware      */
/* Jr Systems Programmer (302) 831-6082      IT/Network and Systems Services */
/*****

```

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1.133 MSG-131 Subject: Re: Imagine ARexx port

Subject: Re: Imagine ARexx port

Date: Mon, 18 Jul 1994 09:03:07 -0700

From: Lesk@cc.snow.edu (Lesk)

> The specifics of adding ARexx support isn't a problem, but thinking
>up the different commands is.
I am not sure I agree. I think the first commands have already been expressed and as new versions of Imagine arrive new cammands can be made available.

>For something as complex as imagine,
 mmmm You don't have a Toaster or Opalvision, or have you done much with artificial intelligence. How complex do you think AI is? All my AI stuff has AREXX.

>it would take the designers a long time to decide upon the commands
Yes Comon sense is hard to come by these days....

>to control everything. And no company is that willing to spend large
>amounts of time on the Amiga nowadays. (Not meant to be a put down,
>just a statement of how things are)
No! All the developers I have spoken to have said the user base is still solid, Including IMPULSE! Most are just concerned and waiting to see who ends up with it and what changes will take place before proceeding (Wisdom).

>What would probably work the
>best is have a scripting language that would perform some basic
>automated functions such as redering multiple projects. That way
>IBMs would be able to use it too.
Get OS2 I understand arexx runs on it!

>A simple text file would suffice
>to control the automation. Just some of me thoughts....
Think about expanding your creativity... Try expanding your thoughts beyond such limitations, and how powerful these tools could actually be if they were available. To limit these to a simple text file is like reducing the

Grand Canyon to a ditch.....

Well, Thank you for allowing me to express my opinion. you knew I would by posting this openly to the IML. So all future debate on this will be carried privately, and not bother others He, He, He.....

Render Ho!
Lesk

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1.134 MSG-132 Subject: RE:3D Artist Magazine

Subject: RE:3D Artist Magazine
Date: Mon, 18 Jul 94 13:27:24 EDT
From: jgoldman@acs.bu.edu

>
> OH Boy,
>
> Just what I've always wanted. A chance to pay money to read about Macs.
>
> Think I'll stay with the Ami specific stuff. Too bad though, 3D Artist looked like a good magazine.

Did we read the same post?

I was under the impression 3D Artist covered Amiga and PC 3D and was just recently adding Mac 3D...

Now, that doesn't sound like a magazine full of Mac stuff. In fact, from the looks of the writing opportunities 3D Artist has, the Amiga seems fairly well covered. Of course, I could be wrong...

I also got the impression that readership drives the content of the magazine, therefore if more Amiga users read it and voiced their opinions it would carry more complete Amiga coverage (in an ideal world)... Of course, I could be wrong there, too...

J.---->

E-Mail: jgoldman@acs.bu.edu

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>I suggest you knock the dust off of that old operating systems book and
>review something called "Amdahl's Law". The law states that there's a
>point where adding more processors stops yielding increases in performance
>and starts to cost more in overhead than the gains, hence performance
>actually begins to drop. At best, any performance increase will never be
>exponential and even linear is impossible without reworking the
>algorithms used to allocate resources to the participating processors
>(such as going to SIMD). I think we have a case of wishful thinking here -
>if it were only possible...
>
> Mike
>--
>Mike Bandy bandy@aplcomm.jhuapl.edu
>Johns Hopkins University / Applied Physics Laboratory

Hi Mike;

I think I agree with you but; I would like to review something... Amdahl's law is typically seen in business as a production specification. in other words you have a possible 100% quota and at 90% production is cost effective, but to get that last 10% costs rise in excess of the value of the product. Now if we are talking about these processors I agree that to get that last 10% of speed may be well in excess of of the value of the product. However along the curve to the threshold there is an exponential increase, and if that exponential increase stops after multiplying the speed of an 040 say seven times I could care less. I will have cost effectively improved the speed of my machine in a linear or exponential definitiaon for that range. I agree with you that at some point neither linear or exponential curves take place, but let's not disregard that 90% we got in the meantime...

Now; a question, How can you get ten frames of an anim to endlessly loop as a brushmap on an object?

Render Ho!
Lesk

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1.137 MSG-135 Subject: Re: Warp Engine vs. Warp System

Subject: Re: Warp Engine vs. Warp System
Date: Mon, 18 Jul 1994 13:21:40 -0700
From: Lesk@cc.snow.edu (Lesk)

I hope this does not inconvenience anyone but I thought it was useful and look forward to seeing the implementation of this product, so I am putting it out for public knowledge.

>Date: Fri, 15 Jul 1994 17:29:54 MDT
>From: "Neil MacMullen" <neil@powerstor.cuc.ab.ca>
>To: "Lesk" <Lesk@cc.snow.edu>
>Subject: Re: Warp Engine vs. Warp System
>
>On Fri, 15 Jul 1994 09:26:38 -0700, "Lesk" <Lesk@cc.snow.edu> wrote:
>Hi Lesk,
> Yes, I remember talking to you before.
>
>>
>> Thanks For the update Neil, I can't speak for the others but I appreciate
>> this kind of information. One thing not mentioned however was price,
>> anyword.
>
>Well, I only design the things, not sell them so I'm not too sure what
>the latest on marketing is - it tends to vary from week to week. :)
>The prices mentioned in jgoldmans post seem realistic however.
>
>> what does a person need. Can this be plugged into a 4000T and off
>> you go. Is there more to it than that? The bindrivers stuff sounds very
>> novellish are you using some kind of internal network I am not clear on
>> that.
>>
>
> Installation is just a matter of plugging in the board and copying the
>driver icon into your expansion drawer. The board can be plugged into
>any amiga which has a zorro2/3 expansion slot. The only caveat is that
>some 3000s will need a new buster chip (rev 11).
>
> The board will always configure as a zorro2 device but it will
>automatically use zorro3 dma if it is in a zorro3 bus.
>
> When bindrivers is run, WarpOs works out the interconnections between
>any boards or modules you may have and boots up each processor. The
>whole process is automatic so you don't need to specify your network
>configuration at all. The network allows messages to be routed from
>processor to processor.
> It is possible to hang more than one amiga off the network but at the
>moment the software support for that is not too good - rebooting one of
>the amiga for instance will leave you in a bit of a mess - so true
>multi-amiga networking will probably be a major upgrade sometime in the
>near future.
>
>
>> One last thing, I talked to you once before I think about a year ago but
>> you said your board would not be ready. Is this an update of the
>> transputer? and is it available now?
>>
> Yes - I remember telling everybody that we hoped to start shipping by
>Jan '94. In the event, that was hopelessly optimistic although the
>hardware could have been ready by then had we not had other (business)
>problems. The present state of play (to the best of my knowledge) is
>that we are about to start taking orders in earnest. The final revision
>of the hardware is finished (today!).
>
> I hope that this answers most of your questions - if not, feel free to
>contact me again. If you want to post this to the list, you are

>welcome.
>
> Neil
>
>--
>Neil MacMullen Vc 1-403-264-2338
>US Cybernetics Vc 289-0252
>neil@powerstor.cuc.ab.ca
>

Thanks Neil,

Render Ho!
Lesk

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1.138 MSG-136 Subject: ARexx

Subject: ARexx
Date: Mon, 18 Jul 1994 15:21:31 -0500
From: Kent Miller <wolfman@camelot.bradley.edu>

Well if Impulse is steady with the Amiga, then I would see no problem with putting in the port. Reason I believe they wouldn't is that there are very little differences between the IBM and Amiga versions which would suggest that they are using the same C source code and modifying it a little bit to get it to work. Not sure if they would want a separate project for each machine. Reason I suggested a text file script is that the vast majority of IBM's don't use OS2 so Rexx wouldn't be useable. And the chances are even slimmer of them getting it with Chicago coming out.

I've made ARexx ports in assembly and I know they aren't hard at all. I don't think they would make a port that would have only basic commands to assist rendering multiple projects. Usually ARexx ports parse a wide variety of commands and I don't recall any commercial product only having less than 10 ARexx commands. I'd assume if they were going to add ARexx support, they would go all out with lots of functions which would equal lots of time.

Hehe, I sound like I don't like ARexx at times. I use it a lot, just highly doubt Imagine will have it. Of the two other 3D rendering software I've used, Caligari and Lightwave, Caligari has a scripting language and is available on the IBM platform as well. No ARexx support as far as I remember. Lightwave does, also usable only on Amiga. Hence my logic. :)

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>
> I suggest you knock the dust off of that old operating systems book and
> review something called "Amdahl's Law". The law states that there's a
> point where adding more processors stops yielding increases in performance
> and starts to cost more in overhead than the gains, hence performance
> actually begins to drop. At best, any performance increase will never be
> exponential and even linear is impossible without reworking the
> algorithms used to allocate resources to the participating processors
> (such as going to SIMD). I think we have a case of wishful thinking here -
> if it were only possible...
>
> Mike

Mike,

I couldn't agree more. In fact, I believe you can make a strong case that it is actually against the laws of physics. The original assertion was made in a post by someone else and I was careful to deny it. So, if anyone missed it the first time, here it is again :)

The performance increase is not exponential ! However it is _scalable_ (meaning that it is sub-linear). The actual scalability efficiency will obviously depend upon the algorithm used to allocate work up amongst multiple processors. Where the transputer scores over traditional multi-processor systems is in its use of point-to-point communication 'links' rather than shared memory.

Neil

--

Neil MacMullen
US Cybernetics
neil@powerstor.cuc.ab.ca

Vc 1-403-264-2338
Vc 289-0252

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1.142 MSG-140 Subject: Re: starfield

Subject: Re: starfield
Date: Tue, 19 Jul 1994 18:27:14 +1000 (EST)
From: "" <williamp@triode.apana.org.au>

> I recently rendered an animation using star field. I added a space ship
> object and made it follow a path. I also created a path for the camera to
> follow as well as to track the space ship object. for some reason
> the stars did not move. I don't remember having that problem using 2.0.
>
> I may be doing something wrong.

You're not alone, several others have had the same problem with 3.0.

It's another bug by the looks of it.

William John Porter

williamp@triode.apana.org.au

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1.143 MSG-141 Subject: New Objects

Subject: New Objects

Date: Tue, 19 JUL 94 11:51:52 GMT

From: SOCJROB1@VAX.LIVERPOOL-JOHN-MOORES.AC.UK

Hello all,

If you're interested, there are some new objects uploaded to 130.194.168.3 (I can't upload to wuarchive.wustl.edu for some reason..). They are:

Deathstar.lha
Kawai_K1.lha
R2D2.lha
Snowspeeder.lha
TV_Set.lha

They're in the /pub/incoming directory. If anybody downloads 'em and mails me their comments, criticisms etc. I'll upload tons more stuff.

John Robinson
John-Moores University, Liverpool, UK.
socjrobl@uk.ac.livjm

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1.144 MSG-142 Subject: NEW IMAGINE SECT

Subject: NEW IMAGINE SECT

Date: Tue, 19 Jul 94 03:19:36 -0300

From: greg.tsadilas@hofbbs.com

**** Attention Compuserve subscribers and Imagine users ****

As you may already know, Impulse has a presence on the AmigaVendor Forum on Compuserve. With the release of Imagine for the PC platform, with additional platforms to come, a new Imagine area has been formed in the Graphics

Developers Forum (GO GRAPHDEV), Library & Message area 19. This does not mean that the AmigaVendor area is being closed.

A new forum is due to open, the Graphic Animation Forum, where Impulse will also take up residence. This not yet open forum will be for support services for all of Impulse's products. More info on this as it happens.

For now, drop by GRAPHDEV and visit the IMAGINE UG (User Group) section. This new area is for sharing ideas, help, hints, tips, tricks, images, objects, etc. The forum itself has been invaluable to me in making contacts, getting work, etc.

If all you want to do is share your images with other 3D minded people, stop by! Your images will be viewed more than what you are used to elsewhere. It's a great place to show your stuff, and get a pat on the back from your peers. It's also a great place to get new fresh ideas, and learn new ways of doing things...especially from users of other software packages.

If you are of the mind-set that "if it's not Amiga-related, I don't care for it", this is not the place for you. What platform you use means nothing, what software you use means nothing. What you produce and how you produced it means everything.

Drop by and say hello...you will see several familiar faces already there, ready to say hello right back.

=====

GreG tsadilas,
GraphDev Imagine UG section leader

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1.145 MSG-143 Subject: Making a room

Subject: Making a room

Date: Tue, 19 Jul 1994 08:50:25 -0400 (EDT)

From: Edwin Phillips <flaregun@strauss.udel.edu>

What is the best (good) way to make a room,... i.e. the floor, walls, ceiling. Can you just make a box, scale it big and set up lights and stuff inside? Also, there doesn't seem to be a _box_ primitive!?!?

Ed

```

/*****
/* Ed Phillips flaregun@strauss.udel.edu University of Delaware */
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */
/*****

```

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1.146 MSG-144 Subject: Re: DCTV for the Retina

Subject: Re: DCTV for the Retina
Date: Tue, 19 Jul 1994 11:11:55 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

I use this lib on a friend's Retina and it's fantastic. I advice everyone who has this board to use it.

Day sentence: HUMAN.EXE a great program, but unfortunately without instruntion manual.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.147 MSG-145 Subject: Re: ARexx

Subject: Re: ARexx
Date: Tue, 19 Jul 1994 09:17:27 -0400 (EDT)
From: <bruceb@VNET.IBM.COM> (Bruce Baltzer)

> with putting in the port. Reason I believe they wouldn't is that
> there are very little differences between the IBM and Amiga versions
> which would suggest that they are using the same C source code and
> modifying it a little bit to get it to work. Not sure if they would
> want a sepearte project for each machine. Reason I suggested a text
> file script is that the vast majority of IBM's dont use OS2 so REXX
> wouldn't be useable. And the chances are even slimmer of them getting
> it with Chicago comming out.

Actually, Visual REXX is a Windows product... then again, Imagine doesn't support Windows, either. Will a future version? Just curious, I use an Amiga...

> all. I don't think they would make a port that would have only basic
> commands to assist rendering multiple projects. Usually ARexx ports
> parse a wide variety of commands and I don't recall any commercial
> product only having less than 10 ARexx commands. I'd assume if they
> were going to add ARexx support, they would go all out with lots
> of functions which would equal lots of time.

Not really... usually AREXX ports allow you commands that mimic menu items or other procedures for which routines already exist in the program. Once the port is in place, adding more commands is easy (unless you add completely new functionality... unlikely!). One more .c file could implement the AREXX

port, with perhaps some minor changes in other files (#ifdef _AMIGA_...).

> Hehe, I sound like I don't like ARexx at times. I use it a lot,
> just highly doubt Imagine will have it. Of the two other 3D rendering
> software I've used, Caligari and Lightwave, Caligari has a scripting
> language and is available on the IBM platform as well. No ARexx
> support as far as I remember. Lightwave does, also usable only on
> Amiga. Hence my logic. :)

Good point, though. However, REXX itself has won awards and I think will become the portable scripting language of the future...

ttyl,
bruce

--

Bruce Baltzer - bruceb@vnet.ibm.com - baltzebw@newton.ccs.tuns.ca
NLTC, IBM Toronto (Canada) Software Lab
Electrical Engineering Student (one more year *sigh*)
PGP Public Key available on request.

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1.148 MSG-146 Subject: Re: Imagine ARexx port

Subject: Re: Imagine ARexx port

Date: Tue, 19 Jul 1994 10:08:08 -0400 (EDT)

From: Udo K Schuermann <walrus@wam.umd.edu>

Kelly Petlig <kpetlig@halcyon.com> writes:

> There is somewhat a substitute for ARexx called ScripIt ... Problem is, I
> can't get it to work with my machine. Just thought I'd throw that out
> there since it may run on many '030 machines and maybe differently
> configured '040 machines than mine (it's unstable and will crash every
> once and a while)

ScripIt, if I recall this correctly, inserts artificial events into the event chain, thereby faking mouse and keyboard events. Not only do I suspect this little hack will become increasingly less reliable as OS revisions evolve away from V34 (Kickstart 1.3) but it is also not nearly flexible enough to provide what ARexx is capable of, namely the power of a programming language. Still, it's perhaps better than nothing, but I, too, have had frequent crashes with it, and that was under V34 and now I'm running V40 (KS3.1)

To provide the power of ARexx with a script, Impulse would have to create an entire programming language. Reinventing the wheel in this way would be a monumental waste of time.

It's also rather easy to do the following in the code:

```
#ifdef AMIGA | OS2
#define HAVE_REXX
#else
```

```

#define HAVE_SCRIPTS
#endif
...
#ifdef HAVE_REXX
// handle [A]Rexx related stuff
#endif
#ifdef HAVE_SCRIPTS
// handle simple scripts
#endif
...

```

In fact, the Amiga could have both the scripts AND ARexx, whereas those versions running under an O/S that doesn't know what ARexx or REXX is, would provide only scripts.

```

> Image Runner, sysop of Amiga Images // / BOOM, sooner or later, boom.\
                                         ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
. _ . Udo Schuermann                      "What, no boom?"
( ) walrus@wam.umd.edu                    "No boom."

```

--> RETURN TO CONTENTS!<==

1.149 MSG-147 Subject: Re: starfield

```

Subject:      Re: starfield
Date:         Tue, 19 Jul 1994 11:23:34 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

```

```

> I recently rendered an animation using star field. I added a space ship
> object and maded follow a path. I also created a path for the camera to
> follow as well as to track the space space ship object. for some reason
> the stars did not move. I don't remember having that problem using 2.0.
>
> I may be doing something wrong.
The Imagine guru Steve Worsley says that *NEVER* use built-in
starfield on animations, 'cause it doesn't behave as you expect.
Instead use a big sphere mapped with stars.

```

Day setence: HUMAN.EXE a great program, but without instrution manual

```

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

```

--> RETURN TO CONTENTS!<==

1.150 MSG-148 Subject: Re: Making a room

Subject: Re: Making a room
Date: Tue, 19 Jul 1994 12:37:20 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

>From Edwin Phillips

> What is the best (good) way to make a room,... i.e. the floor,
> walls, ceiling. Can you just make a box, scale it big and set up lights
> and stuff inside? Also, there doesn't seem to be a _box_ primitive!?!?
>

> Ed

Oh ...

You can start with a box (plane extruded) cut it with a cylinder do
get the windows or map the walls with it. Make furniture is very
easy, or you can get some on Aminet. If you have time render it using
'cast shadows', you'll get astonishing effects on table tops.

I hope it helps you.

Day setence: HUMAN.EXE a great program, but unfortunetely without
instrution manual

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

--> RETURN TO CONTENTS!<==

1.151 MSG-149 Subject: Re: Making a room

Subject: Re: Making a room
Date: Tue, 19 Jul 1994 10:22:52 -0600 (MDT)
From: Douglas Rudd <rudd@plk.af.mil>

>

>

> What is the best (good) way to make a room,... i.e. the floor,
> walls, ceiling. Can you just make a box, scale it big and set up lights
> and stuff inside? Also, there doesn't seem to be a _box_ primitive!?!?
>

> Ed

>

Your "box" primitive is actually the tube. Just use 4 sides.

For a room, you would do best with the plane primitive, since you need to carve
windows and doors, etc, and you want different attributes for the floor, walls,
and ceiling. Or you could use the handy _MakeRoom.imrx script that comes with IM
30 - just kidding ;) , there is of course no arexx port in IM30 (have to say tha
t or we'll get 50 messages asking where the script is).

Doug Rudd
rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as "A bunch of mindless jerks who will be the first to be lined up against the wall and shot when the revolution comes."

--> RETURN TO CONTENTS!<==

1.152 MSG-150 Subject: Re: Making a room

Subject: Re: Making a room
Date: Tue, 19 Jul 94 13:00:25 EDT
From: jgoldman@acs.bu.edu

>
>
> What is the best (good) way to make a room,... i.e. the floor,
> walls, ceiling. Can you just make a box, scale it big and set up lights
> and stuff inside? Also, there doesn't seem to be a `_box_` primitive!?!?

Of course, everything depends on what kind of room you're trying to make. A standard, real world room would be created differently from an M.C. Escher room, for instance ;)

I actually add an axis, add lines (RAmiga 9), create an overhead (bird's eye) view, and extrude the results. So essentially, your original premise is one of the easiest methods of creating a room.

One thing to add. If you want a floor and ceiling to accompany your room just face the original bunch of lines indicating walls, or even simpler. Add planes after the extrusion to cap off your walls. Remember, if you're in the room you'll never see the planes "hanging" over the edges of the walls.

To create a primitive box simply add a plane with one horizontal section and one vertical section. Extrude the plane...

Hope it helps...

J.---->

E-Mail: jgoldman@acs.bu.edu

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1.153 MSG-151 Subject: Data to Object file?

Subject: Data to Object file?
Date: Tue, 19 Jul 1994 10:51:38 -0600 (MDT)
From: NICHOLS SCOTT CONRAD <nicholss@magellan.Colorado.EDU>

Hello

I have a set of data in rectangular coordinates (x,y,z) that I would like to transform into a 3-D Image. I have an Amiga w/ Opalvision, Imagine 3.0, & POV-Ray 2.2. I'm new to all this, so will Imagine or POV let me create an object with just data points?

If neither of these programs will work are there any PD/Shareware ones available for the Amiga or a Sun (I have access at school) that will do this?

BTW the data is going to represent how a droplet deforms in a shear flow if this helps anyone.

The long term goal will be to transform the data into a animation for display at a conference.

email is appreciated.

Thanks in advance,

Scott Nichols
nicholss@magellan.colorado.edu

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1.154 MSG-152 Subject: Re: Making a room

Subject: Re: Making a room
Date: Tue, 19 Jul 94 12:40:50 CDT
From: setzer@comm.mot.com (Thomas Setzer)

>
> What is the best (good) way to make a room,... i.e. the floor,
> walls, ceiling. Can you just make a box, scale it big and set up lights
> and stuff inside? Also, there doesn't seem to be a _box_ primitive!?!?
>
> Ed

Try a tube with four sides.

Tom Setzer
setzer@ssd.comm.mot.com

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1.155 MSG-153 Subject: Arexx for Imagine

Subject: Arexx for Imagine
Date: Tue, 19 Jul 1994 10:25:19 PDT
From: scott.pack@aldus.com (Scott Pack,SQA)

Well all of this talk about ARexx in Imagine in lovely, and I whole-heartedly support it. But, and this is a big BUTT, what does Impulse say? Maybe someone could call Mike.

-Scott
scott.pack@aldus.com

--> RETURN TO CONTENTS!<==

1.156 MSG-154 Subject: Re: Bugs

Subject: Re: Bugs
Date: Tue, 19 Jul 94 13:43:54 CDT
From: wilks@lbm.com (Stephen Wilkinson)

[snip]
> You're not alone, several others have had the same problem with 3.0.
>
> It's another bug by the looks of it.

Speaking of bugs... What ever happened to the ability to import regular bitmapped fonts into the Detail editor!?!? I saw a msg that it was broken even before I got my copy of IM30, but no response from Impulse. I don't have any nifty Postscript fonts, and I really need the bitmapped font feature some times. Seems like it would be the target of a patch like the scanline bug... :(

Gripe, gripe, gripe,
Stephen

P.S. Can somebody please tell me how to get metals.itx working and looking as good as the metal in mobicogs??? I get flat boring looking metals... Especially copper -- the metal, not the hardware :)

S. Wilkinson wilks@lbm.com "Programming is like pinball. The reward for Software Engineer LB&M Assoc doing it well is the opportunity to do it again.

```
#define OPINION          (myown)  GCS/S -d+(--) p+(---) c++++ !l- u++ e+(*) m@
```

```
#define COMPANYOPINION (~myown) s+/- n-(---) h++(*) f-- !g w+ t+ r(+) y?
    This message created using 87% recycled neuro-transmitters
```

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1.157 MSG-155 Subject: Re: NEW IMAGINE SECT

Subject: Re: NEW IMAGINE SECT
Date: Tue, 19 Jul 94 12:58:36 PDT
From: ual97@freenet.victoria.bc.ca (Christopher Stewart)

>**** Attention Compuserve subscribers and Imagine users ****

>A new forum is due to open, the Graphic Animation Forum, where Impulse will
>also take up residence. This not yet open forum will be for support services
>for all of Impulse's products. More info on this as it happens.

Between Usenet, this list and aminet, I have all the services you
mentioned, for free. Why would I want to pay you for the same?

Christopher

ps. If I was in a nasty mood, I'd ask you to peddle your wares elsewhere,
S.V.P.

--

"I wish there was a knob on the TV to turn up the intelligence. There's a knob called 'brightness', but it doesn't work." -- Gallagher	ual97@freenet.victoria.bc.ca cs833@cleveland.freenet.edu Christopher Stewart Animation/Graphic Arts/Telecomm
---	---

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1.158 MSG-156 Subject: Re: Data to Object file?

Subject: Re: Data to Object file?
Date: Tue, 19 Jul 1994 18:14:02 -0400 (EDT)
From: Edwin Phillips <flaregun@strauss.udel.edu>

On Tue, 19 Jul 1994, NICHOLS SCOTT CONRAD wrote:

>
> Hello
>
> I have a set of data in rectangular coordinates (x,y,z) that I would like
> to transform into a 3-D Image. I have an Amiga w/ Opalvision, Imagine 3.0,

> & POV-Ray 2.2. I'm new to all this, so will Imagine or POV let me create
 > an object with just data points?
 >
 > If neither of these programs will work are there any PD/Shareware ones
 > available for the Amiga or a Sun (I have access at school) that will
 > do this?
 >
 > BTW the data is going to represent how a droplet deforms in a shear
 > flow if this helps anyone.
 >
 > The long term goal will be to transform the data into a animation for
 > display at a conference.
 >
 > email is appreciated.
 >
 > Thanks in advance,
 >
 > Scott Nichols
 > nicholss@magellan.colorado.edu
 >
 >
 >

What is the data supposed to represent about the droplet? If it represents the surface of the droplet, you may be able to convert the raw data into triagles, then DXF or POV input. Is there a possibility that the surface will become disjoint? This may make it more difficult to make a triagulated surface. Another thing you might try is making a small sphere for each point (easy to do for POV) and see what it looks like.

Ed

```

/*****
/* Ed Phillips flaregun@strauss.udel.edu University of Delaware */
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */
/*****

```

--> RETURN TO CONTENTS!<--

1.159 MSG-157 Subject: Re: Making a room

Subject: Re: Making a room
 Date: Tue, 19 Jul 1994 18:10:30 +0000
 From: oxleyd@logica.co.uk (David Oxley)

> What is the best (good) way to make a room,... i.e. the floor,
 > walls, ceiling. Can you just make a box, scale it big and set up lights
 > and stuff inside? Also, there doesn't seem to be a _box_ primitive!?!?
 >

> Ed

> I would use the tube primitive, with 4 points and 1 section, closed at both

ends. The only problem is that you have to rotate it 45 degrees (and then rotate the axis back -45 degrees), but it works for me :-)

```
.-----.  
/ David Oxley, Logica UK / SH5/HR 75 Hampstead Rd / +44 71 637 9111 x1800 /  
/ <oxleyd@logica.co.uk> / London NW1 2PL / +44 71 344 3633 (fax) /  
,-----,
```

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1.160 MSG-158 Subject: Object viewer

Subject: Object viewer
Date: Wed, 20 Jul 1994 11:24:27 GMT +1200
From: "Paul Batten" <BATTENP@scicol.chchp.ac.nz>

Hi all,

I've just FTPed a program from Aminet called ShowObj by Andreas Heumann. It's such a gem of a utility that I'd thought I'd inform you that haven't caught up with it.

Basically it is an external viewer for objects stored in Imagines TDDD format, which allows you to view top, front, right views individually, and allows zoom in and out. In wireframe only.

Very useful for reviewing all those old objects you have collecting dust in the vaults of your hard disks.

It can be found in Aminet/gxf/3d Showobj.lha

Cheers
Paul.

```
-----  
Paul Batten      Science & Computing Dept.      Christchurch Polytechnic  
battenp@scicol.chchp.ac.nz      Christchurch      New Zealand  
-----
```

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1.161 MSG-159 Subject: OS/2 and Imagine

Subject: OS/2 and Imagine
Date: Tue, 19 Jul 94 10:17:14 MDT

From: Brad Wright <bradw@rams.sp.paramax.com>

Helloooo,

Has anyone been able to get Imagine 2.0 to run under OS/2?? I'm a new user to Imagine and don't have full documentation. I got the program because it was included with a book 3D modeling studio.

Any help on getting it running under OS/2 would be greatly appreciated. Also, if anyone has any pro/cons when comparing Imagine to POV I would be interested in hearing them.

Thanks
Brad

--

Brad Wright	email:	Brad.Wright@ftcollins.ncr.com
NCR Microelectronics	phone:	(303)223-5100 x9200
2001 Danfield Ct	fax:	(303)225-4829
FtCollins CO 80525	favorite color:	Blue

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1.162 MSG-160 Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)
Date: Tue, 19 Jul 1994 20:32:49 -0700
From: Lesk@cc.snow.edu (Lesk)

>On Mon, 18 Jul 1994, Lesk wrote:

>

>[discussing of Warp System]

>

>> Now; a question, How can you get ten frames of an anim to endlessly loop as a brushmap on an object?

>

>This sounds like it could be a rhetorical questions. "So much for speeding rendering time by 7 times, what about the basic problems of Imagine?" But in case it's not...

>

It wasn't but now that you say it I see what you mean! Ha Ha Ha....

>As far as I can tell, the only way to do this is to have an individual actor bar, ten frames long, for each iteration of the loop. :-)

>

Nope! Surprise! Tried it been there.... What happens (I think) is that the pic is left open and not closed, so when you get to the next actor bar you

get an error reading pic.xxxx Leaving you out in the cold and stopping your rendering.

>The new copy/paste feature in Action helps a lot in this area, but it's
>still a bear to make changes.
>

Agreed! but sadly I have no better idea of how to improve it....

>It would be nice to have a 'number of loops' box in the Actor Info box.
>Or even better, use the current 'number of cycles to perform' box and
>make it work with brush loops.
>

YES! YES! YES!

>Mike

Render Ho!
Lesk

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1.163 MSG-161 Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)
Date: Tue, 19 Jul 1994 22:45:04 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Tue, 19 Jul 1994, Lesk wrote:

> >On Mon, 18 Jul 1994, Lesk wrote:
>
> >As far as I can tell, the only way to do this is to have an individual
> >actor bar, ten frames long, for each iteration of the loop. :-(
> >
>
> Nope! Surprise! Tried it been there.... What happens (I think) is that the
> >pic is left open and not closed, so when you get to the next actor bar you
> >get an error reading pic.xxxx Leaving you out in the cold and stopping your
> >rendering.

Really? I've done this and it's worked quite well. I have had problems when trying to quickrender from Stage (I think that bug has been discussed here?), but I've done two projects with, in fact, 10 frame loops and it worked great. I've done this in both 2.0 and 3.0.

Anyone else had Lesk's problem?

Mike

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1.164 MSG-162 Subject: Re: Altitude mapping and RAM requirements

Subject: Re: Altitude mapping and RAM requirements
Date: Wed, 20 Jul 1994 00:04:25 -0400
From: blaq@io.org@planet8.sp.paramax.com

I just did a quick test, and we're both right. Yes, Imagine will use less memory if a brush has a smaller palette -- but the difference is minimal. I created a test 2-color brush, and saved it as a 2-color image, and an identical 64-color image. Doing a quickrender of a mapped torus, I checked my always-updating DiskMaster memory display. In both cases, I jotted down free RAM when Imagine stopped allocating memory and the %complete display started moving. The difference in free RAM between a 320 x 200, 2-color picture and an identical 64-color picture was... 148 bytes. So for all intents and purposes, what I said stands: Imagine converts everything to 24-bit, so you might as well use it. And a smart way to use it is to rescale down brushes that consume too much memory.

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1.165 MSG-163 Subject: Re: NEW IMAGINE SECT

Subject: Re: NEW IMAGINE SECT
Date: Wed, 20 Jul 1994 00:20:14 -0400
From: blaq@io.org@planet8.sp.paramax.com

>> Between Usenet, this list and aminet, I have all the services you
>> mentioned, for free. Why would I want to pay you for the same?

In a word, content. I subscribe to both CompuServe and the Imagine Mailing List. I log onto CIS faithfully, never miss a week; with the list, I grab it when I can. I find the signal/noise ratio better on CompuServe; if it weren't, I wouldn't be wasting my money. Don't misunderstand me, I'm not saying the IML is junk. It's just a touch watered-down compared to CIS, and I for one am glad that Greg posted his message.

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1.166 MSG-164 Subject: Imagine and Pentium

Subject: Imagine and Pentium
Date: Tue, 19 Jul 1994 21:46:15 -0700 (PDT)
From: Gerard Menendez <gpm@netcom.com>

Hi All,

I have a friend who just got a 90 mhz Pentium from ZEOS. His having trouble getting Imagine to run. Impulse has given him some tips but no luck yet. Anyone using Imagine with a Pentium is invited to drop me a line and make me a hero in his eyes!

Seriously, any help will be appreciated.

Thanks,

Gerard

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1.167 MSG-165 Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)
Date: Tue, 19 Jul 1994 22:21:51 -0700 (PDT)
From: Mike McCool <mikemcoo@efn.org>

Hey guys, guyas,

If this is no help, sorry, but I seem to get my animated brushmaps to loop just fine. I just finished a gallery in which all the pix on the walls are anims, past which a nice fifties-looking flying saucer glides. The anim's 300 frames, and some of the animated brush-pix are much smaller than this. They just play over and over on the walls. This is a kind of loop, isn't it?

When I'm creating (in Detail Editor) the plane to which the animated brushes will be applied, I just specify the number of frames in the animated sequence. Say there are thirty pictures in a given animated brush sequence. I call it pic, and for Max. Sequence #, I say 0030. Save it so.

Now, when I load this plane object into the action editor, I specify start frame 1, end frame 300. It runs through its thirty-frame maximum sequence, then starts over. It ends up looping ten times over thirty frames.

Reading back over this, I sound like a teacher lecturing a child he assumes is an idiot. Excuse the tone--I'm just trying to help.

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1.168 MSG-166 Subject: re: bugs

Subject: re: bugs

Date: Wed, 20 Jul 94 03:15:05 PDT

From: 20-Jul-1994 0502 <leimberger@marbls.enet.dec.com>

>Speaking of bugs... What ever happened to the ability to import
>regular bitmapped fonts into the Detail editor!?!? I saw a msg
>that it was broken even before I got my copy of IM30, but no
>response from Impulse. I don't have any nifty Postscript fonts,
>and I really need the bitmapped font feature some times. Seems
>like it would be the target of a patch like the scanline bug... :(

Well the ability to load a PS font is exceeds the old bitmap font
method. I was never really happy with the way the bitmapped font
function worked. The new one is much cleaner. Lets look at your
desires in a different manner. All you want is a bitmapped font
loaded into Imagine. Well how about using another program to
create a "bitmap" of a font and then loading that into Imagine
using the convert ILBM feature. I did this to bypass the old
load font routine and always had better results. I used a scanner
to create the bitmaps and sometimes Pixel 3D to obtain the object.
Another method was to use PageStream to Create a super bitmap that
could then be loaded.

>Gripe, gripe, gripe,
>Stephen

>P.S. Can somebody please tell me how to get metals.itx working
> and looking as good as the metal in mobicogs??? I get flat
> boring looking metals... Especially copper -- the metal, not
> the hardware :)

I haven't played with this much ,but remember your metals will most
likely be as boring as their surroundings. I can get an excellent
Chrome(without .itx) but it looks pretty bland without something
to reflect

bill

/* Bill Leimberger Nashua NH.

*/

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1.169 MSG-167 Subject: Re: OS/2 and Imagine

Subject: Re: OS/2 and Imagine

Date: Wed, 20 Jul 1994 07:35:37 -0400 (EDT)

From: William Eric Donoho <donoho@iglou.com>

On Tue, 19 Jul 1994, Brad Wright wrote:

```
> Helloooo,
>
> Has anyone been able to get Imagine 2.0 to run under OS/2?? I'm
> a new user to Imagine and don't have full documentation. I got the
> program because it was included with a book 3D modeling studio.
>
> Any help on getting it running under OS/2 would be greatly appreciated.
> Also, if anyone has any pro/cons when comparing Imagine to POV I
> would be interested in hearing them.
>
> Thanks
> Brad
>
> --
>
> | Brad Wright |email: Brad.Wright@ftcollins.ncr.com |
> | NCR Microelectronics |phone: (303)223-5100 x9200 |
> | 2001 Danfield Ct |fax: (303)225-4829 |
> | FtCollins CO 80525 |favorite color: Blue |
> |_____|_____|
>
```

I haven't been able to get Imagine to run under OS/2 either. After calling Impulse about this, they confirmed this. They're comment was, "why have the overhead of an operating system?... it just slows things down." ... or something like that.

Personally, I think it's just poor programming, because it's easier to throw the operating system (and all the standards that go with it) out the door than it is to conform to all the peculiarities.

But Impulse also told me that IBM bought 2000 (two thousand) copies of imagine and that they were able to hack OS/2 to get it to run.

Anyway... because amiga has multitasking, I do all my modeling on it. Then the rendering goes to the 486.

```
Eric Donoho | "Let's go to burger king and get
Louisville, KY USA | a chicken sandwich!"
donoho@iglou.com
```

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1.170 MSG-168 Subject: Stage editor

Subject: Stage editor
Date: Wed, 20 Jul 1994 09:50:19 -0400 (EDT)
From: Edwin Phillips <flaregun@strauss.udel.edu>

There must be a trick to this... I have several objects in the Stage Editor, I scale, rotate, and position them. I then save changes, switch editors, switch back to the SE, and voila!, the objects are not where I left them, or how I left them! :(

It seems to have something to do with their definitions in the Action Editor. For example the camera has the position set to 0,0. So, no matter what I do in the SE, the camera goes back to it's initial position. If this is in fact the way it's supposed to work, I guess you can't position the camera without a path, or positioning it by hand?

I have been spending a lot of time lately working with Imagine (v2.0) to try and get used to it... and figure out how to go about making a scene. The `_3D_Modelling_Lab_` book is helpful, but it only does specific scenes, with one sequence of commands/manipulations, but doesn't offer much to answer the questions, "Why do you do that?", or "Why does it work that way?", or "How does it really work?", or even "Isn't there an easier way?".

Thanks,
Ed

```
/*  
/* Ed Phillips flaregun@strauss.udel.edu University of Delaware */  
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */  
*/
```

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1.171 MSG-169 Subject: Re: Making a room

Subject: Re: Making a room
Date: Wed, 20 Jul 94 9:29:59 CDT
From: johnh@merle.acns.nwu.edu

>
>
> What is the best (good) way to make a room,... i.e. the floor,
> walls, ceiling. Can you just make a box, scale it big and set up lights
> and stuff inside? Also, there doesn't seem to be a `_box_` primitive!?!?
>

Actually, there `_is_` a box primitive, but it is called a `CYLINDER`. In the requester, just specify 4 points for your circumference and, voila, a box, with or without top and bottom. If you're fussy, you can realign the axes so they are perpendicular to the sides of the box.

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1.172 MSG-170 Subject: Re: Data to Object file?

Subject: Re: Data to Object file?
Date: Wed, 20 Jul 1994 12:10:07 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

>From NICHOLS SCOTT CONRAD

> I have a set of data in rectangular coordinates (x,y,z) that I would like
> to transform into a 3-D Image. I have an Amiga w/ Opalvision, Imagine 3.0,
> & POV-Ray 2.2. I'm new to all this, so will Imagine or POV let me create
> an object with just data points?

>

> If neither of these programs will work are there any PD/Shareware ones
> available for the Amiga or a Sun (I have access at school) that will
> do this?

There's a shearwear program called TTDDDLIB from Glen Lewis that
allows you to read and write Imagine objects. You can get it from
Aminet on gfx/3d.

Day Sentence: 100,000 Lemmings can't be wrong

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.173 MSG-171 Subject: SPLINE editor

Subject: SPLINE editor
Date: Wed Jul 20 11:37:36 1994
From: jbk4@psu.edu (The Prophet)

Subject: SPLINE editor

What's the deal with the font bug in DETAIL editor of Imagine 3.0?
The only way to get my bitmap & CG fonts into imagine is to run a
by-pass through a paint prg then import the image file.

So here comes my suggestion for SPLINE editor. Add the ability to
read bitmap & outline fonts there. If you can trace the edges to
create the object in DETAIL then surely this would not be a big
feat to accomplish with splines. It would also be great to extend
this to be able to load bitmapped images into SPLINE editor. I'm
envisioning cool bevelled logos & such. It'd be quicker for me to

scan a logo, touch it up with a paint prg, then have Imagine auto spline it than it would to sit down and make the spline object from scratch.

Jaeson K.

```

( | \      ( / \      ( )      _ / )
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 )11/ 1/ \_ ( / ( / ( _ / _ / / / \_ ( _ )
 ( _____ )      ( _ /      ( _ )
    
```

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1.174 MSG-172 Subject: Re: OS/2 and Imagine

Subject: Re: OS/2 and Imagine
 Date: Wed, 20 Jul 1994 08:25:43 -0600 (MDT)
 From: Douglas Rudd <rudd@plk.af.mil>

>
 > Hellooooo,
 >
 > Has anyone been able to get Imagine 2.0 to run under OS/2?? I'm
 > a new user to Imagine and don't have full documentation. I got the
 > program because it was included with a book 3D modeling studio.
 >
 > Any help on getting it running under OS/2 would be greatly appreciated.
 > Also, if anyone has any pro/cons when comparing Imagine to POV I
 > would be interested in hearing them.
 >
 > Thanks
 > Brad

I called Impulse on this a few weeks ago. They say that Imagine will not run under OS/2. They are considering Windows NT. Too bad. I would like to be able to multitask Imagine on my 486 similar to what I do on my Amigas. Being stuck in that one program when you need to get out to set up other functions is just too limiting.

Doug Rudd
 rudd@plk.af.mil

 The Amiga Guide to the Galaxy refers to Commodore's management as
 "A bunch of mindless jerks who will be the first to be lined up
 against the wall and shot when the revolution comes."

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1.175 MSG-173 Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Date: Wed, 20 Jul 1994 08:19:13 -0700

From: Lesk@cc.snow.edu (Lesk)

>On Tue, 19 Jul 1994, Lesk wrote:

>

>> >On Mon, 18 Jul 1994, Lesk wrote:

>>

>> >As far as I can tell, the only way to do this is to have an individual

>> >actor bar, ten frames long, for each iteration of the loop. :-(

>> >

>>

>> Nope! Surprise! Tried it been there.... What happens (I think) is that the

>> pic is left open and not closed, so when you get to the next actor bar you

>> get an error reading pic.xxxx Leaving you out in the cold and stopping your

>> rendering.

>

>Really? I've done this and it's worked quite well. I have had problems

>when trying to quickrender from Stage (I think that bug has been

>discussed here?), but I've done two projects with, in fact, 10 frame loops

>and it worked great. I've done this in both 2.0 and 3.0.

>

>Anyone else had Lesk's problem?

>

>Mike

Really it's true....

But just to make sure we are on the same tack... I have a 100 frame anim and in this anim I have a picture frame and in this picture frame I have a ten frame anim that is looping ten times. So I put 0010 in for the fame count for the brush map object, then I set a new actor bar every ten frames and viola, I get the first ten and boom all life comes to a grinding halt.... the only Way I got the render to work was to copy my original frames over ten times so I now had 100 frames for my ten frame looping anim, and one actor bar. This worked fine. Now for the other anim I wanted to try was 500 frames and ten 30 frame anims, if I duplicate all those there is no way I will have enough disk space to do the job...

Thanks Michael

Render Ho!

Lesk

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1.176 MSG-174 Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Date: Wed, 20 Jul 1994 08:44:36 -0700

From: Lesk@cc.snow.edu (Lesk)

>Hey guys, guyas,

>

> If this is no help, sorry, but I seem to get my animated
>brushmaps to loop just fine. I just finished a gallery in which all the
>pix on the walls are anims, past which a nice fifties-looking flying
>saucer glides. The anim's 300 frames, and some of the animated brush-pix
>are much smaller than this. They just play over and over on the walls.
>This is a kind of loop, isn't it?

>

Yes! So why won't it work for me!

> When I'm creating (in Detail Editor) the plane to which the
>animated brushes will be applied, I just specify the number of frames in
>the animated sequence. Say there are thirty pictures in a given animated
>brush sequence. I call it pic, and for Max. Sequence #, I say 0030. Save
>it so.

>

Yes! That is exactly what I did....

> Now, when I load this plane object into the action editor, I
>specify start frame 1, end frame 300. It runs through its thirty-frame
>maximum sequence, then starts over. It ends up looping ten times over
>thirty frames.

Mine stretches the thirty frames over 300 and I get only one loop

>

> Reading back over this, I sound like a teacher lecturing a
>child he assumes is an idiot. Excuse the tone--I'm just trying to help.

No! you are fine, Hey I appreciate the clarity. Thank you! I see where the
difference is. You do not use multiple copies in the actor bar and it
cycles your pics over and over automaticly every 30 frames mine does not do
this....

I will chack my file size when I get to the office. I think my version has
a fish or two caught in it.....

Render Ho!

Lesk

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1.177 MSG-175 Subject: Re: NEW IMAGINE SECT

Subject: Re: NEW IMAGINE SECT
Date: Wed, 20 Jul 1994 12:02:30 -0400 (EDT)
From: Edwin Phillips <flaregun@strauss.udel.edu>

On Wed, 20 Jul 1994 blaq@io.org wrote:

> >> Between Usenet, this list and aminet, I have all the services you
> >> mentioned, for free. Why would I want to pay you for the same?
>
> In a word, content. I subscribe to both CompuServe and the Imagine
> Mailing List. I log onto CIS faithfully, never miss a week; with the
> list, I grab it when I can. I find the signal/noise ratio better on
> CompuServe; if it weren't, I wouldn't be wasting my money. Don't
> misunderstand me, I'm not saying the IML is junk. It's just a touch
> watered-down compared to CIS, and I for one am glad that Greg posted
> his message.
>

Is there anyway you could get archive of the CIS list for us? If it's
a good resource, maybe we could make it available on the Internet for
those of us who aren't members of CIS. ;)

Ed

```
/*  
/* Ed Phillips flaregun@strauss.udel.edu University of Delaware */  
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */  
/*
```

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1.178 MSG-176 Subject: Re: OS/2 and Imagine

Subject: Re: OS/2 and Imagine
Date: Wed, 20 Jul 1994 11:09:39 -0400 (EDT)
From: Edwin Phillips <flaregun@strauss.udel.edu>

On Tue, 19 Jul 1994, Brad Wright wrote:

> Helloooo,
>
> Has anyone been able to get Imagine 2.0 to run under OS/2?? I'm
> a new user to Imagine and don't have full documentation. I got the
> program because it was included with a book 3D modeling studio.
>

I don't know... but Imagine definitely will not run under Windows (it even mentions that in the book).

> Any help on getting it running under OS/2 would be greatly appreciated.
 > Also, if anyone has any pro/cons when comparing Imagine to POV I
 > would be interested in hearing them.
 >
 > Thanks
 > Brad
 >

POV has it's uses... it's easier to do some things (like mathematical surfaces) in POV. I'll admit though, I just begun with Imagine and it's getting easier all the time. :) The main problem with POV, for me, is that I still haven't found a _GOOD_ modeller for it. Imagine has it's own built in, and it's good. POV has more primitives (or more specialized primitives), but that only gets you so far. With POV, you can edit a scene with vi, but then you have to trace it to see what it's going to look like. With Imagine, you can already see kinda what it's gonna look like, get a Quickrender to check textures and such, and do the final tracing when you're ready. I'll still use them both... POV is FREE and Imagine v2.0 was only \$36+ with the book. I also use Rayshade, which is FREE and a lot like POV. One drawback to POV is that there isn't any easy way to do animation in it's 'language'. You have to alter the scene for each frame. Rayshade has some animation capability. But Imagine definitely is designed with animation in mind. The modeller will even do wireframe animation for you, so you can check your work before spending hours/days tracing frames.

Ed

```

/*****
/* Ed Phillips flaregun@strauss.udel.edu      University of Delaware      */
/* Jr Systems Programmer (302) 831-6082      IT/Network and Systems Services */
/*****

```

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1.179 **MSG-177 Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)**

Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)
 Date: Wed, 20 Jul 1994 11:57:58 -0400 (EDT)
 From: Edwin Phillips <flaregun@strauss.udel.edu>

On Tue, 19 Jul 1994, Mike McCool wrote:

> Hey guys, guyas,
 >
 > If this is no help, sorry, but I seem to get my animated

> brushmaps to loop just fine. I just finished a gallery in which all the
 > pix on the walls are anims, past which a nice fifties-looking flying
 > saucer glides. The anim's 300 frames, and some of the animated brush-pix
 > are much smaller than this. They just play over and over on the walls.
 > This is a kind of loop, isn't it?
 >
 > When I'm creating (in Detail Editor) the plane to which the
 > animated brushes will be applied, I just specify the number of frames in
 > the animated sequence. Say there are thirty pictures in a given animated
 > brush sequence. I call it pic, and for Max. Sequence #, I say 0030. Save
 > it so.

You lost me here... (I'm in high-density duffer mode)... how do you apply
 the animated brush (is it an ILBM) to the plane? This sounds really
 cool! Does it work on v2.0?

>
 > Now, when I load this plane object into the action editor, I
 > specify start frame 1, end frame 300. It runs through its thirty-frame
 > maximum sequence, then starts over. It ends up looping ten times over
 > thirty frames.
 >
 > Reading back over this, I sound like a teacher lecturing a
 > child he assumes is an idiot. Excuse the tone--I'm just trying to help.
 >

```

/*****
/* Ed Phillips flaregun@strauss.udel.edu      University of Delaware      */
/* Jr Systems Programmer (302) 831-6082      IT/Network and Systems Services */
/*****

```

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1.180 MSG-178 Subject: Re: Bugs

Subject: Re: Bugs
 Date: Wed, 20 Jul 94 12:19:22 CDT
 From: wilks@lbn.com (Stephen Wilkinson)

Recently, Andrew P. Vogel replied:

[snip]
 > I think it's still in the Detail Editor, under OBJECTS->Add, if my memory
 > isn't fooling with me. Check there.

Yep, that's the one that's broken. It worked under 2.0, but not 3.0 and
 I've got BUNCHES of bitmapped fonts :) Now I just have to go into
 DPaint and use that convert IFF/ILBM option.

[snip]
 > The secret here is to add a global brushmap - the metals look GREAT when
 > there is something to reflect.

I've tried, but can't find a good map. I use Vista images and they still look flat. I think I'll throw a few really hot lights on it and see if that helps, maybe it's just too dark... Thanks to everybody for the tips!

Stephen

S. Wilkinson wilks@lbn.com "Programming is like pinball. The reward for Software Engineer LB&M Assoc doing it well is the opportunity to do it again.

```
#define OPINION      (myown)  GCS/S -d+(--) p+(---) c++++ !l- u++ e+(*) m@
#define COMPANYOPINION (~myown) s+/- n-(---) h++(*) f-- !g w+ t+ r(+) y?
    This message created using 87% recycled neuro-transmitters
```

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1.181 MSG-179 Subject: Re: Stage editor

Subject: Re: Stage editor
 Date: Wed, 20 Jul 1994 12:25:53 -0500 (CDT)
 From: Michael Halleen <halleen@Mcs.Net>

On Wed, 20 Jul 1994, Edwin Phillips wrote:

```
>
> There must be a trick to this... I have several objects in the
> Stage Editor, I scale, rotate, and position them. I then save changes,
> switch editors, switch back to the SE, and voila!, the objects are not
> where I left them, or how I left them! :(
```

Very simple. After you reposition or recalc an object (including the camera and lights), you must update the information in the Action editor. While the object is highlighted (blue or purple, not yellow), select "Position Bar" or "Alignment Bar" from one of the menus (I don't know which one off hand, my Amiga is rendering now and I'm typing this on a Mac, so I can't go look). I would suggest making these selections buttons on the button bar, as well as the SAVE function, because you'll use them a lot. This is how you set your keyframes.

When resizing, it's the same, except for some reason you must be in LOCAL mode when rescaling the object, then select "Size Bar". If you don't rescale in LOCAL mode, no information will be sent to the Action editor. (it might set a keyframe, but using the old data)

You still need to SAVE before leaving the Stage editor, or your staging file will revert to the last time it was saved.

When you go to Action, you'll see the updated bars for each object, with the new info in their boxes.

Tips and hints:

You don't need to select your bars immediately after making the change, you can adjust several objects and make sure you like them all, then pick them all and update your bars. You can also SHIFT-SELECT multiple objects and update their bars all at once.

You don't need to update the bars until you want to move to a different frame, this is when the staging file is read.

If you want to reset their positions without manually doing it (like UNDO, but for all the objects you've moved without bar updating), just select GOTO (r-amiga/c) and enter the same frame number you're in at the time. This will reload all the previous settings from the temporary staging file (not the staging file saved on the disk).

If you forget about the sizing quirk (bug?) and scale an object in WORLD mode, all you need to do is reselect it, go to LOCAL mode, and scale it slightly, or even down then back up to where you started. This is sufficient for the requirement that you be in LOCAL mode to update the size bar.

good luck

Mike

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1.182 MSG-180 Subject: Groups

Subject: Groups

Date: Wed, 20 Jul 1994 14:54:25 -0400 (EDT)

From: Edwin Phillips <flaregun@strauss.udel.edu>

Is there any way to lock a group so it won't ungroup without unlocking it first? I had a situation last night where I had 10 objects, each being a group of planes. I used 'Pick All' then 'Group', then 'Save'. After that I used 'Ungroup' and I had lots of individual planes. :(

Thanks,
Ed (anim-amateur)

p.s. Thanks for all the help so far! I've had amazing response to my queries. :)

PC Imagine v2.0

```
/*-----*/
/* Ed Phillips flaregun@strauss.udel.edu University of Delaware */
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */
/*-----*/
```

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1.183 MSG-181 Subject: Re: SPLINE editor

Subject: Re: SPLINE editor
Date: Wed, 20 Jul 1994 14:41:03 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Wed, 20 Jul 1994, The Prophet wrote:

> So here comes my suggestion for SPLINE editor. Add the ability to
> read bitmap & outline fonts there. If you can trace the edges to
> create the object in DETAIL then surely this would not be a big
> feat to accomplish with splines. It would also be great to extend
> this to be able to load bitmapped images into SPLINE editor. I'm
> envisioning cool bevelled logos & such. It'd be quicker for me to
> scan a logo, touch it up with a paint prg, then have Imagine auto
> spline it than it would to sit down and make the spline object from
> scratch.

That would be nice if Imagine did that, but you can say that about a lot of things.

I did what you described using Typesmith to autotrace a bitmap and make it an object in Spline and it works great.

Mike

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1.184 MSG-182 Subject: Re: NEW IMAGINE SECT

Subject: Re: NEW IMAGINE SECT
Date: Wed, 20 Jul 1994 15:21:42 -0400 (EDT)
From: Edwin Phillips <flaregun@strauss.udel.edu>

On Wed, 20 Jul 1994, Edwin Phillips wrote:

> On Wed, 20 Jul 1994 blaq@io.org wrote:
>
> > >> Between Usenet, this list and aminet, I have all the services you
> > >> mentioned, for free. Why would I want to pay you for the same?
> >
> > In a word, content. I subscribe to both CompuServe and the Imagine
> > Mailing List. I log onto CIS faithfully, never miss a week; with the
> > list, I grab it when I can. I find the signal/noise ratio better on
> > CompuServe; if it weren't, I wouldn't be wasting my money. Don't
> > misunderstand me, I'm not saying the IML is junk. It's just a touch

> > watered-down compared to CIS, and I for one am glad that Greg posted
 > > his message.
 > >
 >
 > Is there anyway you could get archive of the CIS list for us? If it's
 > a good resource, maybe we could make it available on the Internet for
 > those of us who aren't members of CIS. ;)
 >
 > Ed

(This is bad, ... I'm replying to my own reply! hehehe ;)

I am a member of America Online, though. I happened to notice that in the Graphics Forum (somewhere) there is an Imagine message board. I seemed to be new, so I don't know what kind of content is happenin' but I (or somebody) may be able to get the messages to the Internet, and available to everyone on IML. It would be good mail-list relations to get three lists available to the net (IMHO). It would be nice for people on both sides to see all the messages, but that might be tough.

Ed

```

/*****
/* Ed Phillips flaregun@strauss.udel.edu University of Delaware */
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */
/*****

```

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1.185 MSG-183 Subject: Re: SPLINE editor

Subject: Re: SPLINE editor
 Date: Wed, 20 Jul 1994 15:59:49 -0400 (EDT)
 From: "Andrew P. Vogel" <vogelap@ucunix.san.uc.EDU>

On Wed, 20 Jul 1994, The Prophet wrote:

> So here comes my suggestion for SPLINE editor. Add the ability to
 > read bitmap & outline fonts there. If you can trace the edges to
 > create the object in DETAIL then surely this would not be a big
 > feat to accomplish with splines. It would also be great to extend
 > this to be able to load bitmapped images into SPLINE editor. I'm
 > envisioning cool bevelled logos & such. It'd be quicker for me to
 > scan a logo, touch it up with a paint prg, then have Imagine auto
 > spline it than it would to sit down and make the spline object from
 > scratch.

That's a good suggestion, but I think there is already a program that will auto trace bitmaps, and the output could go right into Imagine.

I can't remember the name of it... Let me know if anyone knows of the program... Maybe it's Vertex? Can't remember...

=====
Drew Vogel: Admissions Officer at University of Cincinnati Undergraduate
Admissions (call 800-827-8728), SysOp of The Cafe' BBS (513-232-4895)
FidoNet 1:108/245, Actor, director, Amiga fan, Imagine 3.0 user, vice-
president of Ohio Valley Amiga Users' Group, documentation author, single
guy, and much, much more! "The only way OUT is THROUGH."

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1.186 MSG-184 Subject: Re: Bugs

Subject: Re: Bugs
Date: Wed, 20 Jul 1994 15:42:14 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Wed, 20 Jul 1994, Stephen Wilkinson wrote:

> Recently, Andrew P. Vogel replied:
>
> [snip]
> > The secret here is to add a global brushmap - the metals look GREAT when
> > there is something to reflect.
>
> I've tried, but can't find a good map. I use Vista images and they still
> look flat. I think I'll throw a few really hot lights on it and see if
> that helps, maybe it's just too dark... Thanks to everybody for the
> tips!

My favorite relection maps are pix of the planets from space. For my last
project, I used a post-comet impact picutre of Jupiter I got off WWW.
Play with the contrast a little in ADPro to get what you like.

MIke

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1.187 MSG-185 Subject: Re: OS/2 and Imagine

Subject: Re: OS/2 and Imagine
Date: Wed, 20 Jul 1994 22:37:16 +0100 (MET)
From: Mads Storm Andersen <mstamads@inet.uni-c.dk>

On Wed, 20 Jul 1994, Douglas Rudd wrote:

> > Has anyone been able to get Imagine 2.0 to run under OS/2?? I'm
 > > a new user to Imagine and don't have full documentation. I got the
 > > program because it was included with a book 3D modeling studio.
 > I called Impulse on this a few weeks ago. They say that Imagine will not run u
 nder OS/2. They are considering Windows NT. Too bad. I would like to be able to
 multitask Imagine on my 486 similar to what I do on my Amigas. Being stuck in th
 at one program w
 hen you need to get out to set up other functions is just too limiting.

Lets all of us PC owners call Imagine and ask them to make imagine run under
 OS/2 and not NT. NT will never have faster render time the OS/2, it
 might get a better graphic engine but what will that help.
 And OS/2 is ALOT more like Amiga then Windowz will ever be.
 Why don't they get it?????
 (BTW, got the new OS/2 2.99 Warp and it rocks!!)
 But i will try to get the hack for OS/2.

Mads Storm Andersen.

```

*
** Demi-God, SubGenius, Penguin Lover, Pope Of the Middle Earth, **
*** Real Life Hero, WarpSpeed Moderator, Hugo Rune Acolyte, ***
**** Destroyer Of Earth, Most Wanted, Flat Earth Buddhist, ****
*** Wing Man Of The Faith, Moose On a Stick Vendor, ***
** Halo Of The Sun, Ex-Chair Man of Atlantis. **
* And More!! *
```

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1.188 MSG-186 Subject: '060 for the Amiga!

Subject: '060 for the Amiga!
 Date: Wed, 20 Jul 94 14:17:00 PDT
 From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

Imagine with 4x render speed increase, maybe more! There are other messages
 debating whether Imagine was ever '040 optimized but we won't dredge that up
 again!

>From the lightwave mailing list:

```

-----
From: owner-lightwave-l
To: lightwave-l
Cc: CRONISE
Subject: RE: A few questions...
Date: Monday, July 18, 1994 11:38AM
```

>1/ Will Lightwave v3.0/3.1/3.5/+ work on an '060 when they become
 > available later this year?

Right now RCS has the 060 running in a fusion forty board at 40Mhz. Lightwave is running fine on this system. The chip is designed to run at 50Mhz, but the samples RCS has received are not entirely bug-free.

>2/ Anyone like to comment on the GVP G-Lock Genlock? Quality? Ease of use? Is there a better option for an AREXX controlable (PAL) genlock?

>3/ What is the fastest accelerator that is currently available for the A2000? Is it the GVP '040@33MHz? Is anyone planning a '060 accelerator (they all seem to be for the 3000/4000 processor slot)

The 060 chip can be plugged into the fusion forty board and the board updated to run in a 2000/3000/4000. Unlike the GVP board, the fusion forty uses standard simms and has two sets of 4 banks (i.e. 8 simm slots). The 060 at RCS is running 2.5x the stock fusion forty with lightwave and 3.5-4x on imagine. Remember this is at 40Mhz, not the designed 50Mhz. IF you need any information call Riche at RCS- (514) 926-3755.

Ray Cronise
Cronise@ssl.msfc.nasa.gov

Biophysics Branch
Space Sciences Laboratory
(205) 544-5493

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1.189 MSG-187 Subject: POV and Imagine

Subject: POV and Imagine
Date: Wed, 20 Jul 94 8:56:54 MDT
From: Brad Wright <bradw@rams.sp.paramax.com>

Ok guys [and gals :)],

Earlier I asked for any pros and cons of Imagine vs POV. What I forgot to mention is that I've been test driving a 3D modeling program call murray (MSDOS) with POV 2.0. With Murray I get alot of the same user interface benefits that Imagine gives. Murray can extrude objects and do bezier (sp) patches.

Anyway, I'm really a Newbie at Iimagine. So far I have been impressed by the forms editor and some of the animation functionality. With POV, I usually have to write a pearl script to do simple animation.

Anyway with these comments in mind...any pros and cons of Imagine vs

3d modeler and POV.

Thanks

Brad

--

Brad Wright	email:	Brad.Wright@ftcollins.ncr.com
NCR Microelectronics	phone:	(303)223-5100 x9200
2001 Danfield Ct	fax:	(303)225-4829
FtCollins CO 80525	favorite color:	Blue

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1.190 MSG-188 Subject: bitmap fonts

Subject: bitmap fonts

Date: Wed, 20 Jul 94 21:15:58 EDT

From: mtucibat@cris.com (Mike Tucibat)

On 7-20, jaeson K wrote:

: What's the deal with the font bug in DETAIL editor of Imagine 3.0?
 : The only way to get my bitmap & CG fonts into imagine is to run a
 : by-pass through a paint prg then import the image file.

=====

What am I missing? I thought the bitmap font editor was anachronistic long before they finally added postscript capability. Since PS fonts are all over the place, and you can usually find a PS version of almost any bitmap font, what is the benefit of using the bitmap font?

-mikeT

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1.191 MSG-189 Subject: Stage changes

Subject: Stage changes

Date: Wed, 20 Jul 94 21:15:59 EDT

From: mtucibat@cris.com (Mike Tucibat)

On 7-20, Ed Phillips wrote:

:
 : There must be a trick to this... I have several objects in the
 : Stage Editor, I scale, rotate, and position them. I then save changes,

: switch editors, switch back to the SE, and voila!, the objects are not
: where I left them, or how I left them! :(

=====
Hey Ed--

No trick. Just set a size, alignment, and/or position bar
in Stage from the Object menu for each frame any of these
are changed. If you use them often enough, you might want
to create buttons for them.

L8R

-mikeT

--> RETURN TO CONTENTS!<==

1.192 MSG-190 Subject: Re:

Subject: Re: "Understanding Imagine..." and Apex stuff
Date: Thu, 21 Jul 1994 11:18:47 +1000 (EST)
From: MiKE <cheng@sun.mech.uq.oz.au>

What about Understanding Imagine 3? Any news on that?

MiKE

cheng@sun.mech.uq.oz.au The Uni of Queensland. Brisbane. Australia
Television: a medium. So called as it is neither rare nor well done.
[Alternate: Michael.Cheng@lambada.oit.unc.edu e4302585@dingo.cc.uq.oz.au]

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1.193 MSG-191 Subject: Re:

Subject: Re: "Understanding Imagine..." and Apex stuff
Date: Wed, 20 Jul 1994 20:25:41 -0700
From: Lesk@cc.snow.edu (Lesk)

> Does anyone know where I can get this book? I sent mail to
>spworley@netcom.com, but I haven't received a response yet.

Try the number to Apex (415)322-7532

> I'd really
>like to buy this book! Any bookstores that are known to have it?
>Where'd ya get your copy? :)

Very Good Question! I would sure like to know as well....

> What does Apex sell besides the book?
>

Textures; Essence-I and Essence-II
and a program called forge that allows you to view and animate those textures.
However I believe all three only exist on the Amiga. I have heard that
there is work to get them on the PC but I don't know the current status.
Again they can answer all your questions at the number above.

> Thanks,
> Ed
>

>The only bad thing about book shopping is that when I can't find the book
>I want, I end up buying a different book that I don't need!

Ahhh! so I am not the only nut case around Heeeeeeeeh-he-he-he.....

>
>/*****/
>/* Ed Phillips flaregun@strauss.udel.edu University of Delaware */
>/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */
>/*****/
>PC Imagine v2.0

Render Ho!
Lesk

--> RETURN TO CONTENTS!<--

1.194 MSG-192 Subject: Re: POV and Imagine

Subject: Re: POV and Imagine
Date: Thu, 21 Jul 1994 00:10:15 -0500 (CDT)
From: Michael Whitten <mw@lenti.med.umn.edu>

On Wed, 20 Jul 1994, Brad Wright wrote:

>
> Earlier I asked for any pros and cons of Imagine vs POV. What
> I forgot to mention is that I've been test driving a 3D modeling
> program call murray (MSDOS) with POV 2.0. With Murray I get alot
> of the same user interface benefits that Imagine gives. Murray
> can extrude objects and do bezier (sp) patches.
Not to get to far off-topic, but, in a fashion, POV satisfies many of
my wishes to see an ARexx Imagine. I mean insofar as algorithmic
scene construction is concerned.

> Anyway, I'm really a Newbie at Iimage. So far I have been impressed
 I, myself, came to Imagine via POV.
 > by the forms editor and some of the animation functionality. With
 > POV, I usually have to write a perl script to do simple animation.
 Using rexx.
 > Anyway with these comments in mind...any pros and cons of Imagine vs
 > 3d modeler and POV.
 Yeah.....is murray an actual front-end to POV? Anybody used POVpanel,
 which I understand is much the same?

Michael

```
+-----+
+   M.D. Whitten   mw@lenti.med.umn.edu   Sentience is overrated.   +
+-----+
```

--> RETURN TO CONTENTS!<==

1.195 MSG-193 Subject: Making a room

Subject: Making a room

Date: Thu, 21 Jul 94 02:40:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>> What is the best (good) way to make a room,... i.e. the floor,
 >> walls, ceiling. Can you just make a box, scale it big and set up lig
 >> and stuff inside? Also, there doesn't seem to be a _box_ primitive!?
 >>
 >> Ed

>Try a tube with four sides.

Try a primitive plane with 1 section each way, which you extrude to your
 desired length. This gives you more precise control over the size of the
 finished object.

When you work with the Primitive tube you have to rotate the axis to get
 the bounding box right, and you will have to do some calculating to get
 the size precise.

torgeir.holm@tbc.powertech.no

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+-----+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board   |
+-----+
```

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1.196 MSG-194 Subject: Star problem

Subject: Star problem
Date: Wed, 20 Jul 94 21:45:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

I've also had problems animating the global stars.

I find that making a star object works a lot better, and animates in a more realistic way. To make a star object create a primitive sphere with lots of faces. Move the points around a bit so that you won't get an even look. Fracture some faces, and delete some others. Just try to get an irregular look to the whole thing.

Then you assign tiny tetrahedron particles to the entire object, or make it CSG spheres if you are tracing it (saves mem). Make the object big enough to surround your entire scene, and make it bright.

To make the stars twinkle you can give the object a few textures, and animate these. This looks much better than the single pixel, one color stars imagine generates.

torgeir.holm@tbc.powertech.no

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+-----+
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+-----+
```

--> RETURN TO CONTENTS!<--

1.197 MSG-195 Subject: SPLINE editor

Subject: SPLINE editor
Date: Thu, 21 Jul 94 02:40:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>So here comes my suggestion for SPLINE editor. Add the ability to
>read bitmap & outline fonts there. If you can trace the edges to
>create the object in DETAIL then surely this would not be a big
>feat to accomplish with splines. It would also be great to extend
>this to be able to load bitmapped images into SPLINE editor. I'm
>envisioning cool bevelled logos & such. It'd be quicker for me to
>scan a logo, touch it up with a paint prg, then have Imagine auto
>spline it than it would to sit down and make the spline object from
>scratch.

You can use typesmith2 to trace scanned images, edit the spline object, and save it as a postscript font that you can import into imagine. Typesmith is much faster than imagine when working with spline curves.

You can also create your own font, but put in your symbols and logos insted of letters. Sort of like a spline object library.

I agree that having this ability in imagine would be better, but typesmith will have to do until impulse do something about it.

torgeir.holm@tbc.powertech.no

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+-----+
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1.198 MSG-196 Subject: ARexx

Subject: ARexx

Date: Thu, 21 Jul 94 02:40:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>> just highly doubt Imagine will have it. Of the two other 3D rendering
>> software I've used, Caligari and Lightwave, Caligari has a scripting
>> language and is available on the IBM platform as well. No ARexx
>> support as far as I remember. Lightwave does, also usable only on
>> Amiga. Hence my logic. :)

>Good point, though. However, REXX itself has won awards and I think wi
>become the portable scripting language of the future...

Real3D has AREXX support in the amiga version, but not in the Windows version. It doesn't seem like Realsoft doubted the value of adding it for the amiga version. Still the project files are fully iterchangable and the programs are almost identical.

I think impulse shold do the same. The amiga version would improve a lot if it had an AREXX port. The ability to communicate directly with ADpro for converting rendered frames into an anim would be great. Of course this can be done with Sentry, unless you use flares or haze.

Denying 90% of the imagine users an Arexx port because the other 10% can't have it seems a bit strange IMHO.

torgeir.holm@tbc.powertech.no

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1.199 MSG-197 Subject: Stage editor

Subject: Stage editor
Date: Thu, 21 Jul 94 02:40:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>There must be a trick to this... I have several objects in the
>Stage Editor, I scale, rotate, and position them. I then save changes,
>switch editors, switch back to the SE, and voila!, the objects are not
>where I left them, or how I left them! :(
>It seems to have something to do with their definitions in the
>Action Editor. For example the camera has the position set to 0,0. So
>no matter what I do in the SE, the camera goes back to it's initial
>position. If this is in fact the way it's supposed to work, I guess yo
>can't position the camera without a path, or positioning it by hand?
>I have been spending a lot of time lately working with Imagine
>(v2.0) to try and get used to it... and figure out how to go about maki
>a scene. The _3D_Modelling_Lab_ book is helpful, but it only does
>specific scenes, with one seqence of commands/manipulations, but doesn'
>offer much to answer the questions, "Why do you do that?", or "Why does
>work that way?", or "How does it really work?", or even "Isn't there an
>easier way?".

Selecting Position Bar, Allignment Bar and Size Bar from the menus will
create a keyframe for the picked object in the current frame.

torgeir.holm@tbc.powertech.no

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+-----+
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1.200 MSG-198 Subject: Looping anims (was Re: Wa

Subject: Looping anims (was Re: Wa
Date: Thu, 21 Jul 94 02:40:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>But just to make sure we are on the same tack... I have a 100 frame
>anim and in this anim I have a picture frame and in this picture frame
>have a ten frame anim that is looping ten times. So I put 0010 in for t
>fame count for the brush map object, then I set a new actor bar every t

>frames and viola, I get the first ten and boom all life comes to a grin
>halt.... the only Way I got the render to work was to copy my original
>frames over ten times so I now had 100 frames for my ten frame looping
>anim, and one actor bar. This worked fine. Now for the other anim I wan
>to try was 500 frames and ten 30 frame anims, if I duplicate all those
>there is no way I will have enough disk space to do the job...

>Thanks Michael
>Render Ho!
>Lesk

Isn't imagine automatically supposed to jump to pic 0001 after pic 0010?
You should only need one actor bar, and the frames would loop
automatically. From the posts i've read it seems like you have a bug in
your version. (could it be? a bug... in imagine!!!)

BTW:

Impulse have been nice enough to leave this out of the manual, along
with the USE GENLOCK button. Anyone know what this does? I tried it in
2.0 and my amiga crashed when i rendered! Haven't tried it in 3.0
though.

torgeir.holm@tbc.powertech.no

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+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+
```

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1.201 MSG-199 Subject: Re: Stage editor

Subject: Re: Stage editor
Date: Thu, 21 Jul 1994 00:10:08 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
> There must be a trick to this... I have several objects in the
> Stage Editor, I scale, rotate, and position them. I then save changes,
> switch editors, switch back to the SE, and voila!, the objects are not
> where I left them, or how I left them! :(

Hmmm? well if you are working on frame one this should not be happening,
but if you have moved to another frame you need to save a position bar,
size bar, or alignment for that frame, depending on which one you have
changed for the object on that frame. Otherwise they will stay set to
whatever frame one is set at..You can use Rght-Amiga 7 for
position, R-Amiga 8 for Alignment or R-Amiga 9 for size in the Stage Ed.
After using these you must then save the Stage before you can move on to

another frame or leave to another editor, including the Action Ed.

=RRW=

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1.202 MSG-200 Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Date: Thu, 21 Jul 1994 00:27:09 -0700 (PDT)

From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> > Now, when I load this plane object into the action editor, I
> >specify start frame 1, end frame 300. It runs through its thirty-frame
> >maximum sequence, then starts over. It ends up looping ten times over
> >thirty frames.
>
> Mine stretches the thirty frames over 300 and I get only one loop

Did you set your Numbers of Cycles to Perform, in the Action Editor for the object, I believe this works for brushwraps as well, just set it to how many times you want the animated brushwrap to loop. and it will tween it to fit.. Though it will work better if you calculate it so it will match up with your animation length.

=RRW=

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1.203 MSG-201 Subject: Re: POV and Imagine

Subject: Re: POV and Imagine

Date: Thu, 21 Jul 1994 07:27:37 -0400

From: kenw@netaxs.com (Ken Warren)

At 12:10 AM 7/21/94, Michael Whitten wrote:

>Yeah.....is murray an actual front-end to POV? Anybody used POVpanel,
>which I understand is much the same?

No, Moray is a wireframe modeller. It's somewhat limited, in that when you

use CSG to trim primitives, it doesn't remove the parts of the object that should vanish. After a while, a scene with lots of complicated parts will start to be unworkable, with all the extra lines floating around.

POVPanel is a control panel for POV. It makes setting parameters for a render a bit easier.

--

Ken

```
*****
                Ken Warren                E-Mail: kenw@netaxs.com
*****
Philadelphia Region SCCA Solo II schedule in flux. Stay tuned for further
announcements!
```

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1.204 MSG-202 Subject: Re: NEW IMAGINE SECT

Subject: Re: NEW IMAGINE SECT

Date: Thu, 21 Jul 1994 07:27:26 -0400

From: kenw@netaxs.com (Ken Warren)

At 03:21 PM 7/20/94, Edwin Phillips wrote:

>On Wed, 20 Jul 1994, Edwin Phillips wrote:

>>

>> Is there anyway you could get archive of the CIS list for us? If it's
>> a good resource, maybe we could make it available on the Internet for
>> those of us who aren't members of CIS. ;)

>>

>> Ed

>

> (This is bad,... I'm replying to my own reply! hehehe ;)

>

> I am a member of America Online, though. I happened to notice
>that in the Graphics Forum (somewhere) there is an Imagine message
>board. I seemed to be new, so I don't know what kind of content is
>happenin' but I (or somebody) may be able to get the messages to the
>Internet, and available to everyone on IML. It would be good mail-list
>relations to get three lists available to the net (IMHO). It would be
>nice for people on both sides to see all the messages, but that might
>be tough.

This is, unfortunately, a violation of the terms of both the CIS and the AOL usage agreements, as well as the copyrights that each service holds to the compilation of messages posted to the various forums. CIS in particular is *very* aggressive about pursuing people who violate this section of the usage agreement.

So no, you can't do that. Unless you *want* an expensive and difficult-to-win lawsuit on your hands. :)

--

Ken

Ken Warren E-Mail: kenw@netaxs.com

Philadelphia Region SCCA Solo II schedule in flux. Stay tuned for further announcements!

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1.205 MSG-203 Subject: Re: Stage editor

Subject: Re: Stage editor

Date: Thu, 21 Jul 1994 08:05:40 -0500 (CDT)

From: Michael Halleen <halleen@Mcs.Net>

On Thu, 21 Jul 1994, Randy R. Wall wrote:

> changed for the object on that frame. Otherwise they will stay set to
 > whatever frame one is set at..You can use Rght-Amiga 7 for
 > position, R-Amiga 8 for Alignment or R-Amiga 9 for size in the Stage Ed.
 > After using these you must then save the Stage before you can move on to
 > another frame or leave to another editor, including the Action Ed.
 > ^^^^^^^^^^^

I don't think this is true. If you update the bars, you can change frames without saving the stage.

Mike

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1.206 MSG-204 Subject: Re: OS/2 and Imagine

Subject: Re: OS/2 and Imagine

Date: Thu, 21 Jul 1994 08:09:28 -0500 (CDT)

From: Michael Halleen <halleen@Mcs.Net>

On Wed, 20 Jul 1994, Mads Storm Andersen wrote:

> On Wed, 20 Jul 1994, Douglas Rudd wrote:
 >
 > > Has anyone been able to get Imagine 2.0 to run under OS/2?? I'm
 >
 > Lets all of us PC owners call Imagine and ask them to make imagine run under

> OS/2 and not NT. NT will never have faster render time the OS/2, it
> might get a better graphic engine but what will that help.

Do you mean better render engine? If render output would be better under NT, that would most certainly be a help.

Mike

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1.207 MSG-205 Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)
Date: Thu, 21 Jul 1994 08:07:09 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Thu, 21 Jul 1994, Randy R. Wall wrote:

> Did you set your Numbers of Cycles to Perform, in the Action Editor for
> the object, I believe this works for brushwraps as well, just set it to
> how many times you want the animated brushwrap to loop. and it will tween
> it to fit.. Though it will work better if you calculate it so it will
> match up with your animation length.

Has this been added for 3.0? That'd be great. It didn't act this way in 2.0, I just assumed it was the same in 3.0 so I've been doing it the old way.

Mike

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1.208 MSG-206 Subject: Re: Groups

Subject: Re: Groups
Date: Thu, 21 Jul 1994 07:03:38 -0700 (PDT)
From: Ed Totman <etotman@gort.ucsd.edu>

On Wed, 20 Jul 1994, Edwin Phillips wrote:

> Is there any way to lock a group so it won't ungroup without
> unlocking it first? I had a situation last night where I had 10 objects,
> each being a group of planes. I used 'Pick All' then 'Group', then
> 'Save'. After that I used 'Ungroup' and I had lots of individual
> planes. :(
>

> Thanks,
> Ed (anim-amateur)
Ed,

You could select each group of planes and R/a-J join them. That would give you 10 objects that you could then group. You can still vary colors for individual faces in each object. If you go this route I recommend making subgroups of the faces that have different colors so it's easy to change them later.

Another alternative would be to save the 10 groups separately as 10 files.

Hope this helps...

Ed Totman
etotman@gort.ucsd.edu

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1.209 MSG-207 Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Date: Thu, 21 Jul 1994 08:29:24 -0700

From: Lesk@cc.snow.edu (Lesk)

>> > Now, when I load this plane object into the action editor, I
>> >specify start frame 1, end frame 300. It runs through its thirty-frame
>> >maximum sequence, then starts over. It ends up looping ten times over
>> >thirty frames.

>>

>> Mine stretches the thirty frames over 300 and I get only one loop

>

>Did you set your Numbers of Cycles to Perform, in the Action Editor for
>the object, I believe this works for brushwraps as well, just set it to
>how many times you want the animated brushwrap to loop. and it will tween
>it to fit.. Though it will work better if you calculate it so it will
>match up with your animation length.

>

>=RRW=

AHAA! AHAA! I think You found my problem! I thought cycles only worked for cycle objects!

Thanks a gazillion!

Render Ho!

Lesk

P.S. I never got a reply from impulse about this. When I called they said it would take a week or so to figure out what I would need to do, once

again the IML proves it's value because of people like Randy!

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1.210 MSG-208 Subject: Re: Looping anims (was Re: Wa

Subject: Re: Looping anims (was Re: Wa
Date: Thu, 21 Jul 1994 08:59:15 -0700
From: Lesk@cc.snow.edu (Lesk)

>Isn't imagine automatically supposed to jump to pic 0001 after pic 0010?
>You should only need one actor bar, and the frames would loop
>automatically. From the posts i've read it seems like you have a bug in
>your version. (could it be? a bug... in imagine!!!)
>

He He.... good point! actually randy found my problem. I assumed that since
cycles had no effect on bones and states I thought it would have no effect
on brushmaps. But Behold! Impulse did it again! I have to set my actor bar
for all frames and set cycles for how many loops I want.

>
>BTW:
>Impulse have been nice enough to leave this out of the manual, along
>with the USE GENLOCK button. Anyone know what this does? I tried it in
>2.0 and my amiga crashed when i rendered! Haven't tried it in 3.0
>though.
>

Not I.....

>
>
>torgeir.holm@tbc.powertech.no
>
>-----
>+-----+
>| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
>+-----+

Thanks Torgeir, I appreciate the help.

Render Ho!
Lesk

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1.211 MSG-209 Subject: Re: SPLINE editor

Subject: Re: SPLINE editor
 Date: Fri, 22 Jul 1994 01:05:19 +0000
 From: Neil Miller <neil@triode.apana.org.au>

On Wed, 20 Jul 1994, The Prophet wrote:

```
> Subject: SPLINE editor
>
> What's the deal with the font bug in DETAIL editor of Imagine 3.0?
> The only way to get my bitmap & CG fonts into imagine is to run a
> by-pass through a paint prg then import the image file.
>
> So here comes my suggestion for SPLINE editor. Add the ability to
> read bitmap & outline fonts there. If you can trace the edges to
> create the object in DETAIL then surely this would not be a big
> feat to accomplish with splines. It would also be great to extend
> this to be able to load bitmapped images into SPLINE editor. I'm
> envisioning cool bevelled logos & such. It'd be quicker for me to
> scan a logo, touch it up with a paint prg, then have Imagine auto
> spline it than it would to sit down and make the spline object from
> scratch.
```

I'll go along with that! But you could do much the same thing and use typesmith to make it into a font and then trace it.

```

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          -O"O-
-----oOO-(_)-OOo-----
          T E X
          neil@triode.apana.org.au

```

```
>
> Jaeson K.
>
> ( | \      ( / \      ( )      _ / )
> )| )_  _  / / _  _  _ /  _  ( X_)
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> (_____)      (___/      (___)
>
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1.212 MSG-210 Subject: Re: Stage editor

adding null axes.

Say you have a group hierarchy that looks like a family tree. Make each branch point a null axis and group off of it.

Take your example, for instance. Have a null axis act as the parent of the entire group structure. Create and anchor another 10 null axes to the main null axis (use 'add axis'). Now, on each of these 10 axes anchor the individual group of planes.

The order of grouping would be, main null axis --> 10 null axes --> subgroups of planes (each group for each of the 10 axes)...

Now, when you're in "Pick Objects" mode you can ungroup all ten sub-null axes without ungrouping the planes attached to them (Just select the main null axis and ungroup). Obviously, you can also select any of the ten axes and ungroup individual sets of grouped planes...

Look at it the same way as creating an object. Don't do everything at once, or with one axis. It takes a bunch of smaller objects to create a larger object. Make sure your grouping is as flexible and versatile. It saves a LOT of trouble down the road...

Having null axes serve as anchor points also allows flexibility with texturing. For instance, grouping all the wood objects to a null axis allows you to select the null axis and assign a wood texture. After selecting 'Apply to Children' in the texture selection window the information will be passed to all the grouped objects automatically. In 2.0, especially, this saves a lot of time. 3.0 has 'Apply' which simplifies the whole attribute thing...

Hope it helps...

J.---->

E-Mail: jgoldman@acs.bu.edu

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1.214 MSG-212 Subject: IMAGINE 2.0 Problem

Subject: IMAGINE 2.0 Problem

Date: Thu, 21 Jul 1994 12:14:58 -0600 (CST)

From: RMO9869@UTARLG.UTA.EDU

I'm running the version of Imagine that came with the book "3D Modelling Lab". The program unpredictably kicks me out to the DOS prompt with a message reading C:\ 1914873 bytes allocated (the number varies). My system consists of: 33/DX with 8M ram, SVGA w/VESA BIOS extensions (I believe its Cirrus Logic), and my mouse driver is a Logitech 6.20. Has anyone else had similar problems? All responses would be greatly appreciated.

Thanks,
Roman Oldacre
rmo9869.utarlg.uta.edu

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1.215 MSG-213 Subject: Looping anims

Subject: Looping anims
Date: Thu, 21 Jul 1994 13:54:24 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

No, the 'number of cycles to perform' box does NOT loop anims in Action. You must use multiple Actor bars. I JUST tested this and confirmed it in Imagine 3.0 (fp/876412 Bytes/Amiga). Which version of Imagine 3.0 do you have?

Mike

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1.216 MSG-214 Subject: August 1994 BYTE Eulogy

Subject: August 1994 BYTE Eulogy
Date: Thu, 21 Jul 1994 12:29:06 -0800
From: bmolsen@bvulads.loral.com (Brad Molsen)

If you own a PC, this message probably won't be of interest to you so, delete it now. If you own an Amiga or just wish to be a member of this wake please read on. I realize this subject isn't IML specific but, I feel a minute should be taken to note the passing of this tool, companion, and era. My apologies to those of you that feel this is taking up your Email server space needlessly. Please don't let this digress into an "us" vs "them" correspondence it isn't appearing here for that reason. I just felt the article was an enlightening and fitting tribute to what, is to me, the passing of a "friend".

Thankyou for your time.

>Date: Thu, 21 Jul 94 11:00:50 -0700
>From: Jon Noble <jonn@wallach9.dgtl.com>
>To: bmolsen@bvulads.loral.com, crystal@glia.biostr.washington.edu,
>jonn@dsinet.dgtl.com, kkalnasy@bvulads.loral.com, kurt@amc.com,
>marlin@holonet.net
>Subject: August 1994 BYTE Eulogy
>
>
> "R.I.P. COMMODORE 1954 - 1994"
>
> "Obituaries customarily focus on the deceased's accomplishments, not

>the unpleasant details of the demise. That's especially true when the
>demise hints strongly of self-neglect tantamount to suicide, and nobody
>can find a note that offers some final explanation.

>

> There will be no such note from Commodore, and it would take a book
>to explain why this once-great computer company lies cold on its deathbed.
>But Commodore deserves a eulogy, because its role as an industry pioneer
>has been largely forgotten or ignored by revisionist historians who claim
>that everything started with Apple or IBM. Commodore's passing also recalls
>an era when conformity to standards wasn't the yardstick by which all
>innovation was measured.

>

> In the 1970s and early 1980s, when Commodore peaked as a billion-dollar
>company, the young computer industry wasn't dominated by standards that
>dictated design parameters. Engineers had much more latitude to explore
>new directions. Users tended to be hobbyists who prized the latest
>technology over backward compatibility. As a result, the market tolerated
>a wild proliferation of computers based on many different processors,
>architectures, and operating systems.

>

> Commodore was at the forefront of this revolution. In 1977, the first
>three consumer-ready personal computers appeared: the Apple II, the Tandy
>TRS-80, and the Commodore PET (Personal Electronic Transactor). Chuck
>Peddle, who designed the PET, isn't as famous as Steve Wozniak and Steve
>Jobs, the founders of Apple. But his distinctive computer with a built-in
>monitor, tape drive, and trapezoidal case was a bargain at \$795. It
>established Commodore as a major player.

>

> The soul of Commodore was Jack Tramiel, an Auschwitz survivor who
>founded the company as a typewriter-repair service in 1954. Tramiel was
>an aggressive businessman who did not shy away from price wars with unwary
>competitors. His slogan was "computers for the masses, not the classes."

>

> In what may be Commodore's most lasting legacy, Tramiel drove his
>engineers to make computers that anyone could afford. This was years before
>PC clones arrived. More than anyone else, Tramiel is responsible for our
>expectation that computer technology should keep getting cheaper and better.
>While shortsighted critics kept asking what these machines were good for,
>Commodore introduced millions of people to personal computing. Today, I
>keep running into those earliest adopters at leading technology companies.

>

> Commodore's VIC-20, introduced in 1981, was the first color computer
>that cost under \$300. VIC-20 production hit 9000 units per day - a run rate
>that's enviable now, and was phenomenal back then. Next came the Commodore
>64 (1982), almost certainly the best-selling computer model of all time.
>Ex-Commodorian Andy Finkel estimates that sales totaled between 17 and 22
>million units. That's more than all Mac's put together, and it dwarfs IBM's
>top-selling systems. the PC and the AT.

>

> Commodore made significant technological contributions as well. The 64
>was the first computer with a synthesizer chip (the Sound Interface Device,
>designed by Bob Yannes). The SX-64 (1983) was the first color portable, and
>the Plus/4 (1984) had integrated software in ROM.

>

> But Commodore's high point was the Amiga 1000 (1985). The Amiga was so
>far ahead of its time that almost nobody - including Commodore's marketing
>department - could fully articulate what it was all about. Today, it is

torgeir.holm@tbc.powertech.no

```
+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+
```

--> RETURN TO CONTENTS!<==

1.218 MSG-216 Subject: re: SPLINE editor

Subject: re: SPLINE editor

Date: Thu, 21 Jul 94 22:53:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>I've been hearing 'typesmith'. Is this commercial or shareware or what
>Who makes it?

>Jaeson K.

Typemith is a commercial font editor by Soft-Logik. I'm into graphic design, and use it to create fonts. It works great with imagine's spline editor as well. I think the US price is around \$120

Soft-Logik Publishing
11131 South Town sq., Suite F,
St. Louis, MO 63123,
USA

314/894-8608

Hope this helps.

torgeir.holm@tbc.powertech.no

```
+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+
```

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1.219 MSG-217 Subject: Use Genlock button

Subject: Use Genlock button

Date: Thu, 21 Jul 94 22:53:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

I've been playing around with the USE GENLOCK button in the Brushmap requester. When I used this in 2.0, imagine crashed, but in 3.0 it works!

This button does the same as the No 0 color button in Real3D. It makes all pixels with palette color 0 transparent. This will let you map things like text onto already textured surfaces, and have only the letters mapped on, and not the box around it.

I created a prim. plane with a MntnTop Texture on it. This gives you a really noisy gradient. I then created a 2 color bitmap in Dpaint of the word noise, and mapped this onto the plane, with the USE GENLOCK button selected. When rendered, only the letters show up, and not the black background in the bitmap. The MntnTop texture was showing through all around and inside the letters. This worked with a white color 0 as well, so you don't have to use a black Bg. Useful if you want to get a faint idea of what it will look like when you are still in dpaint. It also worked with both colors in the palette set to 00 00 00.

I guess I answered my own question from an earlier posting. Hope this is of use to some of you.

Torgeir

torgeir.holm@tbc.powertech.no

```
+-----+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board   |
+-----+
```

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1.220 MSG-218 Subject: Imagine Frame Size

Subject: Imagine Frame Size

Date: Thu, 21 Jul 94 22:53:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

This might be a dead and buried issue to all you NTSC people, but I need the Hex positions to change my imagine screen size. I've looked through the imagine arc50.guide (the most recent I have.) without finding anything.

The thing is I need the data for the PAL version. Any europeans out there who have the right numbers. File size of imagine.fp - 876192

For 2.9 i got the info from a file called ImagineRes.txt or something like that. Haven't seen any new version of this file.

Torge!r

torgeir.holm@tbc.powertech.no

```
+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+
```

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1.221 MSG-219 Subject: Impulse cares. Ya right.

Subject: Impulse cares. Ya right.

Date: Thu, 21 Jul 1994 16:21:00 -0700 (PDT)

From: BUSH DOKTOR <sppcarso@ultrix.uor.edu>

On Thu, 21 Jul 1994, Torgeir Holm wrote:

> BTW:

> Impulse have been nice enough to leave this out of the manual, along
> with the USE GENLOCK button. Anyone know what this does? I tried it in
> 2.0 and my amiga crashed when i rendered! Haven't tried it in 3.0
> though.

>

Impulse has been nice enough to leave ALOT of things out of thier manuals and advertisements. I have no problem with Imagine, it's a great program that does just what I want. It's anything else this company has made that is poorly done or advertised. I didn't buy a firecracker board to just be able to watch it render and nothing else. Thier poor advertising and out right lies have left me with a 24bit board that is, as far as I've found, pretty useless except for rendering.

```
*****
Jah Radio      Sundays 6-10pm K.U.O.R. 89.1fm      Host: BUSH DOKTOR
*****\ University of Dreadlands /*****
sppcarso@ultrix.uor.edu\ Blowing the FULL watts /sppcarso@ultrix.uor.edu
```

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1.222 MSG-220 Subject: Looping anims (was Re: Wa

Subject: Looping anims (was Re: Wa
Date: Thu, 21 Jul 94 23:19:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>> Did you set your Numbers of Cycles to Perform, in the Action Editor f
>> the object, I believe this works for brushwraps as well, just set it
>> how many times you want the animated brushwrap to loop. and it will t
>> it to fit.. Though it will work better if you calculate it so it will
>> match up with your animation length.

>Has this been added for 3.0? That'd be great. It didn't act this way
>2.0, I just assumed it was the same in 3.0 so I've been doing it the ol
>way.

>Mike

I also assumed that it worked the same way as in 2.0. This makes this
feature a lot more flexible. Where is this documented? Nowhere is my
guess!

I would also like it to fade between pictures if you have ,say, 5
pictures in a twenty frame anim. But I would guess impulse haven't added
this yet.

Torge!r

torgeir.holm@tbc.powertech.no

```
+-----+  
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |  
+-----+
```

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1.223 MSG-221 Subject: RE: NBC Jupiter-Comet collision animation

Subject: RE: NBC Jupiter-Comet collision animation
Date: Thu, 21 Jul 94 16:18:00 PDT
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

John,

Finally got to see your Shoemaker-Levy 9 collision animation, about 1000
times on all the network news channels! I notice they are attributing it to
NASA. Yours is the one with the spinning comet fragment in the foreground
with some reflected lightbeams shooting off it and lens flares when the
fragments hit Jupiter, right? There is another animation being shown with
the comet fragments shooting in a line, with particle streams from the sun's
deflection, almost as good.

Maybe you are the one that put it there but there is the complete MPG
version at bozo.lpl.arizona.edu under pub/space/animations/SL9. It is
titled SL9.mpg. The other one is titled CometAnim.mpg. Both are really

good. However, I thought yours was more "prophetic" now that the collision has occurred. How did you get those impact points to glow and then fade away?

For everybody else, if you haven't seen this animation yet, you should. Very impressive Imagine animation!

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1.224 MSG-222 Subject: RE: August 1994 BYTE Eulogy

Subject: RE: August 1994 BYTE Eulogy
Date: Thu, 21 Jul 94 16:26:00 PDT
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

There was a detailed news article from the Philadelphia Inquirer on Tuesday July 19 about what is going on down in the Bahamas with the Commodore liquidation. I wouldn't write off the Amiga just yet. If you are interested, I will email the article to you. Amiga World has a 1-800 number which has been providing the status of the liquidation but, while accurate, has not been really informative. This article from the Philadelphia Inquirer is really juicy with background details and that slime Mehdi Ali is still slithering in the background. There is much to hope for and maybe just as much to feel hopeless about in the article.

"Put Commodore management in charge of Microsoft and Bill Gates would be a homeless person in a year!"

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1.225 MSG-223 Subject: Re: Looping anims

Subject: Re: Looping anims
Date: Thu, 21 Jul 1994 18:42:11 -0700
From: Lesk@cc.snow.edu (Lesk)

>No, the 'number of cycles to perform' box does NOT loop anims in Action.
>You must use multiple Actor bars. I JUST tested this and confirmed it in
>Imagine 3.0 (fp/876412 Bytes/Amiga). Which version of Imagine 3.0 do you
>have?

>
>Mike

Is that byte count with or without the reflection fix?
I will check it with mine tonight, Thanks Michael.

Render Ho!
Lesk

--> RETURN TO CONTENTS!<==

1.226 MSG-224 Subject: Re: Looping anims

Subject: Re: Looping anims
Date: Thu, 21 Jul 1994 20:14:27 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Thu, 21 Jul 1994, Lesk wrote:

> >No, the 'number of cycles to perform' box does NOT loop anims in Action.
> >You must use multiple Actor bars. I JUST tested this and confirmed it in
> >Imagine 3.0 (fp/876412 Bytes/Amiga). Which version of Imagine 3.0 do you
> >have?
> >
> >Mike
>
> Is that byte count with or without the reflection fix?
> I will check it with mine tonight, Thanks Michael.

With.

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1.227 MSG-225 Subject: Re: August 1994 BYTE Eulogy

Subject: Re: August 1994 BYTE Eulogy
Date: Thu, 21 Jul 1994 18:25:29 -0700 (PDT)
From: Mike McCool <mikemcoo@efn.org>

Hey Brad,

Thanks, for posting that Byte eulogy to commodore. But isn't it a bit premature? Is it really and truly over? I thought we just passed a deadline, and that there were some strong bidders for the technology. I don't subscribe to AmigaWorld, so I don't have that 1-800 number, nor am I privy to the latest updates--but I seem to recall that Byte published an article a couple of years ago about the death of the amiga. This fellow's eulogy was at least more polite.

As usual, Byte managed to condescend, even while it was praising. Commodore can go to blazes--as I'm sure it will--but the Amiga technology still has a life of its own.

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1.228 MSG-226 Subject: Re: Looping anims

Subject: Re: Looping anims
Date: Thu, 21 Jul 1994 18:32:57 -0700 (PDT)
From: Mike McCool <mikemcoo@efn.org>

Excuse me guys, guyas, but aren't we making this needlessly complex?

In the detail editor/attributes requestor/brush requestor, just set the maximum sequence number to the number of frames in your animated brush, then, in the action editor, load in the object to which the animated brushes are applied, and specify the beginning and ending frame numbers.

I just finished an anim this way, and my version really did manage to count to ten then start over. No multiple action bars needed. Maybe I'm off in nebuland on this one, but hey, if it works simply, why fool with it?

On Thu, 21 Jul 1994, Michael Halleen wrote:

> No, the 'number of cycles to perform' box does NOT loop anims in Action.
> You must use multiple Actor bars. I JUST tested this and confirmed it in
> Imagine 3.0 (fp/876412 Bytes/Amiga). Which version of Imagine 3.0 do you
> have?
>
> Mike
>
>

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1.229 MSG-227 Subject: Re: Stage editor

Subject: Re: Stage editor
Date: Thu, 21 Jul 1994 18:28:13 -0700 (PDT)
From: Bryan Manwaring <byron@connected.com>

On Wed, 20 Jul 1994, Edwin Phillips wrote:

>
> There must be a trick to this... I have several objects in the
> Stage Editor, I scale, rotate, and position them. I then save changes,
> switch editors, switch back to the SE, and voila!, the objects are not
> where I left them, or how I left them! :(
>

:) Edwin,
:) The answer is not as confusing as you might expect. I had this
:) problem many times before I figured it out. You need to select the
:) object that you have changed and then choose an item under one of the
:) menus called position bar, etc... I cannot remember which menu it is
:) without going into the program but look around. The reason that this
:) is necessary is that when you choose "SAVE" all you are doing is
:) telling Imagine to remember which objects were loaded into the scene
:) This command does nothing with the objects positions other than the
:) positions saved with the objects from the detail editor. You need to
:) use the commands like "POSITION BAR" to save this info.
:) I hope this helps!
:) Bryan Manwaring
:) byron@connected.com

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1.230 MSG-228 Subject: Re: Groups

Subject: Re: Groups
Date: Thu, 21 Jul 1994 00:41:17 -0400 (edt)
From: Dov Hechtman <dovh@dorsai.sp.paramax.com>

work in objects mode not group mode (thats right amiga/alt 2 rather than 1)
this allows you to select only the individual objects rather than only
grouped objects, try it you will see.

DOV

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1.231 MSG-229 Subject: Re: SPLINE editor

Subject: Re: SPLINE editor
Date: Thu, 21 Jul 1994 00:31:55 -0400 (edt)
From: Dov Hechtman <dovh@dorsai.sp.paramax.com>

Actually you can load A bitmap like A logo into the spline editor in 3.0

DOV

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1.232 MSG-230 Subject: Re: Use Genlock button

Subject: Re: Use Genlock button
Date: Thu, 21 Jul 1994 19:43:23 -0700 (PDT)
From: BUSH DOKTOR <sppcarso@ultrix.uor.edu>

On Thu, 21 Jul 1994, Torgeir Holm wrote:

>
> I've been playing around with the USE GENLOCK button in the Brushmap
> requester. When I used this in 2.0, imagine crashed, but in 3.0 it
> works!

I thought I was the only one having this problem with 2.0.
Glad you tried this in 3.0, I was to chicken! :-)

```
*****  
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1.233 MSG-231 Subject: Imagine PC2.0 and mouse problems

Subject: Imagine PC2.0 and mouse problems
Date: Fri, 22 Jul 94 12:07:46 EST
From: ganga@abc.gov.au (Ganga Varatharajan)

Hi,

Imagine runs ok the first time after a boot/powerup. If I exit and re-run it the mouse erases the screen under wherever it travels!!. It behaves like a chunky eraser in a paint programme. All controls/gadgets on the screen remain active. I have to re-boot to cure the problem. Has anyone had this problem ?

I have - Imagine 2.0 that came with the book 3-D modelling lab,
- DX2/66 clone with 16Mb
- No special drivers installed (EMM386 is out, Smartdrive is in).
- An el-cheapo mouse that came with the PC and its driver
(called 'Mouse Driver' ...ahem)

I'd rather not go out and buy a brand name mouse - they cost ~\$80-\$100

here is oz!!.

Thanks in advance for any help/advice.

Ganga

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1.234 MSG-232 Subject: Looping Anims--- what's the dang deal

Subject: Looping Anims--- what's the dang deal
Date: Thu, 21 Jul 1994 22:27:33 -0500 (CDT)
From: Michael Halleen <halleen@mcs.net>

Guys and guyas,

I *swear*, I've used looping anims several times, and they've *never* worked without repeating the actor bar.

I don't doubt that some of you are getting it to work the other way. It wouldn't surprise me at all that there are several versions of Imagine 3.0 floating around out there.

I just tried the following, if someone wants me to upload this, I will (is this getting out of hand?)

In Dpaint, draw or type a "1" and a "2". Cut out the "1" and save the brush as 'pic.0001'. Cut out the "2" and save it as 'pic.0002'.

Create an Imagine project. In Detail, add a primitive plane with one section in both directions. Attributes-->Brush 'pic'. Max sequence number 2. Save it as 'test.obj'.

In Action, set anim to 10 frames. Add new object 'test.obj', start frame 1, end frame 10. Save.

Go to stage, render frame 1, you'll see a '1'. Render frame 2 (drumroll.....) I saw another 1. I see 1 on frames 1-5, and 2 on frames 6-10, regardless of what number is set in the number of cycles gadget.

If you are getting different results, please mail me a copy of your Imagine. I'll mail you a disk and appropriate postage.

This is bizarre.

Mike

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1.235 MSG-233 Subject: Stage Scaling

Subject: Stage Scaling
Date: Fri, 22 Jul 94 02:30:50 EDT
From: mtucibat@cris.com (Mike Tucibat)

On 7-21, Mike Halleen responded to jgoldman thusly:

```
: > A word about this whole thing. Sometimes a "bug" pops up where  
: > the size of an object is not saved even when everything is updated and  
: > saved. This occurs whenever an object is scaled using 's'. It happened  
: > in 2.0 Amiga. I don't think 3.0 has the same problem. Anyway, the  
: > workaround is to scale objects locally ('s' then 'l'), or use the  
: > transformation menu (which automatically scales locally)...
```

```
:  
: Hey, you're right! They did fix this in 3.0. I just checked it (why  
: didn't I try this before?) Hooray!
```

=====

Oh, yeah?

Try saving if you've scaled on only one or two axes. All three works fine. You still need "local" if you scale on fewer than three. :\

-mikeT

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1.236 MSG-234 Subject: Re: Making a room

Subject: Re: Making a room
Date: Wed, 20 Jul 1994 01:01:48 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

```
>  
> What is the best (good) way to make a room,... i.e. the floor,  
> walls, ceiling. Can you just make a box, scale it big and set up lights  
> and stuff inside? Also, there doesn't seem to be a _box_ primitive!?!?
```

Well I usually leave one end open, or even two, maybe even none, it really depends on how you are going to use it...as for the primitive box, your right, but its quite easy to make up one..make a primitive plane, set the sections to Horizontal 1, Vertical 1, extrude the plane using the defaults and then use the transformation requester to reposition the axis to Y 50..if you want the world location of the object to be 0 then go back in the Transformation requester and just position Y to 0, without using the Axis Only button..This may sound difficult but take about 10-12 seconds..

=RRW=

Subject: Re: Object viewer
Date: Wed, 20 Jul 1994 01:21:11 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
> I've just FTPed a program from Aminet called ShowObj by Andreas Heumann.
> It's such a gem of a utility that I'd thought I'd inform you that haven't
> caught up with it.
>
> Basically it is an external viewer for objects stored in Imagines TDDD
> format, which allows you to view top, front, right views individually, and
> allows zoom in and out. In wireframe only.

Yes, I have it too. and have it set up to work with my disk utility program, and works great! I have been waiting for just such a thing for quite some time, I geuss I'll have to send Andreas Heumann the author a card as this is Cardware, he just wants a postcard sent to him for the use of his program..not a bad deal.. Check it out!

=RRW=

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1.239 MSG-237 Subject: Bandwidth

Subject: Bandwidth
Date: Fri, 22 Jul 94 02:30:51 EDT
From: mtucibat@cris.com (Mike Tucibat)

On 7-21, 'twas written:

: If you own a PC, this message probably won't be of interest to you
: so, delete it now. If you own an Amiga or just wish to be a member of this
: wake please read on. I realize this subject isn't IML specific but, I feel
: a minute should be taken to note the passing of this tool, companion, and
: era. My apologies to those of you that feel this is taking up your Email
: server space needlessly. Please don't let this digress into an "us" vs
: "them" correspondence it isn't appearing hear for that reason. I just felt
: the article was an enlightening and fitting tribute to what, is to me, the
: passing of a "friend".

:
: Thankyou for your time.

[Byte editorial missing from this space]

=====

I don't know--I hate to criticize.

But usually, If you find yourself apologizing for lack of IML relevance, you shouldn't post it.

If it's something that's general amiga, and you found it posted in a general amiga area, IMLers have seen it in the general amiga forums, so don't post it.

If you absolutely, positively, cannot keep yourself from posting non IML material, at least include an obligatory Imagine bit.

Obligatory Imagine Bit: (OBIB?)

A while back, we were talking about Shelly for making Imagine seashell objects. I've configured a couple of DOpus buttons to automate the process of creating and experimenting with the parameters. If anyone is interested, I'd be glad to EMail or post somewhere.

-mikeT

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1.240 MSG-238 Subject: Re: Altitude mapping and RAM requirements

Subject: Re: Altitude mapping and RAM requirements

Date: Wed, 20 Jul 1994 01:30:06 -0700 (PDT)

From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I just did a quick test, and we're both right. Yes, Imagine will use less
> memory
> if a brush has a smaller palette -- but the difference is minimal. I created a
> test 2-color brush, and saved it as a 2-color image, and an identical 64-color
> image. Doing a quickrender of a mapped torus, I checked my always-updating
> DiskMaster memory display. In both cases, I jotted down free RAM when Imagine
> stopped allocating memory and the %complete display started moving. The
> difference in free RAM between a 320 x 200, 2-color picture and an identical
> 64-
> color picture was... 148 bytes. So for all intents and purposes, what I said
> stands: Imagine converts everything to 24-bit, so you might as well use it.

Well, this would all depend on the brushmap and how complexed it is or isn't.

> a
> smart way to use it is to rescale down brushes that consume too much memory.

Well, I never disagreed with this. In fact I mentioned he should try it as well, in my original post..your the one who said that limiting colors didn't do scwatt.

=RRW=

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1.241 MSG-239 Subject: re: Making a room

Subject: re: Making a room
Date: Wed, 20 Jul 94 03:26:40 PDT
From: 20-Jul-1994 0517 <leimberger@marbls.enet.dec.com>

David Oxley writes

>I would use the tube primitive, with 4 points and 1 section, closed at both
>ends. The only problem is that you have to rotate it 45 degrees (and then
>rotate the axis back -45 degrees), but it works for me :-)

This assumes you want a square/rect room. If you wanted something else
the Idea mentioned about drawing a floor plan and extruding it would be
the way to go. Another thought is that when it comes time to Slice
in your windows You will need more faces. I built a pentagon room
and used the tube to get at base. extruded it and then fractured the
wall I wanted the pentagon window sliced into. Of course if you only
want to show part of the room you could use the French Window .itx
to cast the shadow of a window on the scene.

bill

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1.242 MSG-240 Subject: Re: Star problem

Subject: Re: Star problem
Date: Fri, 22 Jul 1994 08:37:48 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

In Lightwave father's, ie, VideoScape 3D, there's a program that
generates a lot of objects including starfields. So get it and
convert to Imagine using some model conversion program.

Day setence: to transform your Pentium on a XT just type WIN <enter>

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.243 MSG-241 Subject: Re: Imagine PC2.0 and mouse problems

Subject: Re: Imagine PC2.0 and mouse problems

Date: Fri, 22 Jul 1994 08:20:01 -0400 (EDT)

From: Edwin Phillips <flaregun@strauss.udel.edu>

On Fri, 22 Jul 1994, Ganga Varatharajan wrote:

> Hi,
>
> Imagine runs ok the first time after a boot/powerup. If I exit and re-run
> it the mouse erases the screen under wherever it travels!!. It behaves like
> a chunky eraser in a paint programme. All controls/gadgets on the screen remain
> active. I have to re-boot to cure the problem. Has anyone had this problem ?
>
> I have - Imagine 2.0 that came with the book 3-D modelling lab,
> - DX2/66 clone with 16Mb
> - No special drivers installed (EMM386 is out, Smartdrive is in).
> - An el-cheapo mouse that came with the PC and its driver
> (called 'Mouse Driver'...ahem)
>
> I'd rather not go out and buy a brand name mouse - they cost ~\$80-\$100
> here is oz!!.
>

It took me two nights of frustration to get Imagine to work on my Machine (486DX33 20MB/Identity 3button mouse/CL6426 SVGA/ drivers: EMM386/Lightning CD). Imagine would run, but I couldn't move the mouse to the bottom 1/3 of the screen! (ARRRRGH!) It turned out that is WAS in fact my mouse. I just bought it so I could use a 3button mouse in X with Linus. That works great! But I had to revert back to the Logitech MS-compatible 2button mouse to use Imagine. I suspect it is a problem with the mouse software - which doesn't support the video modes above 640x480 (amazingly stupid these days).

Maybe you can call the el-cheapo mouse company and see if they have an update to their driver. They can't get away with the 100% compatible claim when it is not! hehehehe

Ed

```
/*-----*/  
/* Ed Phillips flaregun@strauss.udel.edu University of Delaware */  
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */  
/*-----*/
```

--> RETURN TO CONTENTS!<==

1.244 MSG-242 Subject: Imainge object format.

Subject: Imainge object format.
Date: Fri, 22 Jul 1994 08:31:53 -0500 (CDT)
From: Cliff Lee <cel@tenet.edu>

I am still a little confused about this TDDD file format. I D/L G Lewis's DOS port of the various programs. I got them to work, but I only seem to get them to go one way (from imagine out to others formats...). I want to take data from my engineering program and incorporate it into my imagine work (as in deflected object shapes...) It would be real nice to be able to go the other direction (ASCII text back into an Imagine object). Have I missed something, or is this possible?

Off the subject:

Keep in mind that the death of Commodore does not imply the Death of the Amiga. This seems to be missed by a few people. I thought the BYTE article was rather flattering. And this coming from DOS guy! Geez, will miracles ever cease!

Cliff Lee cel@tenet.edu
"You can always make up a class,
 You can never make up a party!"

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1.245 MSG-243 Subject: Re: Looping anims

Subject: Re: Looping anims
Date: Fri, 22 Jul 1994 08:19:02 -0700
From: Lesk@cc.snow.edu (Lesk)

>Excuse me guys, guyas, but aren't we making this needlessly complex?
>
> In the detail editor/attributes requestor/brush requestor, just
>set the maximum sequence number to the number of frames in your animated
>brush, then, in the action editor, load in the object to which the
>animated brushes are applied, and specify the beginning and ending frame
>numbers.
>
> I just finished an anim this way, and my version really did
>manage to count to ten then start over. No multiple action bars needed.
>Maybe I'm off in nebuland on this one, but hey, if it works simply, why
>fool with it?

WHAT!!! IT WORKED!!! mmmmm What the heck is going on here.....
Mine does not do this it stretches those ten frames across all 100 my loop
only takes place once! Then to top it off when I use multiple actor bars I
get
ERROR opening brush:(PATH to brush here)
So what gives?

I have the same Bytes as Michael. (fp/876412/amiga)
But Michael's will loop using multiple actor bars.....

>

>On Thu, 21 Jul 1994, Michael Halleen wrote:

>

>> No, the 'number of cycles to perform' box does NOT loop anims in Action.
>> You must use multiple Actor bars. I JUST tested this and confirmed it in
>> Imagine 3.0 (fp/876412 Bytes/Amiga). Which version of Imagine 3.0 do you
>> have?

>>

>> Mike

>>

>>

Render Ho!
Lesk

--> RETURN TO CONTENTS!<--

1.246 MSG-244 Subject: RE:Imagine 2.0 Problems

Subject: RE:Imagine 2.0 Problems

Date: Fri, 22 Jul 1994 11:52:10 -0600 (CST)

From: RMO9869@UTARLG.UTA.EDU

Thanks for you suggestions. I did, however, call Impulse and the rep told me that I should make a boot disk with the config.sys copied from the "3D Modelling Lab" book. In addition I was also told that Imagine has its own built in memory manager so I should also use the /noxms switch. I tried this and yet I still ended up with the same results (the C:\1234322 bytes still allocated message).

Because of this I went one step further, and tested the program on a 50Mhz/DX2 w/ 16M of RAM, equipped with just a VGA card. Ironically the program ran just fine there, and the only thing I had to change was to disable EMM386. I did not,

however, copy the config.sys from the book. The program ran just fine. Could the problem be my system or as one person said is the problem with Imagine 2.0?

Also to the person who e-mailed about using multiple config.sys and autoexec.bat files, (if you have DOS 6.0 +) have you ever thought about using the multiple setup option. It seems that it might be a bit more convenient. Just a suggestion :).

BTW, my system is: 33/DX with 8M RAM, SVGA w/VESA BIOS ext., Logitech mouse driver 6.20. (Also Impulse said I may have a mouse driver conflict. I used another mouse driver = same results.)

Roman Oldacre
rmo9869.utarlg.uta.edu

--> RETURN TO CONTENTS!<==

1.247 MSG-245 Subject: NT and Imagine

Subject: NT and Imagine
Date: Thu, 21 Jul 1994 10:17:19 PDT
From: scott.pack@aldus.com (Scott Pack,SQA)

Lets all of us PC owners call Impulse and ask them to make imagine run under NT and not OS/2. OS/2 will never be supported like NT, it might be better multitasking environment but what will that help.

--> RETURN TO CONTENTS!<==

1.248 MSG-246 Subject: Re: Star problem

Subject: Re: Star problem
Date: Fri, 22 Jul 1994 15:07:58 -0400 (edt)
From: dovh@dorsai.sp.paramax.com

On Fri, 22 Jul 1994, Daniel 'Mega' wrote:

> In Lightwave father's, ie, VideoScape 3D, there's a program that
> generates a lot of objects including starfields. So get it and
> convert to Imagine using some model conversion program.
>
> Day setence: to transform your Pentium on a XT just type WIN <enter>
>
> Daniel Bueno Bracher
> Universidade Federal do Rio de Janeiro
> Internet E-mail: mega@lci.ufrj.br
>

Wont work the program you are referring to was EEG and OCT, these generated A sphere of points, unfortunately (or not) imagine only see's plains it does not render points, if you port over an object from V3d or lightwave format you just get points and no plains.

DOV

--> RETURN TO CONTENTS!<==

1.249 MSG-247 Subject: SPLINE editor

Subject: SPLINE editor
Date: Fri, 22 Jul 94 21:06:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>Actually you can load A bitmap like A logo into the spline editor in 3.0
>DOV

How? I can't seem to figure this out.

Torgeir

torgeir.holm@tbc.powertech.no

```
+-----+  
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |  
+-----+
```

--> RETURN TO CONTENTS!<==

1.250 MSG-248 Subject: 3D glass pics script!

Subject: 3D glass pics script!
Date: Fri, 22 Jul 94 21:06:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>>I've written an arexx script for ImageFX that converts pictures render
>>with the Stereo 3d option into a red & green glasses type of 3D image.
>>

>>Anyone interested?

>>

>>Torgeir

>Yes! and if you are interested I will try to find the mpeg script for
>making mpeg movies if you like, just let me know.

>Render Ho!

>Lesk

I'm posting the script on the list so that anyone can use it.

The Mpeg script sounds nice :) The way I do it now is very cumbersome,
so I haven't made much Mpegged stuff yet.

Torge!r

torgeir.holm@tbc.powertech.no

```
+-----+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board   |
+-----+
```

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1.251 MSG-249 Subject: Looping Anims--- what's t

Subject: Looping Anims--- what's t

Date: Fri, 22 Jul 94 21:06:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>Guys and guyas,

>I *swear*, I've used looping anims several times, and they've *never*
>worked without repeating the actor bar.

>I don't doubt that some of you are getting it to work the other way. I
>wouldn't surprise me at all that there are several versions of Imagine
>floating around out there.

>I just tried the following, if someone wants me to upload this, I will
>(is this getting out of hand?)

>In Dpaint, draw or type a "1" and a "2". Cut out the "1" and save the
>brush as 'pic.0001'. Cut out the "2" and save it as 'pic.0002'.

>Create an Imagine project. In Detail, add a prmitive plane with one
>section in both directions. Attributes-->Brush 'pic'. Max sequence
>number 2. Save it as 'test.obj'.

>In Action, set anim to 10 frames. Add new object 'test.obj', start fra
>1, end frame 10. Save.

>Go to stage, render frame 1, you'll see a '1'. Render frame 2
>(drumroll.....) I saw another 1. I see 1 on frames 1-5, and 2 on fram
>6-10, regardless of what number is set in the number of cycles gadget.

>If you are getting different results, please mail me a copy of your
>Imagine. I'll mail you a disk and appropriate postage.

>This is bizarre.

>Mike

I just followed your steps, and got the same result. I swear this was

different in 2.0 (and 2.9?). Maybe I'll re-install them to check.
I also made the actor bar three frames long to see what Imagine did with
the middle frame. It was a 1.

There MUST be several versions out there. You know that famous scanline
reflection bug? Well, my version never had it!

imagine.fp PAL 3.0 876192 bytes

Torge!r

torgeir.holm@tbc.powertech.no

```
+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+
```

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1.252 MSG-250 Subject: Re: Bandwidth

Subject: Re: Bandwidth

Date: Fri, 22 Jul 1994 13:48:25 -0700 (PDT)

From: Mike McCool <mikemcoo@efn.org>

Hey Mike,

Yours was a good post, about posting only IML-relevant email
here. Thanks.

And in response to your OBIB section, YES, I'd be interested in
those button config's for DOpus to help make shells with SHELLY. Email me
in private, unless you're swamped with requests to put it out here in the
open. Thanks, again.

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1.253 MSG-251 Subject: Amiga to SGI?

Subject: Amiga to SGI?

Date: Fri, 22 Jul 1994 15:55:29 -0700 (PDT)

From: Mike McCool <mikemcoo@efn.org>

Hey y'all,

Is it possible?

You remember Steve Ziolkowski? Used to be up here all the time, with incredible tips and useful queries. Well, he's off in render land at Rhythm Galoots, and he's just finished a longtime project at home that he wants to import to his SGI machines at work. I told him I'd ask around . . .

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1.254 MSG-252 Subject: Re: Bandwidth

Subject: Re: Bandwidth

Date: Fri, 22 Jul 94 19:50:46 PDT

From: ual97@freenet.victoria.bc.ca (Christopher Stewart)

> Obligatory Imagine Bit: (OBIB?)

>

> A while back, we were talking about Shelly for making
> Imagine seashell objects. I've configured a couple of
> DOpus buttons to automate the process of creating and
> experimenting with the parameters. If anyone is
> interested, I'd be glad to EMail or post somewhere.

>

Yea, I'd love the details! I can't see why automated object creation with third party tools would be off topic in this forum. As long as they're Imagine objects, of course <grin>.

--

"I wish there was a knob on the TV
to turn up the intelligence.
There's a knob called 'brightness',
but it doesn't work." -- Gallagher

ual97@freenet.victoria.bc.ca
cs833@cleveland.freenet.edu
Christopher Stewart
Animation/Graphic Arts/Telecomm

--> RETURN TO CONTENTS!<==

1.255 MSG-253 Subject: Looping anims

Subject: Looping anims

Date: Fri, 22 Jul 94 22:51:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>>Excuse me guys, guyas, but aren't we making this needlessly complex?

>>
>> In the detail editor/attributes requestor/brush requestor, jus
>>set the maximum sequence number to the number of frames in your animat
>>brush, then, in the action editor, load in the object to which the
>>animated brushes are applied, and specify the beginning and ending fra
>>numbers.

>>
>> I just finished an anim this way, and my version really did
>>manage to count to ten then start over. No multiple action bars neede
>>Maybe I'm off in nebuland on this one, but hey, if it works simply, wh
>>fool with it?

>WHAT!!! IT WORKED!!! mmmmm What the heck is going on here.....
>Mine does not do this it stretches those ten frames across all 100 my l
>only takes place once! Then to top it off when I use multiple actor bar
>get
>ERROR opening brush:(PATH to brush here)

The same thing happens to me. This is the first time I tested this in
3.0. The brush wouldn't loop like it did in older versions, so I tried
multiple actor bars: ERROR opening brush:(PATH to brush here)
Tried the number of cycles, no use!

>So what gives?
>I have the same Bytes as Michael. (fp/876412/amiga)
>But Michael's will loop using multiple actor bars.....

I have (fp/876192/06May94/amiga/PAL), and i never had the scanline
reflection bug. Waited a long time for 3.0 as well.

>>On Thu, 21 Jul 1994, Michael Halleen wrote:

>>
>>> No, the 'number of cycles to perform' box does NOT loop anims in Act
>>> You must use multiple Actor bars. I JUST tested this and confirmed
>>> Imagine 3.0 (fp/876412 Bytes/Amiga). Which version of Imagine 3.0 d
>>> have?
>>>
>>> Mike
>>>
>>>

>Render Ho!
>Lesk

Lets get a fix, or at least a comment, from impulse.

Torge!r

torgeir.holm@tbc.powertech.no

+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+

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1.256 MSG-254 Subject: Re: NBC Jupiter-Comet collision animation

Subject: Re: NBC Jupiter-Comet collision animation
Date: Sat, 23 Jul 1994 17:11:36 +1000 (EST)
From: "" <williamp@triode.apana.org.au>

> Finally got to see your Shoemaker-Levy 9 collision animation, about 1000
> times on all the network news channels! I notice they are attributing it to
> NASA. Yours is the one with the spinning comet fragment in the foreground
> with some reflected lightbeams shooting off it and lens flares when the
> fragments hit Jupiter, right? There is another animation being shown with

It's been shown continually on the news programs down in Australia as well.
The main one used in fact.

William John Porter

williamp@triode.apana.org.au

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1.257 MSG-255 Subject: Re: Looping Anims--- what's t

Subject: Re: Looping Anims--- what's t
Date: Sat, 23 Jul 1994 16:50:59 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Fri, 22 Jul 1994, Torgeir Holm wrote:

> I just followed your steps, and got the same result. I swear this was
> different in 2.0 (and 2.9?). Maybe I'll re-install them to check.

My verion of 2.0 had the same problem. I had to use multiple bars
(that's where I learned it). I don't think I ever tried it in 2.9.

> I also made the actor bar three frames long to see what Imagine did with
> the middle frame. It was a 1.

That's good to know.

> There MUST be several versions out there. You know that famous scanline
> reflection bug? Well, my version never had it!

typical

Mike

--> RETURN TO CONTENTS!<==

1.258 MSG-256 Subject: Re: Impulse cares. Ya right.

Subject: Re: Impulse cares. Ya right.

Date: Sat, 23 Jul 94 15:00:34 PDT

From: Harv@cup.portal.com

Bush DoKtor:: I am, perhaps, a bit confused when you say all the FC24 is good for is "rendering". If you are of the opinion that it only works with Imagine, you are terribly mistaken. Off the top of my head, the products I know of (and there are prob. others) that offer direct support for the FC24 include:

- Imagine (duh!)
- Light 24 (its free paint program) (double duh!)
- ADPro & Morph Plus (ASDG)
- ImageFX (Nova Design)
- Imagemaster (Black Belt)
- Vista Pro 3.x (VRLI)

for starters. And of course you can render IFF24 in anything and then display it on the FC24 with ADPro and etc. If yer real cheap, ViewTek 2.1 comes with an FC24 display version.

As far as not working when you run a game, the FC24 insists on an interlaced system. When you turn interlace off (or when a program, such as a game, turns it off), the FC24 goes into a vertical roll that cannot be stopped. Impulse's suggested workaround for this has always been:

- 1) use the FC24 on a 2nd monitor or
- 2) pull the card out or
- 3) don't play games.

(1) is the only of the 3 solutions that's realistic for most people.

OpalVision has roughly the same display dimensions as the FC24, it uses the Video slot instead of a ZII slot, it doesn't care about interlace on/off (so it's entirely system transparent if you want to oplay a game) can be used with one or two monitors (I have an Opal with a 1084SD, works just fine), has a similar level of software support and comes with OpalPaint, perhaps the best paint program ever made for the Amiga.. at least the best one I've ever seenn., and OPaint has already gone thru... geesh.. 10 maybe 15 revisions. Those wacky Opal guys just keep adding features to it.

Light 24 was upgraded once, perhaps twice, to the best of my recollection. It does have a really slick feature whereby it'll load an Imagine object and render it and let you slap it down

like a brush... nothing else does that as far as I know, and it's the one feature of Light 24 that I truly miss now.

If you're looking for a card on which you can run WorkBench in ultra hi resolutions and also display 24 bit pics on it, then neither FC24 or OV is what you want - you'd be better off looking at something like Picasso II, but you'll need a nice multisync monitor for that.

Regards, Harv Laser
harv@cup.portal.com

--> RETURN TO CONTENTS!<--

1.259 MSG-257 Subject: Re: POV and Imagine

Subject: Re: POV and Imagine

Date: Sat, 23 Jul 1994 05:17:05 +0100

From: Greg Pringle <pringle@holly.cuug.ab.ca>

> Earlier I asked for any pros and cons of Imagine vs POV. What
> I forgot to mention is that I've been test driving a 3D modeling
> program call murray (MSDOS) with POV 2.0. With Murray I get alot
> of the same user interface benefits that Imagine gives. Murray
> can extrude objects and do bezier (sp) patches.

I tried using Moray, and found it really limiting. I guess I'm used to all those great tools in Imagine for selecting and manipulating points.

(From what I've seen) the rendering engine on POV looks excellent. Have you tried converting Imagine object to POV? How do they turn out?

>Yeah.....is murray an actual front-end to POV? Anybody used POVpanel,

I think you have to call POV separately.

There's discussion on POV modellers in comp.graphics.raytracing. Sounds like there's a couple of excellent new modellers for POV in Beta testing.

>Michael

Greg

--

```

+-----+-----+
| Greg Pringle           | "Better dead than smeg!" |
| pringle@holly.cuug.ab.ca |                               |
| pringleg@cuugnet.cuug.ab.ca | MIME capable & PGP key on request |
+-----+-----+

```

--> RETURN TO CONTENTS!<==

1.260 MSG-258 Subject: 3D script

Subject: 3D script
 Date: Sat, 23 Jul 94 20:46:00 -0100
 From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

I don't have ftp, so if anyone wants to put those Image FX 3D scripts on aminet, Please DO!

Anybody have those 3.0 PAL fp screensize hack locations!!

Torgeir

torgeir.holm@tbc.powertech.no

```
-----
+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+
```

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1.261 MSG-259 Subject: 3D script

Subject: 3D script
 Date: Sat, 23 Jul 94 20:38:00 -0100
 From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

Here is my most recent version of the ImageFX 3d Script uuencoded.
 Lots of people have asked for it, so I post it here on the list, rather than a bunch of times with my too slow modem. If you don't have ImageFX, then I'm sorry about the long post.

```
begin 644 Make3Dpic.lha
M(UDM;&@U+:4"``#F!````*/W'```#4UA:V4S1'!I8RYD;V-JFP*/:YK5QM2&#
MX[^`/C" `2JTOKAF"% [J`I#1`@*6]B.:_3=:CU^T;;FV?'+_SDV7ER[.';1M)*
M[:W@?;WYOO+C [ [NUC/UB^9#^; $N[\?/R\BR;?) "WI (KTCQ.5'QP (1)*R.92.7
M+CD;B? $MF3<'Q,M' TQ*F) EV] [) T' :A) G1Z1 [!"T3TG.+ST;NATD8I+) L!47>C
M["1G$L (-G, YW, 9) ZTM4) WR?G2:VSDE9$X] [:PI:\G]/ (K#!TFZ' *Y24?0>Z;/
MA`G (1BSG (FEDD4OQDF1DB^^] (#S!=F!-<5IGK!,Z<Y8MG8#;CG0OY5L' TY=@6
M2EUN7_J&L7===SY) E\ :QGCB"GS2]5"62ZH2"@_HGH+ `G.) D$I<E51Y8K] JO9
M-]D?FD*V4YFMZ;/, [Z%) HYKBV;R_P41R1]=%.M%+=+_;<7BJ' 01.#) @BSQ-P2*
MW^O#Z_GX, (?M7' $K6-F?]C:% `V@ZY<M3#[5$',G!Z+#X$A7) M1' 'F' 33>6] YI
```

MP `EK* (PEU5S<E*) ESE `IUx6698-EN' ONM/] Z&N0G) ``. \$4T6E-%, \ [9%*4OB)
MRT1^1-T>L^J<V>G `Z: TQ59IZ7""E<4E>+>^+U/=J+T1I0 [SS_=6S `M+=7#6B#
M6QF (8SC%/ , . (\$V8S9ZPUC8300U *N! FIGH7*L-G `<776?^ [G[_ .V&G7BVKQ&
M+E=, 4B2Y: /C#E8T5GTT=V; ?O<1?; FRW_Y8<@TZ=; -OIFYKFBSPFN. ?6XV `>P
MM765BE": [B^=GO# (M6\J=) ' *_FNXQ:) 4. 3FF95S8H<, 5X": 3<@VC! CLK `Y"QR
MJW `U `<_>, LERJGV%F-S; %J"U;) 5<M+=RISHDN"B `<: INM@ [N_. 0S0VVMY; ESK
MD+. 9U<OPFF, ZAJN, `OTDL#] 4F, HOH?* [% (9?*FZ^ [-! \ `U#OQNB# (^XM; &@U#
M+2<# ` ` `K!P ` `8I_W' ` ` `#4UA: V4S1' ! I8RYI9G#: 3#, !: Y>QIN5' ' WP! _A4L<
MG* (@ `6<E94) 4&!) %T! B&Y9, 710 [; ; &] UW=UPA@] X+=XA? W6R21<E<&W%MP+AWV
M) J79-QNP; NL43<O<I@Y0TGW#BS53Q! WX+N) N#D4/AX% CQ*2\$B5! 6L0WSLF#J<
MI/* .CN (' Q, + `X8LP\$=96H?) & [!C#U! EHK\$) : #K6* [KBU: V!M\$% "B, 5\$#G0 [6L
M) T6EX&%C) +52U) !9Z4. +^LM; (4=' `*E) E4>D&3' 8\$HH%1V\$BK4*MH; N] D#0QL
M+#0E5) V<EBR; HW: J=C! 0&7#*\$52C. H. E-% (?Y#] WN] MH, B@1) II%# "<" (PD\$C
M8] IXMW. #+"=V8B?P9MBNU) WBI@Q374) L/7C&?UP] 3^J `F>#LZX8#&S*/OTI^
MC\$-34?0; +03] #! ?OFSQRCYY (7S:) Z* '8, " :) XPON^#TOOP]) C0' [Q [\$1I#W#:
M[_/R2%Y%&HM@! , DAC= `LTGG0; 7DV09P^ .384: 5UT, !!Z6QAC*, 4PSRS, " , : FR
M3&->*>2] SI> .G"\$/"H7, ?H. 2=9=P!C"X] , E) 3: 8W+3 (\$ [1//<X@L+06E*\$Q35
M*32/CCXG&DT) 5<, ; KG6S8/RK\$J `<06 `3=6@%1! _>, G) #TY] 09^ [JA* `KMGQVC
MKMRC>2CO*-5F `N3Q8D `U' ; /TJ"Q#K&1CI7 [' -YS, NM\$; RTESY-, 7CZ ['] >P\Q
MAC^GM_&#D, \I-3HX; PF"%^#MR: ^ .&=N& [=/] SMJ*B%: W (XF38M<88; &7F?, 81
M `O665VV (/<#H#; 7) (*EM*&@5WIAR453' +V>H\$ZK, .V?FA_8] G+) R1, G [Q=\$TN
M"JK#2**] 9Z! *M `O6 `66^#7/9#N\$7P \W, W] M\$PI31M3X-T=NT03' 0@: `T*G7NP
M*0X! HH2F-M/H8 `^L, 95-@VAKBN?S [; C5=!O/5^EMS?=-; -6A' ?FM/PG; (VO) IR
MVMX3FT) NH\$65VX4MD&7"MY4?DFHX [2>8208A6C>=#"E0MA, KB%] (7E; B6%_1#
M (CB^6^=D%, ^K-; 54UU_6A0%^ : &] ORG; #W] Q&; Q\$TMX76OKZ15 \=S \YV?5#_] 9
M4+] MZ_ `9' G*E! # [.4% 'ER#/H-XP?MYJ3-XCS `''2Z+6QH-2TQ `@ ` `Z `', ` `#<GT
M] QP ` ` `Y-86ME, T1P: 6-#+FEF> (!1 `CADEZXDXWK_ ` `?Z55+B ` (N#Y<N@ (A4R<
MHA. : NK#N^=TRSI. R2< `^#=#\0OR' -M<NK=&VQ18VFW@O ` -X=*?N6/ML5/E' ?]
MBOXHLCB] /OU\$ [FCN: X; 7D/!4*AT5II+/YFQ^SR \4C. U9LF/M\$P2%KB_CGL*)
M#?#/8NTAI6E [R?D^60@. TA<3*" "<; &IDAY3+G=\$#3-, 5, 28:] K) ._*8V; 4EGQ
MJ-CFTN36, *DP&DF\$Y, #A"Z! 7Q90/G184 [QSM=6F' --' !] 1KM7!5BR%493B%SJ
MD] ZF4RCG1IUFL4#9; `QY3Q?. Y5D (B6LVF_<\$>3E0@3! [/49FNI) 3A [FKK' \80
MNOKZ>+ ' @ ` -6N; 1J \ \$#LS (\>^9 `!VN3PTMH ("? , ++#L6=! !Q8< (9J*2_ : D< (9X
MU+7) "AJU4#AEY&G5JF [@! "=Y>+*&C \AE^U; MP `=<# ' ^ /Z%#2E3 `UY-B, P_ ; G
M) L. M [SGD6) KC6>@ZT5\$JFJ `T%9"H `P7A05B8U* .>2' O+= "5" MDF66 `^-^, J \!A
M^? \$ `H^/+Q! <' 1S `GW [?' %S! E<VR4; <!J&; 4CRR: _9&F*,) &L<3; L+, OJE# [R
M; =VXG/B5>!4I@K>09) X_LLL; ^D-) , MUI61V"!!0NY#R<^+D' HZNJ) E) CF: U>J
MUOI*NU<; E9** `SK: VB-7!Q' XV [] \$H (X) L_IKU? \UPR-XAGN; _XJ. >, K:] L<] /
M8UME5YXP: -<: ' ' G [QR>C06, :A] 3! I0] ^9, NQ#C# `P `O; `! #!F \] \$P `), <M!
M; &@U+5 (" ` ` `S! ` ` `; Y_W' ` ` `#DUA: V4S1' ! I8TTN: 69XQ_ `''9V. 7K; 3F//_PO
M! _Q8 `R+; 0#) ' !N"V%F*L0M4EV#E=D_9&AQN) MPI? !O> (7V [!+; ; KW%NS6+1 (W
MTG, ? . ` \XS (]"ZNY-, P^N7%U0TLS2] O8] BEK!W, :- [B'>E] @Z; 45E+YG! ^\R.
MX4#: Q; *; &LM (3! GWM (>KN_DQ. 50_ `<ZKR&M2' .) V* (#>YX [2%I+J) IP: 5Q (TX
MKPEZ' GK, , -, 56>^Q<9?E; , . *00@-S65M1: + [\$ /&LEDU#S2N" (= "& \^BBXJ7#5
M*QMJ' \V"] /*-MZGIN40I@V (!=) . <E=<5SIFUF15#=#> \QY+A=2U-SX" 6LXG%@:
M\$>340>2QS \V, ; 626CWL5: /XR] O; U \8/ & `: M>S3J \: !GT4?; PV4 ` ` <U & ^9E1 "
M#XP2R#SJ. #@Y<F0-%59?G9' (\$J5*CHT, 4FH<D?43: M6SO \ /H3YD) 6&O- /1H' <
M [YISJ<XVP*T6PJ-4=1 ["378 \: BN?8 ` ' 6DSP=4LH! CYQH*Y\$*: FY" ' P+<^+UGY
MC (QOCB#P-X_ /B& !8>' EXB. /IY@1^LWQR \P2-9=#0 [QL' 9JH \LVOWTT0TPB: PG
MX>X<%Y. "%CMOW; B: Z! 5GCBZ<RKK\$! (HD-XZ. #XEU3R: `S403ZE (Q1W' [`F) ==
M^M"B. Q (4\$ _#\$/) T9>0Y' I [.R' \878QBMK/8 (CLEB%K) ORM2 [T) X2J8RJ%; 1RR
MGZ\$EG; !L+/#L/) \NOD `*-Z+O^HNO^J* "#. 7_ : @ _R+A4>1ENV' 2^0 (VM<+V#7
M; "KI] -^ /-B%S] S2/!!7C3@;] 2M8WA"N. : JH/ J95Q9 \, /%S3X<*? \$ `T>>G8 ` ` ;
` `

end
size 2790

Enjoy !

Torge!r

torgeir.holm@tbc.powertech.no

```
+-----+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board   |
+-----+
```

--> RETURN TO CONTENTS!<==

1.262 MSG-260 Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Date: Sat, 23 Jul 1994 23:47:00 -0700 (PDT)

From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> > Did you set your Numbers of Cycles to Perform, in the Action Editor for
> > the object, I believe this works for brushwraps as well, just set it to
> > how many times you want the animated brushwrap to loop. and it will tween
> > it to fit.. Though it will work better if you calculate it so it will
> > match up with your animation length.

>

> Has this been added for 3.0? That'd be great. It didn't act this way in
> 2.0, I just assumed it was the same in 3.0 so I've been doing it the old
> way.

>

> Mike

No. I was just trying to help him out I am not sure this will help him solve his problem or not. I thought it was something I had tried long ago in 2.0..Sorry if Im wrong..Didn't have time to verify it.. but I thought I would at least mention it to him. Maybe I should have done it privately..

=RRW=

--> RETURN TO CONTENTS!<==

1.263 MSG-261 Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Subject: Re: Looping anims (was Re: Warp Engine vs. Warp System)

Date: Sat, 23 Jul 1994 23:36:34 -0700 (PDT)

From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> >Did you set your Numbers of Cycles to Perform, in the Action Editor for
> >the object, I believe this works for brushwraps as well, just set it to
> >how many times you want the animated brushwrap to loop. and it will tween
> >it to fit.. Though it will work better if you calculate it so it will
> >match up with your animation length.

> >

> >=RRW=

>

> AHAA! AHAA! I think You found my problem! I thought cycles only worked for
> cycle objects!

>

> Thanks a gazillion!

Well, like I said, I believe it works..Seems to me thats how I used it
once for an animated cockpit in a space ship. But that was a while back
and I'de need to unarc it to see check for sure. Let me know if it does
the trick for ya..?

> P.S. I never got a reply from impulse about this. When I called they said
> it would take a week or so to figure out what I would need to do, once
> again the IML proves it's value because of people like Randy!

Well, thank you for the nice comment...I enjoy trying to figure out
problems in Imagine when I have the time for it and don't mind passing
along info I may know already to others. And I'm sure many on the
IML feel the same way too.

=RRW=

--> RETURN TO CONTENTS!<--

1.264 MSG-262 Subject: Re: Stage editor

Subject: Re: Stage editor

Date: Sat, 23 Jul 1994 23:52:51 -0700 (PDT)

From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> > After using these you must then save the Stage before you can move on to
> > another frame or leave to another editor, including the Action Ed.
> > ^^^^^^^^^^^^^^^
> > ^^^^^^^^^^^^^^^

>
> I don't think this is true. If you update the bars, you can change
> frames without saving the stage.
>
> Mike

Ya my mistake...I realized it after I sent it that I shouldn't have put that there, You can move threout the frames so that you can test things..But You do have to save before you leave to any other editors if you wish for your setting to be set...

Sorry for the mishap...

=RRW=

--> RETURN TO CONTENTS!<==

1.265 MSG-263 Subject: Re: Looping anims

Subject: Re: Looping anims
Date: Sun, 24 Jul 1994 00:06:47 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> No, the 'number of cycles to perform' box does NOT loop anims in Action.
> You must use multiple Actor bars. I JUST tested this and confirmed it in
> Imagine 3.0 (fp/876412 Bytes/Amiga). Which version of Imagine 3.0 do you
> have?
>
> Mike

Well, geuss I was wrong..I thought this was how I had done it on an animation once..geuss I'll have to go take a look at it after all. Perhaps I was using a cycle object with an animated brushwrap and thats why this came to mind..Sorry. Just trying to help..

=RRW=

--> RETURN TO CONTENTS!<==

1.266 MSG-264 Subject: Looping Anims--- what's t

Subject: Looping Anims--- what's t
Date: Sun, 24 Jul 94 14:31:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>> There MUST be several versions out there. You know that famous scanli
>> reflection bug? Well, my version never had it!

>typical

>Mike

Impulse should use real version numbers like 3.01, 3.03 etc. , that way
we wouldn't be comparing file sizes all the time.

Torge!r

torgeir.holm@tbc.powertech.no

```
-----
+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+
```

--> RETURN TO CONTENTS!<--

1.267 MSG-265 Subject: 3D script

Subject: 3D script

Date: Sun, 24 Jul 94 14:31:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>Hi there Torgier,

Torg E I r :) (strange norwegian spelling)

>I had trouble with the uuencode that you posted on IML. The lha
>was corrupt, ie bad checksum on the first file make3d.doc.
>Have you checked to see that it worked?

Sorry about this. I just uuencoded the lha again, and the file was a bit
different from the one I posted. Well, this one should work. I have
tested it several times now.

>MiKE

>cheng@sun.mech.uq.oz.au The Uni of Queensland. Brisbane. Australia
>Television: a medium. So called as it is neither rare nor well done.
>[Alternate: Michael.Cheng@lambada.oit.unc.edu e4302585@dingo.cc.uq.oz

Here it goes.....

```
begin 644 Make3Dpic.lha
M(UDM;&@U+:4"``#F!````*/W'``#4UA:V4S1'!I8RYD;V-JFP*/:YK5QM2&#
MX[^`/C" `2JT0KAF"%[J`I#1`@*6]B.:_3=:CU^T;;FV?'+_SDV7ER[.';1M)*
```


M[:W@?;WYOO+C[[NUC/UB^9#^; \$N[\?/R\BR; ?) "WI (KTCQ.5'QP (1) *R.92.7
M+CD;B? \$MF3<'Q,M' TQ*F) EV] [] T' :A) G1Z1 [!"T3TG.+ST;NATD8I+) L!47>C
M["1G\$L (-G, YW, 9] ZTM4) WR?G2:VSDE9\$X] [:PI : \G) / (K#!TFZ' *Y24?0>Z/
MA `G (1BSG (FEDD4OQDF1DB^^] (#S !=F! -<5IGK!, Z<Y8MG8#; CG0OY5L' TY=@6
M2EUN7_J&L7===SY) E\ : QGCB"GS2] 5"62ZH2"@_HGH+ `G.) D\$I<E51Y8K] JO9
M-]D?FD*V4YFMZ; /, [Z%) HYKBV;R_P41R1]=%.M%=+_; <7BJ' 01.#) @BSQ-P2*
MW^0#Z_GX, (?M7' \$K6-F?) C: % `V@ZY<M3# [5\$' ,G!Z+#X\$A7) M1' 'F' 33>6] YI
MP `EK* (PEU5S<E*) ESE `IUX6698-EN' ONM/] Z&N0G) ``. \$4T6E-%, \ [9%*4OB)
MRT1^1-T>L^J<V>G `Z:TQ59IZ7" "E<4E>+>^+U/=J+T1I0 [SS_=6S `M+=7#6B#
M6QF (8SC%/ ,. (\$V8S9ZPUC8300U *N!FIHG7*L-G `<776?^ [G[_ .V&G7BVKQ&
M+E=, 4B2Y:/C#E8T5GTT=V; ?O<1?; FRW_Y8<@TZ=; -OIFYKFBSPFN.?6XV `>P
MM765BE" : [B^=GO# (M6\J=) ' *_FNXQ:) 4.3FF95S8H<, 5X" : 3<@VC!CLK `Y"QR
MJW `U `<_>, LERJGV%F-S; %J"U;) 5<M+=RISHDN"B ` :< : INM@ [N_.0S0VVMY; ESK
MD+.9U<OPFF, ZAJN, `OTDL#] 4F, HOH?* [% (9?*FZ^ [-! \ `U#OQNB# (^XM; &@U#
M+2<# ` `K!P ` `8I_W' ` `#4UA:V4S1' !I8RYI9G#:3#, !:Y>QIN5' 'WP!_A4L<
MG*@ `6<E94) 4&!) %T!B&Y9, 710 [; : &] UW=UPA@] X+=XA?W6R21<E<&W%MP+AWV
M) J79-QNP; NL43<O<I@Y0TGW#BS53Q!WX+N) N#D4/AX%CQ*2\$B5!6L0WSLF#J<
MI/* .CN ('Q, + `X8LP\$=96H?) & [!C#U!EHK\$) : #K6* [KBU:V!M\$%"B, 5\$#G0 [6L
M) T6EX&%C)+52U) !9Z4. +^LM; (4=' *E) E4>D&3' 8\$HH1V\$BK4*MH;N] D#0QL
M+#0E5) V<EBR; HW:J=C!0&7@ \$*52C.H.E-% (?Y#] WN] MH, B@1) II%#"<" (PD\$C
M8] IXMW.#+"=V8B?P9MBNU) WBI@Q374) L/7C&?UP] 3^J `F>#LZX8#&S*/OTI^
MC\$-34?0; +03] #! ?OFSQRCYY (7S:) Z* `8, " :) XPON^#TOOP]) C0' [Q [\$1I#W#:
M[_/R2%Y%&HM@! , DAC='LTGG0; 7DV09P^ .384:5UT, !!Z6QAC*, 4PSRS, " , :FR
M3&->*>2] SI> .G"\$/"H7, ?H.2=9=P!C"X] , E) 3:8W+3 (\$ [1//<X@L+06E*\$Q35
M*32/CCXG&DT) 5<, ; KG6S8/RK\$J `<06 `3=6@%1!_>, G) #TY] 09^ [JA* `KMGQVC
MKMRC>2CO*-5F `N3Q8D `U' ; /TJ"Q#K&1CI7 [' -YS, NM\$; RTEsy-, 7CZ ['] >P `Q
MAC^GM_&#D, \I-3HX; PF"%^#MR: ^ .&=N& [= /) SMJ*B%:W (XF38M<88; &7F?, 81
M `O665VV (/<#H#; 7) (*EM*&@5WIAR453' +V>H\$ZK, .V?FA_8] G+) R1, G [Q=\$TN
M"JK#2**] 9Z! *M `O6 `66^#7/9#N\$7P `W, W] M\$PI31M3X-T=NT03' 0@: `T*G7NP
M*OX!HH2F-M/H8" `^L, 95-@VAKBN?S [; C5=!O/5^EMS?=-6A' ?FM/PG; (VO) IR
MVMX3FT) NH\$65VX4MD&7"MY4?DFHX [2>8208A6C>=#"E0MA, KB%] (7E; B6%_1#
M (CB^6^=D%, `K-; 54UU_6A0%^ : &] ORG; #W] Q&; Q\$TMX76OKZ15 \=S `YV?5#_] 9
M4+] MZ_ `9' G*E! # [.4% `ER#/H-XP?MYJ3-XCS ` `2Z+6QH-2TQ `@ ` `Z ` , ` `#<GT
M] QP ` `Y-86ME, T1P:6-#+FEF> (! `CADEZXD`WK_ ` `?Z55+B ` (N#Y<N@ (A4R<
MHAA. :NK#N^=TRSI.R2< `^#=#\0OR' -M<NK=&VQ18VFW@O ` -X=*?N6/ML5/E' ?]
MBOXHLCB] /OU\$ [FCN; X; 7D/!4*AT5II+/YFQ^SR `4C.U9LF/M\$P2%KB_CGL*)
M#?#/8NTAI6E [R?D^60@.TA<3*" "<; &IDAY3+G=\$#3-, 5, 28:] K) ._*8V; 4EGQ
MJ-CFTN36, *DP&DF\$Y, #A"Z!7Q90/G184 [QSM=6F' -=' !] 1KM7!5BR*493B%SJ
MD] ZF4RCG1IUF14#9; `QY3Q?.Y5D (B6LVF_<\$>3E0@3! [/49FNI) 3A [FKK' `80
MNOKZ>+ `@ ` -6N; 1J ` \$#LS (\>^9 `!VN3PTMH (?", ++#L6=!!Q8< (9J*2_ :D< (9X
MU+7) "AJU4#AEY&G5JF [@! " =Y>+* &C `AE^U; MP ` =<# ` ^ /Z%#2E3 `UY-B, P_ ; G
M) L.M [SGD6) KC6>@ZT5\$JFJ `T%9" H `P7A05B8U* .>2' O+= "5" MDF66 ` -^, J ` !A
M^? \$ `H^/+Q! <' 1S `GW [?' %S! E<VR4; <!J&; 4CRR: _9&F*,) &L<3; L+, OJE# [R
M; =VXG/B5>!4I@K>09) X_LLL; ^D-), MUI61V" !!0NY#R<^+D' HZNJ) E) CF:U>J
MUOI*NU<:E9** `SK:VB-7!Q' XV [] \$H (X) L_IKU? \UPR-XAGN; _XJ. >, K:] L<] /
M8UME5YXP: -<: ' `G [QR>C06, :A] 3!IO] ^9, NQ# #C# `P ` "O; `! #!F `] \$P `), <M!
M; &@U+5 (" ` `S! ` ` ` ; Y_W' ` ` `#DUA:V4S1' !I8TTN:69XQ_ ` `9V.7K; 3F//_PO
M!_Q8 `R+; 0#) ` !N"V%F*L0M4EV#E=D_9&AQN) MPI?!O> (7V [!+; ; KW%NS6+1 (W
MTG, ?. ` \XS (] "ZNZY-, P^N7%U0TLS2] O8] BEK!W, :- [B' >E] @Z; 45E+YG! `^R.
MX4#:Q; *; &LM (3!GWM (>KN_DQ.50_<ZKR&M2' .) V* (#>YX [2%I+J) IP:5Q (TX
MKPEZ' GK, , -, 56>^Q<9?E; , . *00@-S65M1: + [\$ / & LEDU#S2N" (= " & ` \BBXJ7#5
M*QMJ' `V"] / *-MZGIN40I@V (! =) . <E=<5SIFUF15#=> \QY+A=2U-SX"6LXG%@:
M\$>340>2QS `!V, ; 626CWL5:/XR] O; U `8/ & ` :M>S3J ` : !GT4?; PV4 ` ' <U&^9E1 "
M#XP2R#SJ. #@Y<F0-%59?G9' (\$J5*CHT, 4FH<D?43:M6SO ` /H3YD) 6&O- /1H' <
M [YISJ<XVP*T6PJ-4=1 ["378 \ :BN?8 ` ` 6DSP=4LH!CYQH*Y\$*:FY" ` P+<^+UGY
MC (QOCB#P-X_/B&!8>' EXB. /IY@1^LWQR `P2-9=%0 [QL' 9JH `LVOWTT0TPB:PG
MX>X<%Y. "%CMOW; B:Z!5GCBZ<RKK\$! (HD-XZ.#XEU3R: `S4O3ZE (Q1W' [`F) ==

```
M^M"B.Q(4$_#$/)T9>0Y'I[.R'\878QBMK/8(CLEB%K)ORM2[T]X2J8RJ%;1RR
MGZ$EG;!L+/#L/)\NOD`*-Z+O^HNO^J*"#.7_:@_R+A4>1ENV'2^%O(VM<+V#7
M;"KIJ-^-/B%S]S2/!!7C3@];2M8WA"N.:JH/J95Q9\,/%S3X<*$`T>>G8``;
``
```

```
end
size 2790
```

I just decoded this message to see if it worked, and it did.

If this doesn't work I don't know what's happening!

Torge!r

torgeir.holm@tbc.powertech.no

```
-----
+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+
```

--> RETURN TO CONTENTS!<--

1.268 MSG-266 Subject: Re: Looping anims

```
Subject: Re: Looping anims
Date: Sun, 24 Jul 1994 12:11:22 -0400 (EDT)
From: price alan <price@umbc.edu>
```

On Sun, 24 Jul 1994, Randy R. Wall wrote:

```
>
> > >No, the 'number of cycles to perform' box does NOT loop anims in Action.
> > >You must use multiple Actor bars. I JUST tested this and confirmed it in
> > >Imagine 3.0 (fp/876412 Bytes/Amiga). Which version of Imagine 3.0 do you
> > >have?
> > >
> > >Mike
> >
```

etc. deleted.

Adding multiple actor bars along the same object channel time-line does not work for me in 3.0 (fp/876192/Amiga). When it gets to the first frame of the new actor bar, I get an error: 'error opening filepath/pic' (there is no longer a numeric extension being looked for.) I have tried this repeatedly.

By multiple actor bars, do you mean creating them on multiple object channels?

This was the first disappointment I ran into when upgrading from 2.0 to 3.0. I tried using the 'Cycles to perform' gadget, too. No go.

What the real problem is, is that they decided to leave out the 'transition frame count' gadget on the object actor bar. Before, you could add actor bars on the same line with a transition count of 'zero', and your animated texture would repeat just fine with each new bar.

I guess the assumption was that if you are going to add a new actor bar, you are going to 'morph' it. Not necessarily, and besides, it is nice to be able to set the frame length of the morph in the second bar than to have three bars with the center one being the transition.

Impulse left the transition count gadget in with globals and light actor bars, and they still show the nice transition colors along the bar when used, but with the nice new additions for objects (states,spline,etc.) they decided to drop it. This is too bad.

My best workaround so far was to write an ADos script that copied the sequence of image files and renamed them with the counts necessary to repeat in the animation, thus gobbling unnecessary disk space.

Am i missing something too?

My Imagine.fp is a different byte size than the one listed above.

How does it differ, and is this related?

AP.

P.S. - The LensFlar texture mentioned in the text.docs does not show up in my textures directory. Does it exist? Is this a sign that I am new to this list? :)

--> RETURN TO CONTENTS!<==

1.269 MSG-267 Subject: Object Anims

Subject: Object Anims

Date: Sun, 24 Jul 1994 10:15:24 -0700 (PDT)

From: "Brent Van Dussen" <brentvd@crash.cts.com>

sorry if I might be a novice but I'm using Imagine 3.0 and Morphus and I applied a wave effect to an object I have and told it to Animate 30 frames in TDDD so now I have 30 objects all the same size just different loking object.0001-object.0030 now I need to animate this in Imagine so Is there an easier way than to Have 30 different actors all at different frames?? I did this and it looks great but It took a super long time to set up the Damn thing..can anyone help???

P.S.

is there a program for the Amiga that will convert 8svx files to Windoze .wav files?? I'v got a couple sound conversion proggys but they only convert to Amiga and not to IBM or MAC...thanks

Brent Van Dussen

--> RETURN TO CONTENTS!<==

1.270 MSG-268 Subject: Re: Looping anims

Subject: Re: Looping anims
Date: Sun, 24 Jul 1994 12:47:32 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Sun, 24 Jul 1994, price alan wrote:

> My best workaround so far was to write an ADos script that copied
> the sequence of image files and renamed them with the counts necessary
> to repeat in the animation, thus gobbling unnecessary disk space.

Here's a better workaround. In that ADos script, instead of copying the file, do a 'makelink'. It acts the same, but doesn't actually copy the file. It creates a dummy file that points back to the original. I've used this technique for various anim loop tricks like ping ponging the anim (making the 'copies' in reverse order).

The usage of makelink is as follows:

```
makelink newfile oldfile
```

Note that this is the reverse of the copy command, so if your ADos script has the line:

```
copy oldfile newfile
```

replace it with the above.

Other notes about makelink, the new link MUST exist in the same directory as the original, so it's not like Mac aliases. To 'remake' a link, you must delete the old one, or you'll get 'object already exists'. I just tested it, and the link takes up 1 block of disk space, as opposed to the 42 blocks my test IFF took (plus makelink is much faster than copy).

While this is not a perfect solution to the looping anim problem, it is better than chowing down your whole disk.

Mike

--> RETURN TO CONTENTS!<==

1.271 MSG-269 Subject: 3D script

Subject: 3D script
Date: Sun, 24 Jul 94 20:03:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

This is bad, I'm replying to my own reply here.

>>I had trouble with the uuencode that you posted on IML. The lha
>>was corrupt, ie bad checksum on the first file make3d.doc.
>>Have you checked to see that it worked?

>Sorry about this. I just uuencoded the lha again, and the file was a bi
>different from the one I posted. Well, this one should work. I have
>tested it several times now.

>>MiKE
>>cheng@sun.mech.uq.oz.au The Uni of Queensland. Brisbane. Australia

>Here it goes.....

>begin 644 Make3Dpic.lha

Lots of stuff Deleted.

>M(UDM;&@U+:4"``#F!````*/W'````#4UA:V4S1'!I8RYD;V-JFP*/:YK5QM2&# >end
>size 2790

>I just decoded this message to see if it worked, and it did.

>If this doesn' t work I don't know what's happening!

>Torge!r

Now I'm really confused. I just received my own post, and tested it. It
doesn't work!!! I checked it with the original message, and they are
different! Somewhere on the way A lot of @'s are changed into #'s, but
not all of them.

I don't use uuencoding that often, is there anything I should know
about?

BTW: Zbuffer texture is great for making Applique maps, and Sirds Base
pictures!!

Torge!r

torgeir.holm@tbc.powertech.no

+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+

--> RETURN TO CONTENTS!<==

1.272 MSG-270 Subject: 3D script.

Subject: 3D script.
Date: Sun, 24 Jul 94 20:03:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

Since my uuencoding doesn't seem to be so great right now, Ill just post one of the scripts. Cut it out and call it Make3Dpic.ifx Put it in your default ImageFX arexx drawer.

Render in imagine with double vertical resolution and double aspet ratio. Dont use depth of field, at least my version is unable to render the lower image when I use it.

I might be able to put the archive on aminet through a friend, so you can get the other scripts as well.

If anyone can tell me what I did wrong with the uuencoding, please do.

cut here:

--8<-----

```
/*
* Make3Dpic v1.3
* Arexx Macro for use with ImageFX
*
* Makes a 3D picture for use with Red & Blue glasses.
* Must be rendered in Imagine with Stereo3D turned on.
* (or in any program that generates pictures in X-Specs Format)
*
*
* Written By Torgeir Holm /1994
*
* For comments and feedback: torgeir.holm@tbc.powertech.no
*
*/
```

OPTIONS RESULTS

```
DrawMode Normal
Blend 100
EdgeMode Normal 0
FillMode Solid 0 0 0 SMOOTH
```

SaveUndo ; Undo Off ; Redraw off

```
GetMain
PARSE VAR result name width height depth
```

```
/* Ask for Image Type */

Gadget.1 = 'Choose type of image:'
Gadget.2 = 'Monochrome'
Gadget.3 = 'Color'

ListRequest 3 Gadget
IF rc ~= 0 THEN EXIT 0
type = result

/* Convert image */

/* Separate the Left and Right Image.*/

w = width
h = (height/2)
a = (height/2+1)
Crop 0 0 w h TOSWAP
Crop 0 a w h

/* Monochrome process */

IF type == 2 THEN DO

/* Make Red & Cyan buffers*/

Buffer2Alpha
ClearBuffer 0 0 0 FORCE
ActiveColor 4
MenuPalette
SetPalette '-1' 0 255 255
MenuToolbox
AlphaChannel Frisket
FloodFill 1 1 255
Brightness '64'

Swap

Buffer2Alpha
ClearBuffer 0 0 0 FORCE
ActiveColor 5
MenuPalette
SetPalette '-1' 255 0 0
MenuToolbox
FloodFill 1 1 255
Brightness '64'

/* Combine the Images to make 3D image */

Add

/* Delete unwanted stuff */

AlphaChannel Off
KillAlpha
KillSwap
```

END

/* Color process */

IF type == 3 THEN DO

/* Make Red & Cyan buffers*/

Negative

ActiveColor 5

MenuPalette

SetPalette '-1' 255 0 0

MenuToolbox

Drawmode Add

FloodFill 1 1 255

Negative

Swap

Negative

ActiveColor 4

MenuPalette

SetPalette '-1' 0 255 255

MenuToolbox

FloodFill 1 1 255

Negative

/* Combine the Images to make 3D image */

Add

/* Delete unwanted stuff */

KillSwap

End

Undo On ; Redraw On

Drawmode Normal

EXIT

--8<-----

Torge!r

torgeir.holm@tbc.powertech.no

```
+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+
```


--> RETURN TO CONTENTS!<==

1.273 MSG-271 Subject: Re: lens flare

Subject: Re: lens flare
Date: Mon, 25 Jul 1994 05:32:32 +1000 (EST)
From: "" <williamp@triode.apana.org.au>

> I know their are quite a few bugs on current version of Imagine. Seems
> to be one on lens flare's options. I always get this message: "can't
find > camera". > > I'd like to know for shure, is it a bug? ... > ...Or
do i just dont know how to use that option? > > > -- >

You just have the wrong texture installed. On the earlier upgrade discs
the installer added faulty textures. The correct textures are on the main
directory of the 1st disk in the 3.0 upgrade. Just copy them over to your
textures/globals directory and everything will work.

William John Porter

williamp@triode.apana.org.au

--> RETURN TO CONTENTS!<==

1.274 MSG-272 Subject: t3dlib etc.

Subject: t3dlib etc.
Date: Sun, 24 Jul 94 14:10 PDT
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

Well, I bought the book, too, and I would like to hear from anybody
else out there who is trying to run the PC version of Imagine2 with
4 megs of RAM. I was having a wonderful time with the modeling tools
until the renderer choked on the first real scene I tried to do. My
past experience is with POV-Ray, which uses virtual memory, so perhaps
I'm just not familiar with memory constraints, but the scenes really
didn't seem that complicated to me.

I would also like to know if there is a version of t3dlib for the PC.
Obviously, what I would like to do is convert and do the rendering
in POV, but the only versions of t3dlib I can turn up are for the
Amiga.

Many thanks.

--> RETURN TO CONTENTS!<==

1.275 MSG-273 Subject: TDDD format, 3ds

Subject: TDDD format, 3ds
Date: Sun, 24 Jul 1994 20:57:38 -0400 (EDT)
From: Edwin Phillips <flaregun@strauss.udel.edu>

I just got the book `_Inside_3D_Studio_3.0_` and it has lots of good stuff on it... textures, etc. Can I convert the .3ds files for use with Imagine?

Also, I picked up TDDD.specs on the net somewhere and was wondering if it is the current spec. Says it's by Steve Worley. Are there several revisions of the spec?

Thanks,
Ed

```
/*  
/* Ed Phillips flaregun@strauss.udel.edu University of Delaware */  
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */  
*/
```

--> RETURN TO CONTENTS!<==

1.276 MSG-274 Subject: Re: lens flare

Subject: Re: lens flare
Date: Sun, 24 Jul 1994 21:23:01 -0400 (edt)
From: dovh@dorsai.sp.paramax.com

On Sun, 24 Jul 1994, Stephane Payette wrote:

```
>  
> I know their are quite a few bugs on current version of Imagine. Seems  
> to be one on lens flare's options. I always get this message: "can't find  
> camera".  
>  
> I'd like to know for shure, is it a bug? ...  
> ...Or do i just dont know how to use that option?  
>
```

I had the Same Problem But A little call to impulse solved the problem. It seems that they compiled the wrong versions of this .EFX for the Amiga, but they didnt know which disks had it so they put the correct ones on the first disk, just copy them over the ones that were installed and you will have no problems at all.

Also there are A mess of last minute docs about the textures and such on the first disk so print them out.

DOV

--> RETURN TO CONTENTS!<==

1.277 MSG-275 Subject: Re: t3dlib etc.

Subject: Re: t3dlib etc.
Date: Sun, 24 Jul 1994 21:35:28 -0400 (edt)
From: dovh@dorsai.sp.paramax.com

According to impulse, the reason 4 megs on the PC version arent enough is because the intel chips (486 Etc...) have very poor memory manegment, oce again what you cant do on the PC you CAN do on the AMIGA (my one and only Bit of rabid fannish behavior so I apologize) (CHUCKLE)

DOV

--> RETURN TO CONTENTS!<==

1.278 MSG-276 Subject: Re: Imagine PC2.0 and mouse problems - solved, thanks

Subject: Re: Imagine PC2.0 and mouse problems - solved, thanks
Date: Mon, 25 Jul 94 09:15:00 EST
From: ganga@abc.gov.au (Ganga Varatharajan)

On Fri, 22 Jul 1994, Ganga Varatharajan (That's me!) wrote:

> Hi,
>
> Imagine runs ok the first time after a boot/powerup. If I exit and re-run
> it the mouse erases the screen under wherever it travels!!. It behaves like
> a chunky eraser in a paint programme. All controls/gadgets on the screen remai
> n
> active. I have to re-boot to cure the problem. Has anyone had this problem ?
>
> I have - Imagine 2.0 that came with the book 3-D modelling lab,

> - DX2/66 clone with 16Mb
> - No special drivers installed (EMM386 is out, Smartdrive is in).
> - An el-cheapo mouse that came with the PC and its driver
> (called 'Mouse Driver' ...ahem)
>
> I'd rather not go out and buy a brand name mouse - they cost ~\$80-\$100
> here is oz!!.
>
Thanks to all who replied.

As some people suggested it WAS the mouse driver. I ditched the 'Keen' mouse and got a MS mouse (A\$99..ouch!) and it works.

Ganga.

--> RETURN TO CONTENTS!<==

1.279 MSG-277 Subject: Particles and brushwraps

Subject: Particles and brushwraps
Date: Mon, 25 Jul 94 10:53:06 GMT
From: Paul Rance <paul@rance.demon.co.uk>

Has anyone tried adding a brushwrap to an object and then adding particles to that object. I've got a problem with an anim I was trying to do. Basically its a tenpin bowl smashing into the pins and all the pins just smash into particles and bounce around on the floor. The problem is I wrapped a brushwrap around the pin, looks fine and then when the particles come into action the brushwrap is all over the place ,even though the particles havent yet moved away from the original shape

Oh, anyone found any decent uses for the sway effect in Imagine 3.

Paul

!Email paul@rance.demon.co.uk 2:254/516.2@Fidonet !
'-----

--> RETURN TO CONTENTS!<==

1.280 MSG-278 Subject: scanline question

Subject: scanline question
Date: Mon, 25 Jul 1994 09:37:12 -0400
From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

Folks,

I can't seem to get this issue straight in my mind, so I'll ask here:

What is the exact description of any scanline transparency bug in Imagine 3.0, and is it any different than what was experienced in 2.0?

I seem to recall that any transparent object would not allow a backdrop picture to be seen through it in 2.0. I have to admit I haven't had time to try it in V3.

What I'm finding now (and I don't recall if it was a problem in 2.0, or if scanline is just not capable of this) is that objects behind a transparent object are not visible at all in scanline mode, but are in trace. Is this a defect, or is that the way scanline works? I'm not expecting refraction or anything like that, but I thought that an object would at least be visible through another totally transparent object.

In my testing, I've placed a totally transparent plane in front of a second object so that it covers half the view of the second object, and then rendered in scanline. The result is that I have half an object visible.

Thx

Rob

--

```

+-----+
| Rob Hounsell                BNR WAN:  HOUNSELL@BMERHB63      |
| Team Leader: UNIX          INTERNET: HOUNSELL@BNR.CA       |
| DMS System Performance Development  PHONE: (613) 765-2904   |
| Dept. 7D23                 ESN: 395-2904                   |
| Bell Northern Research                                           |
+-----+

```

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1.281 MSG-279 Subject: 'dem bones

Subject: 'dem bones

Date: Mon, 25 Jul 94 09:25:49 GMT

From: Kevin Bonifield <kevinb@spacecom.com>

I am trying to create a simple bones object under Imagine3.0/PC without much success. I worked through the 'hand' tutorial in the manual (and it worked!). My problem is creating a bones object. The manual says that 'knitting' is used(???) but with no further reference to it.

Are there any good tutorials other than the manual dealing with the construction of simple bones objects? I tried to make a 10-segment snake with small, extruded disk segments. IM gives a 'parent not found' error when I try and view the bones subgroups...but I am sure

I missed something (or two..or three).

Thanks for any pointers.

//Kevin

```

: SpaceCom Systems:
: Down-to-Earth satellite solutions (r):
:
::      Kevin Bonifield      ::
::      Software Design Engineer      ::
::
::      Inet :kevinb@spacecom.com      ::
::      Phone:918-488-4823      ::
::      Fax :918-488-4848      ::
:

```

--> RETURN TO CONTENTS!<==

1.282 MSG-280 Subject: Re: Looping anims

Subject: Re: Looping anims

Date: Mon, 25 Jul 1994 08:57:16 -0700

From: Lesk@cc.snow.edu (Lesk)

>On Fri, 22 Jul 1994, Lesk wrote:

>>

>> I just retried using both one bar for 100 frames and ten bars 100 frames.

>> I get the same error as soon as I get to the 11th frame (The second actor
>>bar).

>> It says

>>

>> ERROR OPENING BRUSH:(then here it puts the correct path for the brush).

>

>Are you sure?

>

>I'm sure you've checked, but maybe it's mangling the brush name.

>(Remember that old bug where you couldn't quickrender from stage with an

>animated brush map because it would look for 'path:pic.0001.xxxx'?) Are

>you COMPLETELY sure that the path is 100% purely correct?

>

YEP! Sure Sure Sure.... Double-Triple-Quadruple Checked!!!

>If it's not, then I'd be surprised, because we seem to have the same

>version.

>

I am finding this to be very odd! unless there is some kind of library call
and my lib versions are different for some reason.

>If it is correct (as is probably the case), maybe the disk is getting
>damaged. Have you checked to see if the file it's looking for is intact?
>Can you open it using ADPro or simliar prg immediately after getting the
>error?

Yeppers! sure can! using vt, imagef/x, display, and even using a quickrender.

>
>You mentioned that the file may not be getting closed. Have you tried
>compiling the 10 frames into an Anim using another program, like ADPro, to
>see if it's only Imagine that acts funny? Maybe something in your drive
>controller isn't working.

Like I said the first ten work fine. It is only when I hit the _second_
actor bar. And yes using imagef/x's IMP and using AnimWorkshop as well as
imagine all work on the first ten frames (just making those brushmaps
themselves an anim).

>
>Have you tried rendering just frame 11 from Project, before rendering
>1-10? Have you tried deleting the 1-10 actor bar after rendering 1-10,
>then rendering 11? (I deleted your first message, sorry if you've already
>reported these actions).

Yes.

>Are you having any other system problems?

None.

>Are the anim loop frames on the same drive as the render destination? If
>yes, try rendering to a different drive (use RAM: if that's all you've got)

Tried it!

>Are there any spaces in the path name?

There were but I changed them when I was playing with imagef/x writing an
arexx script I found spaces failed....

>What happens if you render frames 5-20? Does it fail at 11 or at 15?

It fails at anything after the first 10 frames, so in essence by trying to
render frame 22 I am opening brush 2 and 33 would be brush 3 etc.

>Have you tried reinstalling it?

Imagine? Yes. In fact I completely did my entire system over a week ago.

and did a low level format and verify. I seem to have a very good solid system. I have never had much trouble.

>If you want to send me your copy of Imagine, I'll run it on my machine
>and see what happens. You can uuencode it and mail it to me, or upload
>it somewhere private and tell me where to get it.
>

Let me get my system info to you first. I think it may be a library. I will get my system info to you and if there is a way to tell I will see what versions of libraries I have.

>I'd like to see this solved.
>

Amen! It is really weird that we seem to have the same versions....

>Mike

Render Ho!
Lesk

--> RETURN TO CONTENTS!<--

1.283 MSG-281 Subject: TDDD format, 3ds

Subject: TDDD format, 3ds
Date: Mon, 25 Jul 94 08:02:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>I just got the book `_Inside_3D_Studio_3.0_` and it has lots of
>good stuff on it... textures, etc. Can I convert the .3ds files for us
>with Imagine?

Yes, I use InterChange, by Syndesis Corporation, to convert files
3dStudio <-> Imagine. It works great, and is available for both Amiga,
PC and I think SGI. It supports a lot of different formats.

>Also, I picked up TDDD.specs on the net somewhere and was
>wondering if it is the current spec. Says it's by Steve Worley. Are
>there several revisions of the spec?

There is a file by Scott Kirvan, that is dated the 19th May 94. Found it
on aminet somewhere, probably in gfx/3d. I think it was called
im3texdoc.lha. The archive contains specs for 3.0 objects and procedural
textures.

>Thanks,
>Ed

```
>/*****
>/* Ed Phillips flaregun@strauss.udel.edu      University of Delaware
>/* Jr Systems Programmer (302) 831-6082      IT/Network and Systems Serv
>/*****
```

Hope this helps,

Torge!r

torgeir.holm@tbc.powertech.no

```
+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+
```

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1.284 MSG-282 Subject: Re: Looping anims

Subject: Re: Looping anims
Date: Mon, 25 Jul 1994 12:38:46 -0400 (EDT)
From: Udo K Schuermann <walrus@wam.umd.edu>

Michael Halleen <halleen@mcs.net> writes:

[makelink]
> used this technique for various anim loop tricks like ping ponging the
> anim (making the 'copies' in reverse order).

Great idea! Now, why didn't I think of that before? ...

> Other notes about makelink, the new link MUST exist in the same directory
> as the original, so it's not like Mac aliases. To 'remake' a link, you

Actually, I have many dozens of links on my system, both hard and soft links. I may have replaced my original makelink command with one that supports both hard- and softlinks, but the underlying functionality of links does not limit them in the way you describe.

mklink fakeframes:frame.0061 imagine:myproject.imp/test.pix/frame.0059 soft

seems to work on my system just fine. In fact, I have all my graphics stuff softlinked to a Bernoulli Transportable 150 disk ...

> While this is not a perfect solution to the looping anim problem, it is
> better than chowing down your whole disk.

I certainly agree!

._. Udo Schuermann
() walrus@wam.umd.edu

P.S. hardlinks can reference only files on the same volume, whereas softlinks can be used to reference stuff on other volumes and when the volume is not currently mounted when you reference the link, you will be prompted to provide it.

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1.285 MSG-283 Subject: Re: t3dlib etc.

Subject: Re: t3dlib etc.
 Date: Mon, 25 Jul 1994 14:05:00 -0400 (EDT)
 From: Edwin Phillips <flaregun@strauss.udel.edu>

On Sun, 24 Jul 1994, Michael North wrote:

> Well, I bought the book, too, and I would like to hear from anybody
 > else out there who is trying to run the PC version of Imagine2 with
 > 4 megs of RAM. I was having a wonderful time with the modeling tools
 > until the renderer choked on the first real scene I tried to do. My
 > past experience is with POV-Ray, which uses virtual memory, so perhaps
 > I'm just not familiar with memory constraints, but the scenes really
 > didn't seem that complicated to me.
 >
 > I would also like to know if there is a version of t3dlib for the PC.
 > Obviously, what I would like to do is convert and do the rendering
 > in POV, but the only versions of t3dlib I can turn up are for the
 > Amiga.
 >

Let me know if you find anything for converting Imagine<-->POV.
 I'd like to get something like that myself... without writing it from
 scratch using the TDDD spec.

Thanks,
 Ed

```

/*****
/* Ed Phillips flaregun@strauss.udel.edu      University of Delaware      */
/* Jr Systems Programmer (302) 831-6082      IT/Network and Systems Services */
/*****

```

--> RETURN TO CONTENTS!<==

1.286 MSG-284 Subject: Particles and brushwraps

Subject: Particles and brushwraps

Date: Mon, 25 Jul 94 18:53:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>Oh, anyone found any decent uses for the sway effect in Imagine 3.

>Paul

Yes, field of grass swaying in the wind. Like in that Mark Thompson Windmill anim.

Make a lot of copies of the object you want to sway. Then add an axis. Pick the axis, and then pick all the other objects. Group them so that the axis is the parent of all the objects. Apply the sway effect to the object, and all the children will be swaying in the wind. Looks great.

This effect only affects children objects, just like Tumble.

Torgeir

torgeir.holm@tbc.powertech.no

```
+-----+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board   |
+-----+
```

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1.287 MSG-285 Subject: Re: Particles and brushwraps

Subject: Re: Particles and brushwraps

Date: Tue, 26 Jul 1994 05:25:40 +1000 (EST)

From: "" <williamp@triode.apana.org.au>

> smash into particles and bounce around on the floor. The problem is I
> wrapped a brushwrap around the pin, looks fine and then when the particles
> come into action the brushwrap is all over the place ,even though the
> particles havent yet moved away from the original shape

It's a bug that was present in 2.9 as well.It happens with the explode FX as well.I haven't found a way around,after spending a weekend trying out everything I could think of.

> Oh, anyone found any decent uses for the sway effect in Imagine 3.

Not yet,but the right idea/project hasn't come up yet I guess. :)

system is stable as well. A4000/030, 68882, 14mb.

Torgeir

torgeir.holm@tbc.powertech.no

```
+-----+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board   |
+-----+
```

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1.289 MSG-287 Subject: Re: Looping anims

Subject: Re: Looping anims
Date: Mon, 25 Jul 1994 18:33:51 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Mon, 25 Jul 1994, Lesk wrote:

> >What happens if you render frames 5-20? Does it fail at 11 or at 15?
>
> It fails at anything after the first 10 frames, so in essence by trying to
> render frame 22 I am opening brush 2 and 33 would be brush 3 etc.

Now this is interesting. You said it might not be closing the anim frames
the first time it uses them, but if you render from 22 before attempting
any other frames, and it fails, then this is probably not the case.

Hmmmmmm.

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1.290 MSG-288 Subject: Will ImaginePC move to Chicago or DOS 7 ?

Subject: Will ImaginePC move to Chicago or DOS 7 ?
Date: Tue, 26 Jul 94 09:59:41 EST
From: ganga@abc.gov.au (Ganga Varatharajan)

Is Imagine PC likely to be ported to Chicago or DOS 7 ?
Does anyone know or heard anything from Impulse ?
(especially those with local or free call access to Impulse ;-)

I guess what I'm trying to find out is whether

- 1) the user interface going to revamped (if Chicago)
- 2) with the all the talk of an NT port are Impulse trying to move away from DOS and hence away from the 'hobbyist' end of the market?

I'd ask Impulse directly, but its an intern'l phone call and the answer won't change my life dramatically just yet. I'm still learning V2.0, doing the flower vases sans flowers, tea cups sans tea, dingo fence sans dingo, etc..

Thanks.
Ganga.

PS: My questions are not meant to be flame-bait or are founded on anything I've heard or read. I'm just curious.

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1.291 MSG-289 Subject: Re: Looping anims

Subject: Re: Looping anims
Date: Mon, 25 Jul 1994 20:25:42 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Mon, 25 Jul 1994, Udo K Schuermann wrote:

> Michael Halleen <halleen@mcs.net> writes:
>
> > Other notes about makelink, the new link MUST exist in the same directory
> > as the original, so it's not like Mac aliases. To 'remake' a link, you
>
> Actually, I have many dozens of links on my system, both hard and soft
> links. I may have replaced my original makelink command with one that
> supports both hard- and softlinks, but the underlying functionality of
> links does not limit them in the way you describe.
>
> mklink fakeframes:frame.0061 imagine:myproject.imp/test.pix/frame.0059 soft
>
> seems to work on my system just fine. In fact, I have all my graphics
> stuff softlinked to a Bernoulli Transportable 150 disk ...

Hey, that's great. Where do I get that version of makelink?

Mike

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1.292 MSG-290 Subject: Re: Looping anims

Subject: Re: Looping anims
 Date: Mon, 25 Jul 1994 23:26:05 -0400 (EDT)
 From: Udo K Schuermann <walrus@wam.umd.edu>

```
>> mklink fakeframes:frame.0061 imagine:myproject.imp/test.pix/frame.0059 soft
>>
>> seems to work on my system just fine. In fact, I have all my graphics
>> stuff softlinked to a Bernoulli Transportable 150 disk ...
>
> Hey, that's great. Where do I get that version of makelink?
```

Fish Disk 667: MakeLink 1.1 (21.07.1991) by Stefan Becker
 Fish Disk 887: MakeLink 0.90 by Roland Mainz

I don't know which one I'm using as it's lacking the \$VER: tag and has no other identifying marks that 'strings' can find. Size: 2996 bytes.

._. Udo Schuermann
 () walrus@wam.umd.edu

--> RETURN TO CONTENTS!<==

1.293 MSG-291 Subject: Re: Particles and brushwraps

Subject: Re: Particles and brushwraps
 Date: Tue, 26 Jul 1994 01:21:15 -0700 (PDT)
 From: BUSH DOKTOR <sppcarso@ultrix.uor.edu>

On Mon, 25 Jul 1994, Torgeir Holm wrote:

```
> Yes, field of grass swaying in the wind. Like in that Mark Thompson
> Windmill anim.
```

Worked great on seaweed too. I made four different lenghts and had a seperate axis for each lenght. You mix them together & kinda keep the taller ones towards the back for a nice aquarium effect.

```
*****
Jah Radio      Sundays 6-10pm  K.U.O.R. 89.1fm   Host: BUSH DOKTOR
*****\  University of Dreadlands /*****
sppcarso@ultrix.uor.edu\  Blowing the FULL watts /sppcarso@ultrix.uor.edu
```

--> RETURN TO CONTENTS!<==

1.294 MSG-292 Subject: 24 Bitten...

Subject: 24 Bitten...

Date: Tue, 26 Jul 1994 02:07:59 -0700 (PDT)

From: BUSH DOKTOR <sppcarso@ultrix.uor.edu>

On Sat, 23 Jul 1994 Harv@cup.portal.com wrote:

> Bush DoKtor:: I am, perhaps, a bit confused when you say all the
> FC24 is good for is "rendering".

Yes, I was generalizing to much. Brevity is not always good. :-)

> As far as not working when you run a game, the FC24 insists on an
> interlaced system. When you turn interlace off (or when a program,
> such as a game, turns it off), the FC24 goes into a vertical roll that
> cannot be stopped. Impulse's suggested workaround for this has
> always been:

> 1) use the FC24 on a 2nd monitor or

> 2) pull the card out or

> 3) don't play games.

>

> (1) is the only of the 3 solutions that's realistic for most people.

I guess I should read on for answer # 4.

> #4 OpalVision has roughly the same display dimensions as the FC24, it
> uses the Video slot instead of a ZII slot, it doesn't care about
> interlace on/off (so it's entirely system transparent if you want to
> play a game) can be used with one or two monitors (I have an Opal with
> a 1084SD, works just fine), has a similar level of software support
> and comes with OpalPaint, perhaps the best paint program ever
> made for the Amiga.. at least the best one I've ever seenn., and
> OPaint has already gone thru... geesh.. 10 maybe 15 revisions.
> Those wacky Opal guys just keep adding features to it.

Is this a pitch or what? :-)

This still leaves me with one problem, the superGen2000s needs
the video slot. I'm kinda changing from one problem to another, seems
to me.

```
*****
Jah Radio      Sundays 6-10pm K.U.O.R. 89.1fm      Host: BUSH DOKTOR
*****\
University of Dreadlands /*****
sppcarso@ultrix.uor.edu\  Blowing the FULL watts /sppcarso@ultrix.uor.edu
```

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1.295 MSG-293 Subject: Re: Looping anims

Subject: Re: Looping anims

Date: Tue, 26 Jul 1994 12:33:28 +0300 (IDT)

From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

On Mon, 25 Jul 1994, Michael Halleen wrote:

> On Mon, 25 Jul 1994, Lesk wrote:

>

[was cut here]

Hello!

I'm a new subscriber, and missed the past answers.

But, i'll try by answering to get my head fixed, you guys made me feel uncertain about what i thought i knew!

Well, as i understood it, if what you asked was, how to make brush maps animate several times on ONE object, let me try this:

In Detail Editor, select the object, at Function Menu select Attribute. Choose the brush button, and in Filename req, give the name of your sequence of brush maps you prepared.

Now, if you have 10 brushes, you must name them like: BrushName.0001 to BrushName.0010 (you can use 24bit IFF for best results) need the 4 digits, not 3 or 5.

But, the name you write for Filename req is: BrushName (no 0001 or period needed) and of course with the correct path before the name. All brushes should be in the same subdir.

At the No of seq # write 0010 (0001 to 0010 for this example) If you write 15, it won't make anything, just cycle 10 brushes, it won't cycle one and a half times.

Go to Stage Editor and load the object at frame # you need it, save changes. (let's assume in frame #1)

Go to Action Editor, and at the object Actor timeline change the ending frame #, write 100 (if the first object frame was 1)

That if you want the animated brushes, to repeat 10 times the same anim, on the same object, while each time it cycles for 10 diff brushes.

The no of cycle # to perform, is for Cycle objects only.

That was good for Imagine 2.0, hope it stayed the same for 3.0

As I read that Transition frame count is missing in 3.0, have anyone found a solution? What about old stage scripts from 2.0 ?

Now, thinking about it, maybe you needed to have 10 morphing objects on the same timeline and anim brushes changing?

Well, I'll have to sleep very good on that !

Please consider I only subscribed a few days back, and I'm sorry

if I posting an already old answer.

Have many GOOD rendering days...

Ayalon M. Hermony, Internet: ila2024@datasrv.co.il

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1.296 MSG-294 Subject: Re: Scanline

Subject: Re: Scanline
Date: Tue, 26 Jul 1994 09:20:14 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

>From Rob

> What is the exact description of any scanline transparency bug in Imagine

> 3.0, and is it any different than what was experienced in 2.0?

>

> I seem to recall that any transparent object would not allow a backdrop
> picture to be seen through it in 2.0. I have to admit I haven't had time to
> t

> ry

> it in V3.

>

> What I'm finding now (and I don't recall if it was a problem in 2.0, or i
> f

> scanline is just not capable of this) is that objects behind a transparent
> object are not visible at all in scanline mode, but are in trace. Is this a

> defect, or is that the way scanline works? I'm not expecting refraction or
> anything like that, but I thought that an object would at least be visible
> through another totally transparent object.

>

> In my testing, I've placed a totally transparent plane in front of a seco
> nd

>

> object so that it covers half the view of the second object, and then rend
> er

> ed

> in scanline. The result is that I have half an object visible.

According to my CG knowlage, it's not a scanline blame, it's a *BUG*
of Impulse.

Day message: The geography of a girl defines her history.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.297 MSG-295 Subject: Re: Particles and brushwraps

Subject: Re: Particles and brushwraps
Date: Tue, 26 Jul 94 04:09:36 GMT
From: Paul Rance <paul@rance.demon.co.uk>

Hi Torgeir,

>
> >Oh, anyone found any decent uses for the sway effect in Imagine 3.
>
> >Paul
>
> Yes, field of grass swaying in the wind. Like in that Mark Thompson
> Windmill anim.
>
> Make a lot of copies of the object you want to sway. Then add an axis.
> Pick the axis, and then pick all the other objects. Group them so that
> the axis is the parent of all the objects. Apply the sway effect to the
> object, and all the children will be swaying in the wind. Looks great.
>
> This effect only affects children objects, just like Tumble.
>

Ok Thanks I'll give it ago.

!Email paul@rance.demon.co.uk 2:254/516.2@Fidonet !
'-----

--> RETURN TO CONTENTS!<==

1.298 MSG-296 Subject: Re: Particles and brushwraps

Subject: Re: Particles and brushwraps
Date: Tue, 26 Jul 94 04:07:49 GMT
From: Paul Rance <paul@rance.demon.co.uk>

Hi willliamp,

> > smash into particles and bounce around on the floor. The problem is I
> > wrapped a brushwrap around the pin, looks fine and then when the particles
> > come into action the brushwrap is all over the place ,even though the
> > particles havent yet moved away from the original shape
>

> It's a bug that was present in 2.9 as well. It happens with the explode FX
> as well. I haven't found a way around, after spending a weekend trying out
> everything I could think of.

What a pain, the anim itself looks great. It seems to work ok with textures. I
added
an essence plasma texture :-) and it seems to stick to each particle and animate
s aswell.

Looks like its just a brushmap problem.

Thanks

Paul

!Email paul@rance.demon.co.uk 2:254/516.2@Fidonet !
'-----

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1.299 MSG-297 Subject: Re: Makelink

Subject: Re: Makelink

Date: Tue, 26 Jul 1994 09:01:33 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Tue, 26 Jul 1994 bruceb@VNET.IBM.COM wrote:

> > On Mon, 25 Jul 1994, Udo K Schuermann wrote:
> > > Michael Halleen <halleen@mcs.net> writes:

> > > Other notes about makelink, the new link MUST exist in the same director
> > > y

> > > as the original, so it's not like Mac aliases. To 'remake' a link, you

> > > Actually, I have many dozens of links on my system, both hard and soft

> Actually, the AmigaDOS makelink has no problem with hard links (on the same
> drive) no matter what directory they are in. You do need a PD version of
> makelink for soft links (between different drives), though...

Oops. You're right. I had been confusing the limit on cross volume
links with cross directory links. Sorry about that, thanks for
straightening me out.

Mike

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```

* imagine-request@email.sp.paramax.com *
*
* IN YOUR SUBJECT LINE HAVE THE WORD "SUBSCRIBE" OR "UNSUBSCRIBE" *
*
* It's done every business day automatically, so it's fast and easy! *
*
*-*-*:*-*:*-*:*-*:*-*:*-*:*-*:*-*:*-*:*-*:*-*:*-*:*-*:*-*:*-*:*-*:*

```

Now, hopefully we won't see too many more 'unsubscribe' notes for a couple of weeks. If anyone wants me to, I could post this 'reminder' bi-weekly or something. Or perhaps the list admin could? Probably unfair to ask him, though...

ttyl,
bruce

--

Bruce Baltzer - bruceb@vnet.ibm.com - baltzebw@newton.ccs.tuns.ca
 NLTC, IBM Toronto (Canada) Software Lab
 Electrical Engineering Student (one more year *sigh*)
 PGP Public Key available on request.

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1.303 MSG-301 Subject: Re: Math Co-Processor Needed!

Subject: Re: Math Co-Processor Needed!
 Date: Wed, 27 Jul 1994 02:07:18 +0300 (IDT)
 From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

On Tue, 26 Jul 1994, Richard V. Johnson wrote:

```

>
> Subject: Math Co-Processor Needed!
> I need help on getting a Math-Coprocesser the works with Imagine 2.0. I am
> unable to find one that is computable that last more than 20min. I have an IBM
>
> PS/1 if that helps any.
>
> Richard Johnson
> RICKVJ@TSO.UC.EDU
>
>

```

Hello!

Did you try the 386 emulation progs (PD)
 I know users tried it with 3D Studio, so maybe it'll work for you too.

Didnt use it myself, just wanted to know.

--

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1.304 MSG-302 Subject: Re: Apex Woes revisited

Subject: Re: Apex Woes revisited
Date: Tue, 26 Jul 1994 19:21:40 -0700
From: Lesk@cc.snow.edu (Lesk)

> I hereby retract and recind any and all derogatory statements I made
> concerning my inability to contact Apex.
>
> I managed to fax them on Friday and my order arrived today! My upgrade
> to Essence I, Essence II, the newsletters I requested, and a handwritten
> note from Steve appologizing for the problems and offering a free copy
> of Forge (included) for my troubles!
>
> Steve's a nice guy, isn't he? ;)
>
>
>--
>-----

> Jeff Hanna | "Albert Einstein nailed space-time, but the
> quarters@expert.cc.purdue.edu | Wild Thing had him stumped."
> quarters@genie.geis.com | -Thomas Dolby
>-----

Hey I have been waiting a month & a half now, and have left messages and e-mailed. I sent a money order and haven't heard a word.....

Guess I'll have to find a fax.....

Render Ho!
Lesk

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1.305 MSG-303 Subject: Font Spline Attribute Problems

Subject: Font Spline Attribute Problems
Date: Tue, 26 Jul 1994 20:06:39 -0400 (EDT)
From: CHIRON1@delphi.com

I'm confused!

Okay, actually, I'm Paul, but I'm a confused Paul.

I've been trying to assign colors to extruded text and keep getting B&W. I've assigned colors to primitives without problems, but not to fonts. Here's the play-by-play:

- 1) Start a new project called TextTest.
- 2) Go to the SPLINE EDITOR & choose OBJECT/LOAD FONT.
- 3) From requester, choose ATHENA and type ABC in STRING GADGET. Click OK.
- 4) From PICK/SELECT choose PICK ALL.
- 5) Choose OBJECT/ADD POINTS
- 6) Choose ROUND in EXTRUDE REQUESTER then OK.
- 7) Choose OBJECT/SAVE POINTS, and save as Text.obj.
- 8) Go to the DETAIL EDITOR and OBJECT/LOAD. Text.obj should still be in STRING GADGET, so click OK.
- 9) When object has loaded, choose PICK/SELECT/PICK ALL.
- 10) Choose FUNCTIONS/ATTRIBUTES.
- 11) In the REQUESTER, select the COLOR gadget, then adjust sliders to RGB setting of 255/0/0 (RED). Then click OK.
- 12) Choose OBJECT/SAVE and OK. Select OK for OVERWRITE question.
- 13) In the ACTION EDITOR, set up the scene and PROJECT/SAVE CHANGES.
I add one white light with PARALLEL BEAMS to the upper left rear of camera.
- 14) In the Project editor, NEW, and call it Test.pic.
- 15) Choose SCANLINE, default PICTURE & PIXELS settings, RGB8-24bit. OK
- 16) Generate first frame, and see a grayscale picture. Why?

This is basically from memory, so if I dropped any obvious/unimportant steps, please understand.

Now if you replace the first steps with creating a PLANE PRIMITIVE and assign the same attributes to it, it renders RED.

Any suggestions?

***** Paul *****
Chiron1@Delphi.com

Tips: Wages we pay other people's hired help.

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1.306 MSG-304 Subject: Essence, Forge output on Imagine PC ?

Subject: Essence, Forge output on Imagine PC ?
Date: Wed, 27 Jul 94 13:31:14 EST
From: ganga@abc.gov.au (Ganga Varatharajan)

Hi,

How fast are Essence and Forge on an Amiga 600, 2Mb ?
And most importantly are the generated textures portable to
Imagine PC (V2.0) ?

What I'd like to do is to run these on my trusty old A600 and transfer the output via floppies to my PC.

Thanks in advance for any suggestions.

Ganga.

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1.307 MSG-305 Subject: Understand Imagine (was: Apex Woes..)

Subject: Understand Imagine (was: Apex Woes..)
Date: Tue, 26 Jul 1994 22:36:07 -0600 (MDT)
From: NICHOLS SCOTT CONRAD <nicholss@magellan.Colorado.EDU>

Since we're on the subject.

Does anyone know when

Understanding Imagine 3.0

is coming out?

Is it coming out? I'm new to Imagine, and since the previous edition (2.0) is out of print, I'm SOL since the manual really sucks.

Is there any other way to quickly learn how to utilize Imagine?

Thanks,

Scott

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1.308 MSG-306 Subject: imagine and operating systems

Subject: imagine and operating systems
Date: Tue, 26 Jul 1994 22:53:41 -0400 (EDT)
From: William Eric Donoho <donoho@iglou.com>

Imagine won't run under OS/2 and NT currently.

Why? !

Why not Windows !?

Non-standard programming techniques, maybe?

If Impulse would stop farting with their own memory managment and learn to use the standard memory interfaces, then we'd all be happy.

How come Imagine ins't unsinging DPMS? The oldest trick in the protected mode book??

In other words, I want Imagine to work in every "DOS" operating system.

Eric Donoho | "Let's go to burger king and get
Louisville, KY USA | a chicken sandwich!"
donoho@iglou.com

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1.309 MSG-307 Subject: Motion video

Subject: Motion video
Date: Tue, 26 Jul 94 15:16:04 GMT
From: Paul Rance <paul@rance.demon.co.uk>

If anyone's interested I just bought a video called Motion from Warp Records, the graphics have been mainly done by Phil Wolstenholme. A few stills have been shown in Amiga World over the last couple of months. The video runs for approx 40 minutes and includes 5 anim sequences mainly done in Imagine with various ambient soundtracks playing alongside. This isn't the usual ravey video with loads of colour cycling this has some nice ideas, although repeated quite a lot. If you've ever seen some of the album covers this bloke has done you know what to expect.

Paul Rance

!Email paul@rance.demon.co.uk 2:254/516.2@Fidonet !
'-----'

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1.310 MSG-308 Subject: Re: Will ImaginePC move to Chicago or DOS 7 ?

Subject: Re: Will ImaginePC move to Chicago or DOS 7 ?
Date: Wed, 27 Jul 1994 06:04:28 -0700 (PDT)
From: Kelly Petlig <kpetlig@halcyon.com>

On Tue, 26 Jul 1994, Ganga Varatharajan wrote:

> 1) the user interface going to revamped (if Chicago)
> 2) with the all the talk of an NT port are Impulse trying to move away from
> DOS and hence away from the 'hobbyist' end of the market?

Imagine has been an Amiga program for longer than it's been ported over to the PC, and they STILL haven't gone with standard Amiga file requestors, ARexx, and a few other conventions that almost every new Amiga program has. (Amiga OS2.0 has been out for YEARS) Thus, if Impulse had any idea of revamping it for an operating system that's basically totally new, like Chicago, I would expect them to do the same for Amiga first. So basically my guess is no, except maybe for memory management features. NT ports may be for RISC or PowerPC machines only, since they MAY be the future in cheap computing power.

Image Runner, sysop of Amiga Images // / BOOM, sooner or later, boom.\
Mr.Kelly Petlig<kpetlig@halcyon.com> \X/ \ finger address for BBS info /

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1.311 MSG-309 Subject: Re: Essence, Forge output on Imagine PC ?

Subject: Re: Essence, Forge output on Imagine PC ?
Date: Wed, 27 Jul 1994 06:11:35 -0700 (PDT)
From: Kelly Petlig <kpetlig@halcyon.com>

To all those asking: To my knowledge, there is no way to get Essence to work on a PC. It would require a "porting over" and I don't even know if Apex is working on such a beast. Because of OS dependant routines in Forge, (Thumbnail animation, ARexx support, processor priority management) I would guess it would be MUCH tougher to port than ALL the textures combined, so look for Essence to be ported long before Forge.

I'll take this opportunity to plug my review (quite old by now) of Forge in AR219.lha available at most any Aminet location.

Image Runner, sysop of Amiga Images // / BOOM, sooner or later, boom.\
Mr.Kelly Petlig<kpetlig@halcyon.com> \X/ \ finger address for BBS info /

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1.312 MSG-310 Subject: Re: Font Spline Attribute Problems

Subject: Re: Font Spline Attribute Problems

Date: Wed, 27 Jul 94 13:19:38 GMT

From: Paul Rance <paul@rance.demon.co.uk>

Hi Paul,

>

> I've been trying to assign colors to extruded text and keep getting B&W.

> I've assigned colors to primitives without problems, but not to fonts.

> Here's the play-by-play:

>

> 8) Go to the DETAIL EDITOR and OBJECT/LOAD. Text.obj should still be in STRIN
G

> GADGET, so click OK.

> 9) When object has loaded, choose PICK/SELECT/PICK ALL.

> 10) Choose FUNCTIONS/ATTRIBUTES.

> 11) In the REQUESTER, select the COLOR gadget, then adjust aliders to RGB

> setting of 255/0/0 (RED). Then click OK.

This looks like where your going wrong. When you load the text from the spline editor into the detail editor it is a grouped object ie there is a parent axis plus several child objects. Looks like your just selecting the one parent axis and not the child object to change colours. You can either select them all and JOIN the lot together and then change the colour or change the parent axis colour

and then select all the child objects and use the APPLY function to apply the attribute to all objects within the group.

This SHOULD then work no probs.

Paul Rance

```
-----
!Email paul@rance.demon.co.uk                2:254/516.2@Fidonet  !
\-----/
```

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1.313 MSG-311 Subject: Sorry Could Not Find Subject!

Date: Thu, 28 Jul 1994 05:46:36 +1000

From: imagine-relay@email.sp.paramax.com

I deal with this situation nearly every day. In the detail editor when you select FUNCTIONS/ATTRIBUTES (or F7) you are changing the parent (faceless) axis only. What _I_ do is R/a-Y, R/a-J in the detail editor, which ungroups then joins all faces, then I change the attributes. I also select the front edges minus the bevels and make them quick edges for faster redraw times with long sentences. When creating the font objects in the spline editor, don't forget that you can scale the parent

axis up before adding faces which will reduce the object face count.

I suppose another option would be to use FUNCTIONS/APPLY to apply the attributes of the axis to all of the letters, but they would probably have to be ungrouped first.

Ed Totman
etotman@gort.ucsd.edu

On Tue, 26 Jul 1994 CHIRON1@delphi.com wrote:

> I'm confused!
>
> Okay, actually, I'm Paul, but I'm a confused Paul.
>
> I've been trying to assign colors to extruded text and keep getting B&W.
> I've assigned colors to primitives without problems, but not to fonts.
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>
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> 6) Choose ROUND in EXTRUDE REQUESTER then OK.
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G
> GADGET, so click OK.
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> setting of 255/0/0 (RED). Then click OK.
> 12) Choose OBJECT/SAVE and OK. Select OK for OVERWRITE question.
> 13) In the ACTION EDITOR, set up the scene and PROJECT/SAVE CHANGES.
> I add one white light with PARALLEL BEAMS to the upper left rear of camera
. .
> 14) In the Project editor, NEW, and call it Test.pic.
> 15) Choose SCANLINE, default PICTURE & PIXELS settings, RGB8-24bit. OK
> 16) Generate first frame, and see a grayscale picture. Why?
>
> This is basically from memory, so if I dropped any obvious/unimportant
> steps, please understand.
>
> Now if you replace the first steps with creating a PLANE PRIMATIVE and
> assign the same attributes to it, it renders RED.
>
> Any suggestions?
>
> ***** Paul *****
> Chiron1@Delphi.com
>
> Tips: Wages we pay other people's hired help.
>

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1.314 MSG-312 Subject: Help with 387 co-processor

Subject: Help with 387 co-processor
Date: Wed, 27 Jul 1994 13:46:14 -0400
From: "Richard V. Johnson" <rickvj@TSO.UC.EDU>

I need a Math Co-Processor that will run with Imagine 2.0. I have tried Q387(which runs for 20 min.) EM387.EXE EMUL387.EXE and 387.EXE (FRANKE.387) the last the give me an Abnormal Program Termination. I don't understand why though. I have tried all of the ones I can get in Cincinnati Ohio(On BBS's) I haven't tried many FTP sites because I don't have FTP> I can only get it though FTPMAIL. I can Log onto FTP through TELENET , but it woun't let me do anything, All I get is a Black Screen. Could any one out there give me a hand on getting an Math-CoProcessor? I have tried for 3 days to get on wuarchive.wustl.edu (the Imagine FTP Area) with no luck. It will not allow me to log on. I get the Error : Connection Refused By Host. If anyone can give me ANY information on how or where to get a Math-Coprocesser Emulater send it to RICKVJ@TSO.UC.EDU

Adam.Johnson@Spock.Org /-----\
| Richard V. Johnson |
\-----/

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1.315 MSG-313 Subject: Re: Essence, Forge output on Imagine PC ?

Subject: Re: Essence, Forge output on Imagine PC ?
Date: Thu, 28 Jul 1994 05:29:25 +1000 (EST)
From: "" <williamp@triode.apana.org.au>

> How fast are Essence and Forge on an Amiga 600, 2Mb ?
> And most importantly are the generated textures portable to
> Imagine PC (V2.0) ?

Both Essence and Forge need a computer with a FPU.I don't think you could even add one to a 600...As to porting,that would be up to Apex Software.

William John Porter

williamp@triode.apana.org.au

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1.316 MSG-314 Subject: Re: Essence, Forge output on Imagine PC ?

Subject: Re: Essence, Forge output on Imagine PC ?
Date: Wed, 27 Jul 1994 11:55:17 -0600 (MDT)
From: Douglas Rudd <rudd@plk.af.mil>

>
> To all those asking: To my knowledge, there is no way to get Essence to
> work on a PC. It would require a "porting over" and I don't even know if
> Apex is working on such a beast. Because of OS dependant routines in
> Forge, (Thumbnail animation, ARexx support, processor priority
> management) I would guess it would be MUCH tougher to port than ALL the
> textures combined, so look for Essence to be ported long before Forge.
>
> I'll take this opportunity to plug my review (quite old by now) of Forge
> in AR219.lha available at most any Aminet location.
>
> Image Runner, sysop of Amiga Images // / BOOM, sooner or later, boom.\
> Mr.Kelly Petlig<kpetlig@halcyon.com> \X/ \ finger address for BBS info /
>
>

As best I can understand the problem, Steve needs inputs from Impulse on how IM3
0 PC handles textures as opposed to the Amiga version. Without this info, the PC
port of Essence is on permanent hold.

Well, if the specifics are wrong, the concept still holds. The ball is in Impuls
e's court.

If you have access to an Amiga, you can use Forge to generate bit maps from Esse
nce just as for other 3D rendering programs.

Doug Rudd
rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

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1.317 MSG-315 Subject: Re: Essence, Forge output on Imagine PC ?

Subject: Re: Essence, Forge output on Imagine PC ?
Date: Wed, 27 Jul 1994 12:08:14 -0600 (MDT)
From: Douglas Rudd <rudd@plk.af.mil>

>
> Hi,
>
> How fast are Essence and Forge on an Amiga 600, 2Mb ?
> And most importantly are the generated textures portable to
> Imagine PC (V2.0) ?
>
> What I'd like to do is to run these on my trusty old A600
> and transfer the output via floppies to my PC.
>
> Thanks in advance for any suggestions.
>
> Ganga.
>

Not very. Yes.

Speed is a relative thing. In this case furlongs/fortnight comes to mind. Get a ram card, it will help the speed a little. The images should import to IM30 PC o kay.

Doug Rudd
rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

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1.318 MSG-316 Subject: Re: Font Spline Attribute Problems

Subject: Re: Font Spline Attribute Problems
Date: Wed, 27 Jul 1994 11:43:20 -0600 (MDT)
From: Douglas Rudd <rudd@plk.af.mil>

>
> I'm confused!
>
> Okay, actually, I'm Paul, but I'm a confused Paul.
>
> I've been trying to assign colors to extruded text and keep getting B&W.
> I've assigned colors to primitives without problems, but not to fonts.
> Here's the play-by-play:
>
> 1) Start a new project called TextTest.
> 2) Go to the SPLINE EDITOR & choose OBJECT/LOAD FONT.
> 3) From requester, choose ATHENA and type ABC in STRING GADGET. Click OK.
> 4) From PICK/SELECT choose PICK ALL.
> 5) Choose OBJECT/ADD POINTS
> 6) Choose ROUND in EXTRUDE REQUESTER then OK.

> 7) Choose OBJECT/SAVE POINTS, and save as Text.obj.
> 8) Go to the DETAIL EDITOR and OBJECT/LOAD. Text.obj should still be in STRIN
G
> GADGET, so click OK.
> 9) When object has loaded, choose PICK/SELECT/PICK ALL.
> 10) Choose FUNCTIONS/ATTRIBUTES.
> 11) In the REQUESTER, select the COLOR gadget, then adjust sliders to RGB
> setting of 255/0/0 (RED). Then click OK.
> 12) Choose OBJECT/SAVE and OK. Select OK for OVERWRITE question.
> 13) In the ACTION EDITOR, set up the scene and PROJECT/SAVE CHANGES.
> I add one white light with PARALLEL BEAMS to the upper left rear of camera
. .
> 14) In the Project editor, NEW, and call it Test.pic.
> 15) Choose SCANLINE, default PICTURE & PIXELS settings, RGB8-24bit. OK
> 16) Generate first frame, and see a grayscale picture. Why?
>
> This is basically from memory, so if I dropped any obvious/unimportant
> steps, please understand.
>
> Now if you replace the first steps with creating a PLANE PRIMITIVE and
> assign the same attributes to it, it renders RED.
>
> Any suggestions?
>
> ***** Paul *****
> Chiron1@Delphi.com
>
> Tips: Wages we pay other people's hired help.
>
Seems to me that when you load the text group, you did not apply the attributes
to each object in the group. You could ungroup, select all then join. Then you h
ave only one object to apply the attributes to.

Doug Rudd
rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

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1.319 MSG-317 Subject: RE: Help with 387 co-processor

Subject: RE: Help with 387 co-processor
Date: Wed, 27 Jul 94 16:07:29 GMT
From: Kevin Bonifield <kevinb@spacecom.com>

Adam,

There is a pretty limited selection of emulators for

the Intel x87 series. I finally settled on Q387 and it has worked well with IM2.0 and IM3.0.

>I need a Math Co-Processor that will run with Imagine 2.0. I have tried
>Q387(which runs for 20 min.)

Are you aware that Q387 is shareware and you have to call the company and register it? They will give you a software key that "unlocks" it and allows it to run forever. The registration used to be \$25.00...definitely cheaper than an overdrive processor.

>EM387.EXE EMUL387.EXE and 387.EXE (FRANKE.387)
>

These didn't work for me either, but I am aware of no others to try.

Happy tracing,

//Kevin

```

::::::::::::SpaceCom Systems::::::::::::
: Down-to-Earth satellite solutions (r):
::::::::::::
::      Kevin Bonifield      ::
::      Software Design Engineer      ::
::                               ::
::      Inet :kevinb@spacecom.com      ::
::      Phone:918-488-4823      ::
::      Fax   :918-488-4848      ::
::::::::::::

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1.320 MSG-318 Subject: Re: Essence, Forge output on Imagine PC ?

Subject: Re: Essence, Forge output on Imagine PC ?
Date: Wed, 27 Jul 94 13:51:59 PDT
From: "Charles Congdon" <CCONGDON@us.oracle.com>

> And most importantly are the generated textures portable to
> Imagine PC (V2.0) ?

Forge output is in IFF, TIFF, or JPEG format. If any one of these formats are supported by Imagine PC (or any other renderer of interest), then you can generate your texture bitmaps on a FPU-equipped Amiga and send them over to the PC.

Cheers,
Charles

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1.321 MSG-319 Subject: sway

Subject: sway
Date: Wed, 27 Jul 1994 15:15:00 -0700 (PDT)
From: Ed Totman <etotman@gort.ucsd.edu>

Someone posted here recently that the sway effect works on objects grouped to a parent axis. I have tried all manner of objects, axes orientations, and sway settings but my animations consist of what appears to be random changes in object orientation frame by frame. No smooth motion or continuity. How do you get sway to work?

Ed Totman
etotman@gort.ucsd.edu

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1.322 MSG-320 Subject: Re: Essence, Forge output on Imagine PC ?

Subject: Re: Essence, Forge output on Imagine PC ?
Date: Wed, 27 Jul 1994 18:54:39 -0400 (edt)
From: dovh@dorsai.dorsai.org

Yes they are coming out with A P.C. version of Forge.

DOV

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1.323 MSG-321 Subject: Looping anims

Subject: Looping anims
Date: Wed, 27 Jul 94 21:41:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>>Lesk,

>>

>>If you solve this, let me know.

>Sure, but I Find it funny that Michael Halleen has the exact same byte
>count as mine but his works....

Found another Brushmap bug: When rendering a stereo 3D picture, after 50%
I sometimes get an Error opening Brush:Brushname_here , even though it
was used in the top half of the image. After restarting imagine it
sometimes works though!

>Render Ho!

>Lesk

>P.S. I notice you have an 030 as well. mmmm..... Wonder what Michael h

Torgeir

torgeir.holm@tbc.powertech.no

```
+-----+
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+-----+
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1.324 MSG-322 Subject: Equipment (was Re: Loopin

Subject: Equipment (was Re: Loopin

Date: Wed, 27 Jul 94 21:41:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>Hey fellas,

>> >PAL/fp/876192/amiga version, never had scanline reflection bug. My

>> >system is stable as well. A4000/030, 68882, 14mb.

>>

>> I have a 1200 with a 030, mmu, and 6882 at 50Mhz as well as 16Meg ram

>>

>> P.S. I notice you have an 030 as well. mmmm..... Wonder what Michael

>I've got a A2000, Progressive *68040* w/16MB, 1 MB chip RAM, IVS Trumpc

>Pro 40 MB Quantum, 345 MB Maxtor, 88 MB Syquest. No special displays

>except DCTV.

Stuff deleted...

>Mike

>ps. How do you guys get your anims to tape?

Single Frame recording (don't own a pro VTR myself though), or direct to tape using Scala (if it doesn't need the high quality). Thinking about PAR.

Some work i never put on tape, since it might be for disk based presentations. Convert a lot of stuff to FLC for pc people.

Torge!r

torgeir.holm@tbc.powertech.no

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+-----+
```

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1.325 MSG-323 Subject: Screen size

Subject: Screen size

Date: Wed, 27 Jul 94 18:11:47 MST

From: Erick Smith <smithe@groucho.la.asu.edu>

In the Imagine FAQ that I saw, there was a listing of block locations and bit locations in the Amiga versions of Imagine (2.0-2.9) that allow one to display Imagine properly in overscan mode. I would like to know if anyone knows which locations to alter for the FP version of Imagine 3.0. Thanks

Erick Smith

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1.326 MSG-324 Subject: 3-D Text in IM2.0

Subject: 3-D Text in IM2.0

Date: Wed, 27 Jul 1994 21:48:15 -0400

From: "Richard V. Johnson" <rickvj@TSO.UC.EDU>

How can I import 3-D text in IM2.0? Is there a feature for this?

Rickvj@Tso.us.edu

Emgr Adr. Adam.Johnson@Spock.org /-----\
 | Richard V Johnson |

\-----/

--> RETURN TO CONTENTS!<--

1.327 MSG-325 Subject: Re: Essence, Forge output on Imagine PC ?

Subject: Re: Essence, Forge output on Imagine PC ?
Date: Wed, 27 Jul 1994 19:56:34 -0700 (PDT)
From: Kelly Petlig <kpetlig@halcyon.com>

On Wed, 27 Jul 1994, Charles Congdon wrote:

> Forge output is in IFF, TIFF, or JPEG format. If any one of these formats are
> supported by Imagine PC (or any other renderer of interest), then you can
> generate your texture bitmaps on a FPU-equipped Amiga and send them over to
> the PC.

Except you can't generate the bump mapping the same. At least I haven't been able to duplicate something like "Reptile Skin" with correct bump mapping, etc.

Image Runner, sysop of Amiga Images // / BOOM, sooner or later, boom.\
Mr.Kelly Petlig<kpetlig@halcyon.com> \X/ \ finger address for BBS info /

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1.328 MSG-326 Subject: Re: Essence, Forge output on Imagine PC ?

Subject: Re: Essence, Forge output on Imagine PC ?
Date: Wed, 27 Jul 1994 20:01:50 -0700 (PDT)
From: Kelly Petlig <kpetlig@halcyon.com>

On Wed, 27 Jul 1994 dovh@dorsai.dorsai.org wrote:

> Yes they are coming out with A P.C. version of Forge.

Since Forge wouldn't be of much use without Essence, I assume they are porting Essence over first or at least at the same time? Sorry for my misinformation, last I heard they (newsletter) said "Maybe" but that was it.

Image Runner, sysop of Amiga Images // / BOOM, sooner or later, boom.\
Mr.Kelly Petlig<kpetlig@halcyon.com> \X/ \ finger address for BBS info /

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1.329 MSG-327 Subject: Font object attributes

Subject: Font object attributes

Date: Thu, 28 Jul 94 02:34:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>I deal with this situation nearly every day. In the detail editor when
>you select FUNCTIONS/ATTRIBUTES (or F7) you are changing the parent
>(faceless) axis only. What I do is R/a-Y, R/a-J in the detail editor
>which ungroups then joins all faces, then I change the attributes. I
>also select the front edges minus the bevels and make them quick edges
>for faster redraw times with long sentences. When creating the font
>objects in the spline editor, don't forget that you can scale the paren
>axis up before adding faces which will reduce the object face count.

Actually, you have to size all the children axes individually. Scaling the parent axis does nothing to affect the nr. of faces. The quickest way to create a font object is to do all the joining in the spline editor. Type your text as usual, and when the spline letters appear, enter object mode (Ramiga 2). Pick the parent axis and delete it. Now pick all the letters, and choose Functions/Join. You may now scale the axis of this object to control the amount of faces. After you add the points you will not have to worry about selecting the right axes in Detail editor. If you need more precise face control on some of the letters, you can leave them out of the joining in the spline editor, and edit their axes individually. You will, however, have to remember to group the letters back together if you do this.

>I suppose another option would be to use FUNCTIONS/APPLY to apply the
>attributes of the axis to all of the letters, but they would probably
>have to be ungrouped first.

You, don't need to ungroup to use Apply.

>Ed Totman
>etotman@gort.ucsd.edu

>On Tue, 26 Jul 1994 CHIRON1@delphi.com wrote:

>> I'm confused!
>>
>> Okay, actually, I'm Paul, but I'm a confused Paul.
>>
>> I've been trying to assign colors to extruded text and keep getting B
>> I've assigned colors to primitives without problems, but not to fonts
>> Here's the play-by-play:
>>
>> 1) Start a new project called TextTest.
>> 2) Go to the SPLINE EDITOR & choose OBJECT/LOAD FONT.
>> 3) From requester, choose ATHENA and type ABC in STRING GADGET. Clic
>> 4) From PICK/SELECT choose PICK ALL.
>> 5) Choose OBJECT/ADD POINTS
>> 6) Choose ROUND in EXTRUDE REQUESTER then OK.
>> 7) Choose OBJECT/SAVE POINTS, and save as Text.obj.
>> 8) Go to the DETAIL EDITOR and OBJECT/LOAD. Text.obj should still be
>> GADGET, so click OK.

>> 9) When object has loaded, choose PICK/SELECT/PICK ALL.
>> 10) Choose FUNCTIONS/ATTRIBUTES.
>> 11) In the REQUESTER, select the COLOR gadget, then adjust sliders to
>> setting of 255/0/0 (RED). Then click OK.
>> 12) Choose OBJECT/SAVE and OK. Select OK for OVERWRITE question.
>> 13) In the ACTION EDITOR, set up the scene and PROJECT/SAVE CHANGES.
>> I add one white light with PARALLEL BEAMS to the upper left rear
>> 14) In the Project editor, NEW, and call it Test.pic.
>> 15) Choose SCANLINE, default PICTURE & PIXELS settings, RGB8-24bit. 0
>> 16) Generate first frame, and see a grayscale picture. Why?
>>
>> This is basically from memory, so if I dropped any obvious/unimportant
>> steps, please understand.
>>
>> Now if you replace the first steps with creating a PLANE PRIMITIVE and
>> assign the same attributes to it, it renders RED.
>>
>> Any suggestions?
>>
>> ***** Paul *****
>> Chiron1@Delphi.com
>>
>> Tips: Wages we pay other people's hired help.
>>

Torge!r

torgeir.holm@tbc.powertech.no

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+-----+

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1.330 MSG-328 Subject: Sorry Could Not Find Subject!

Date: Thu, 28 Jul 1994 15:04:16 +0800
From: Mark Johnson <johnno@cs.curtin.edu.au>

G'day

I'm looking for a rope type texture. I have tried Impulse's and Apex's barbar
pole etc. But know luck. Anyone?

Also, how do I get the partical's to work, as in, I want the object to be solid
and from one end (as an example) begin to fall off (like a crumbling from top
to bottom).

Thanks to anyone for this.

Mark J

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1.331 MSG-329 Subject: showobj and Directory Opus

Subject: showobj and Directory Opus
Date: Thu, 28 Jul 94 03:02:59 PDT
From: 28-Jul-1994 0459 <leimberger@marbls.enet.dec.com>

Well I spent two nights trying to get Showobj to work with Dopus. Someone had posted they had this up and running. Would they please email me(or the IML) a step by step on how to get this working. I have a lot of objects and want to cull some, this would be a great help. I wish Showobj supported deleting of objects.

bill

/****

Bill leimberger nashua NH.

*/

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1.332 MSG-330 Subject: Re: scanline question

Subject: Re: scanline question
Date: Thu, 28 Jul 1994 09:15:20 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Thu, 28 Jul 1994, rob (r.d.) hounsell wrote:

> we'd do a checksum of files that have the same size in order to differ them.
> On the Amiga, would "version" work on the Imagine binary, or is there a checksum utility?

I don't know of anything like that.

> I've never actually tested my copy of Imagine to see if the scanline bug is fixed. Is there a definitive test to determine if it's fixed or not?

Create a scene with a bright (or well lit) ground object, a sky color (globals actor bar), and a chrome ball just above the ground.

Render in scanline. The way it's *supposed* to work, you should see the ground reflected in the bottom of the sphere, and the sky in the top of the sphere. In the bugged version, the ground does not reflect.

This was a private message, but I've forwarded the reply to the IML so

others can correct the above description if it's wrong. I'm working on memory only.

> I've got to admit, no version numbers is a pain!

Yes!

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1.333 MSG-331 Subject: Imagine Bigscreen

Subject: Imagine Bigscreen
Date: Thu, 28 Jul 94 10:30:52 EDT
From: mtucibat@cris.com (Mike Tucibat)

On 7-27, Erick Smith wrote:

:
: In the Imagine FAQ that I saw, there was a listing of block
: locations and bit locations in the Amiga versions of Imagine (2.0-2.9)
: that allow one to display Imagine properly in overscan mode. I would
: like to know if anyone knows which locations to alter for the FP version
: of Imagine 3.0. Thanks
=====

Hi Erick,

Everybody needs a bigscreen Imagine! These are the dimensions I use. The hex for height should be 1/4 of the value you want to end up with.

Width- Location D063C (736=0230)
Height- Location FDA9 (480=78)

I believe Steve Lombardi was the first to post both locations. (Thanks again, Steve!)

-mikeT

| AmiQWK 2.5 | ...Blank Tagline...

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1.334 MSG-332 Subject: Re: showobj and Directory Opus

>like to know if anyone knows which locations to alter for the FP versio
>of Imagine 3.0. Thanks

>Erick Smith

Found this on arc50.guide:

to change horizontal size:

edit location D063C 2BC will yield a 700 pixel wide screen. 2f8 will
give
you 760.

to change vertical size:

edit location FDA9

Note that the value you put in here must be 1/4 of the number of pixels
you want. that is 100 decimal or 64 hex will give you a 400 pixel high
screen

```
115 " " 73 " " " " 460 " "
"
130          82          520
```

original post by steve lombardi

Torge!r

torgeir.holm@tbc.powertech.no

```
+-----+
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+-----+
```

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1.336 MSG-334 Subject: Showobj and Dopus

Subject: Showobj and Dopus

Date: Thu, 28 Jul 94 07:58:00 PDT

From: KEN_ROBERTSON@robelle.com

I couldn't get it to work automatically, but I did set it up as
a button. Go into prefs, select buttons, select AmigaDOS (instead
of the default Command). Enter the filename of showobj: mine is
hdl:prog/imagine/showobj. Append {f} to the filename. Add a Name
(i.e. button label) and click okay.

You will now be able to use this button with selected filenames.
(Automatically would have been nice, but I couldn't get Dopus to
recognize the obj files, no matter what pattern I used.)

\KenR

If the stakes are big, then bring a big bar-b-q!

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1.337 MSG-335 Subject: sway

Subject: sway

Date: Thu, 28 Jul 94 09:27:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>Someone posted here recently that the sway effect works on objects
>grouped to a parent axis. I have tried all manner of objects, axes
>orientations, and sway settings but my animations consist of what appear
>to be random changes in object orientation frame by frame. No smooth
>motion or continuity. How do you get sway to work?

>Ed Totman
>etotman@gort.ucsd.edu

I made a one polygon object in the detail editor, stretched it so that it was shaped like a piece of grass, and made the Z axis come through parallel to the middle of the object. Picked the edges, and made them quick edges. Added grassy attributes, and turned Quick Edges on in the attributes requester. Quick edges because 3 edges is a lot quicker than 8 in a bounding box, when you get to stage.

I then made about four hundred copies of this object, spread out in a 20x20 grid. Use multi select to speed things up. Could really use Macros Soon, impulse. I then multi selected objects using the lasso tool randomly, and sized, rotated, and moved the objects slightly, just to get an irregular look. Repeated this several times.

When the objects looked like a messy patch of grass, or something like that, I added an axis, and picked it. Picked all the other objects with a drag box and grouped them to the axis. Saved object.

In the action editor, I added the object for 50 frames to do a test anim. In the FX bar I added the Sway.ifx for all 50 frames:

Start Frame 1 End Frame 50

All buttons off except X-axis

Minimum # of gyrations: 1

Maximum # of gyrations: 3

Minimum gyration angle: 10

Maximum gyration angle: 30

Random number seed: whatever

When I render this I get a patch of grass, swaying back and forth. Some leaves of grass sway fast, and others slow, but they all have almost the same direction of sway. There are no abrupt changes from frame to frame.

Hope this helps.

Torge!r

torgeir.holm@tbc.powertech.no

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+-----+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board   |
+-----+
```

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1.338 MSG-336 Subject: Re: showobj and Directory Opus

Subject: Re: showobj and Directory Opus
 Date: Thu, 28 Jul 1994 12:49:43 -0400 (EDT)
 From: Edwin Phillips <flaregun@strauss.udel.edu>

I was just wondering... is the source available for showobj, so that it could be ported (maybe) to the PC?

Ed

```
/*-----*/
/* Ed Phillips flaregun@strauss.udel.edu University of Delaware */
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */
/*-----*/
```

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1.339 MSG-337 Subject: Re: Essence, Forge output on Imagine PC ?

Subject: Re: Essence, Forge output on Imagine PC ?
 Date: Thu, 28 Jul 1994 13:45:05 -0400 (edt)
 From: dov@adorsai.dorsai.org

Whe I upgraded Essence And purchased forge I asked about it and they said that they were aiming to make forge renderer non specific so as to apeal to A broader market.

If you want to see An interesting response, try loading an Impulse texture into forge ad se what happens.

DOV

--> RETURN TO CONTENTS!<==

1.340 MSG-338 Subject: Showobj

Subject: Showobj
Date: Thu, 28 Jul 94 10:46:00 PDT
From: KEN_ROBERTSON@robelle.com

It's neat to preview some of the objects to figure out what they are, but Showobj really needs a hidden-lines function. (Some of my objects are a little complicated.) Plus - if you have grouped spheres, the objects look odd. (Where spheres are not primitives, that is.)
\KenR

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1.341 MSG-339 Subject: Re: Looping anims

Subject: Re: Looping anims
Date: Thu, 28 Jul 1994 09:54:55 -0700 (PDT)
From: Mike McCool <mikemcoo@efn.org>

Hey Torgeir,

Thanks guy, for responding. And you know, you might have hit on my problem: the 3d rendered image doesn't have two identical pic's on top of each other, but BESIDE each other.

This is something I've noticed about the way the 3000 renders with Imagine. For instance RGBN pix, that used to show up just fine when rendered on my 500, get split down the middle when I try to show them on the 3000. I wonder if there's something innate to the 3000 that messes up double-sided images?

Much as I hate to sacrifice the speed, maybe I'll set up the same project over on the 500, see if I get a one-on-top-of-the-other set of pics, instead of side by side.

Maybe I should post this problem out in the open, see if there are any other 3000 owners with similar problems . . .

Thanks again, Torgeir, for your help.

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1.342 MSG-340 Subject: Hex location Screen Imagi

Subject: Hex location Screen Imagi

Date: Thu, 28 Jul 94 17:03:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

On 26 July, 1994, JOOP.VANDEWEGE@MEDEW.ENTO wrote:

>Hello Torgeir,

>You asked for:

>>Anybody have those 3.0 PAL fp screensize hack locations!!

>I used FileX and searched for \$0280 and knew the next two bytes to be
>something like \$00C8. The reason you can't change the vertical resoluti
>beyond the overscan dimensions is that Imagine checks graphics.library
>system correct values. I'm looking where and how to patch this, please
>patient. If possible I'll post it to the IML. BTW Vertical resolution i
>specified using non-lace values. Imagine will double the vertical resol
>if LACE is specified in its configfile.

>If this patch works for you, you can post it to the IML. The reason I d
>do this myself is because I'm using Imagine on a MERLIN gfx card and I
>have to patch Imagine to get a 800x600 screen.

>\$D0560:0280-->xxxx Horizontal resolution, not restricted

This worked just fine, thanks!

>\$D0562:00C8-->xxxx Vertical resolution, restricted upto overscan
>resolution (PAL 256-566 decimal)

When I changed this, nothing changed vertically. 00c8 is 200. I probably
need to find 0100 (256), or 0080 if that 1/4 thing is right.

When I search for these numbers, i find them ALL over the place. So
trying them would be quite a project, and I don't have the time.

Anyone out there got the vertical Hex Locations for 3.0 PAL fp ?

>Imagine size in bytes:876192

Torge!r

torgeir.holm@tbc.powertech.no

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

not have to apply the ATTRIBUTES to each one separately. Fortunately, several responses suggested two different ways around it.

1) UNGROUP & then JOIN the characters into one object.

and

2) UNGROUP, SELECT a single character and apply ATTRIBUTES to it. PICK ALL and choose FUNCTIONS/APPLY.

Both of these worked, and I have a feeling that each method is going to come in handy at different times.

I'm still working on all the concepts/ramifications of AXES, but the learning curve is getting less steep all the time. Just got to KEEP ON RENDERING!

Thanks again for the help!

***** Paul *****

Prejudice is the reason of fools!

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1.345 MSG-343 Subject: 3d script woes

Subject: 3d script woes

Date: Thu, 28 Jul 1994 18:12:17 -0700 (PDT)

From: Mike McCool <mikemcoo@efn.org>

Again Torgeir, thanks for your help. I can't wait to edit your script and see if this helps.

And no, the versions are not the same on the two machines. The 500's running 2.0, cause it's still in Workbench 1.3 (sorry, lameness is innate).

It's not that the 3000 doesn't render the split images OK, there's just something weird in the way it display's rgbn pix. If I'm IN imagine, and ask it to display an RGBN pic, it shows up just fine. It's when I'm outside, using their standard viewrgbn viwer, that my 3000 does this weird split down the middle thing. It's like a mirror sitting down the middle of the pic, splitting it in two.

Anyone else out there with a 3000 notice this?

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1.346 MSG-344 Subject: Re: Imagine 3.0 arrived the other day, BUT...

Subject: Re: Imagine 3.0 arrived the other day, BUT...

Date: Thu, 28 Jul 94 22:37:39 PDT

From: Kevin Bonifield <kevinb@spacecom.com>

>> Also, it says near the beginning of the manual to please fill out the
>> registration card... there wasn't one.

>

>I, too, have been wondering the same thing. I haven't had the time to
>call and ask, but will try to tomorrow.

>I remember reading comments about a newsletter being mailed out to
>registered users...has anyone gotten a copy since 3.0 came out?

>

When I ordered IM2.0/PC it never arrived. I called Impulse and it turned out they had my address incorrect. To Impulses' credit they quickly shipped another copy. It had no registration card when it arrived. Being a bit gun-shy at this point I called Impulse and they said I was "already in the database" and didn't need to send in a card. I asked them to verify my address...it was correct.

I didn't receive anything...absolutely nothing...from Impulse since that purchase. I found out that 3.0 was released from the IML <thanks and a tip of the hat :-> >

When I called to order 3.0 I asked them to verify my address...it was the original, incorrect address!!! They corrected it <I think> and 3.0 arrived without incident (sans registration card). I would really be interested in their newsletter, etc, but have never seen such a beast.

How strange,

//Kevin

```
-----  
Kevin Bonifield  -***-  SpaceCom Systems  
Software Engineer  
Phone: 918-488-4823  
Fax   : 918-488-4848  
Inet: kevinb@spacecom.com  
-----
```

--> RETURN TO CONTENTS!<--

1.347 MSG-345 Subject: re: Hex location Screen Imagine

Subject: re: Hex location Screen Imagine
Date: Fri, 29 Jul 1994 08:47:07 +0100 (CET)
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

Hello Everybody,

Sorry that I didn't post the location directly to the IML but since I use a Merlin gfx card, which promotes Imagine directly to any resolution without all fuzz, I didn't see the need. Torgeir is having problems with the vertical resolution and I think I know the problem. Imagine modifies the data structure, which we patch, back to 256 lines or 512 lines interlace. I'm still looking at it and if there's a solution for this problem I will post it until then we have to live with it OR buy a MERLIN.

Greeting Joop

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1.348 MSG-346 Subject: showobj and Dopus

Subject: showobj and Dopus
Date: Fri, 29 Jul 94 03:08:15 PDT
From: 29-Jul-1994 0506 <leimberger@marbls.enet.dec.com>

>You will now be able to use this button with selected filenames.
>(Automatically would have been nice, but I couldn't get Dopus to
>recognize the obj files, no matter what pattern I used.)

That was what I'd been trying to do also. I did notice a difference in some object files, I think it has to do with what program generates them. I got it working with the button at least Thanks to all who responded.

bill

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1.349 MSG-347 Subject: shields up-phasers on kill

Subject: shields up-phasers on kill
Date: Fri, 29 Jul 94 04:16:39 PDT
From: macgyver@cup.portal.com

FYI - The August issue of Amazing Computing has a neat tutorial on creating a starship shield effect in imagine &/or Aladdin.

Also, does anyone have tips on making photon torpedoes and phaser beams? I've been playing around with the nebula textures and softstripes ,but nothing looks good yet. :-)

TNX IN ADVANCE!

Todd Mizomi
Apprentice Imagineer

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1.350 MSG-348 Subject: Re: Essence, Forge output on Imagine PC ?

Subject: Re: Essence, Forge output on Imagine PC ?
Date: Fri, 29 Jul 1994 11:23:59 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

Charles wrote

> > And most importantly are the generated textures portable to
> > Imagine PC (V2.0) ?
>
> Forge output is in IFF, TIFF, or JPEG format. If any one of these formats ar
> e
> supported by Imagine PC (or any other renderer of interest), then you can
> generate your texture bitmaps on a FPU-equipped Amiga and send them over to
> the PC.
> Cheers,
> Charles

The supported IM PC formats are IFF, TARGA (uncompressed) and TIFF (uncompressed)

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.351 MSG-349 Subject: Re: imagine and operating systems

Subject: Re: imagine and operating systems
Date: Fri, 29 Jul 1994 11:18:16 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

Willian wrote

> Imagine won't run under OS/2 and NT currently.
>
> Why? !
>

> Why not Windows !?
>
> Non-standard programming techniques, maybe?
>
> If Impulse would stop farting with their own memory managment and learn
> to use the standard memory interfaces, then we'd all be happy.
>
> How come Imagine ins't unsing DPMS? The oldest trick in the protected
> mode book??
>
> In other words, I want Imagine to work in every "DOS" operating system.
>
> Eric Donoho | "Let's go to burger king and get
> Louisville, KY USA | a chicken sandwich!"
> donoho@iglu.com

Yeah, Amiga users complains the same. Imagine despite of its creation on Amiga, it doesn't has any "Amiga Look", ie, no gadgets, standard requesters, etc ... I think it's 'cause to make it easily portable and stay with chunky "Impulse look".

Day message: If message isn't clear increases the brightness of your monitor.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.352 MSG-350 Subject: Re: Essence, Forge output on Imagine PC ?

Subject: Re: Essence, Forge output on Imagine PC ?
Date: Fri, 29 Jul 1994 11:39:29 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

Kelly wrote:

> Except you can't generate the bump mapping the same. At least _I_ haven't
> been able to duplicate something like "Reptile Skin" with correct bump
> mapping, etc.
>
> Image Runner, sysop of Amiga Images // / BOOM, sooner or later, boom.\
> Mr.Kelly Petlig<kpetlig@halcyon.com> \X/ \ finger address for BBS info /
> Try Imagine 3.0 Dinoskin texture

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.353 MSG-351 Subject: Laser effect

Subject: Laser effect

Date: Fri, 29 Jul 94 10:20:38 EDT

From: sauvp@citi.doc.ca (Patrick Sauvageau [SIA])

Todd Mizomi (macgyver@cup.portal.com):

>Also, does anyone have tips on making photon torpedoes and phaser beams?

>I've been playing around with the nebula textures and softstripes ,but

>nothing looks good yet. :-(

I have made a laser effects for an animation.

For that, I have created a very thin cone object, about 400 units long and 10 wide at the base. The axis of the object is located at the base. The color of the object is blue-white and the object is bright. The next step is to add the "linear" texture in a way that will made the object transparent at the thin end. Finally, add an axis at the top of the cone. Make the Y axis pointing in the direction of the base and make this axis the parent of the cone.

To use thi "laser" in an animation, I used a "feature" of Imagine: In the stage editor, if you resize an object on only one axis, the textures are not resized.

So, in the firing frame, load the laser object, position it's parent axis in the laser "gun",and track it to it's target. Then, scale it down LOCALY ON IT'S Y AXIS until it become very short. Go to the frame where the laser hit it's target, select the laser and resize it localy on it's Y axis untills it touch the target (or get out of camera sight if it miss).

In that way, since all the scaling have been made locally, the lenght of the texture stay constant. In the last frame, even if it seem that the laser is continuous from the "gun" to the target, ONLY THE 400 UNITS AT THE FRONT ARE VISIBLE, since the rest is fully transparent.

If you wish, I may upload an object and a staging.

ps: I must appologise for the poor quality of my english; I is not my natural language.

Patrick Sauvageau
sauvp@citi.doc.ca

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1.354 MSG-352 Subject: Re: 3-D Text in IM2.0

Subject: Re: 3-D Text in IM2.0

Date: Fri, 29 Jul 1994 11:37:48 BRA3EST

From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

Richard Johnson wrote:

> How can I import 3-D text in IM2.0? Is there a feature for this?

>

> Rickvj@Tso.us.edu

> Emgr Adr. Adam.Johnson@Spock.org /-----\
> | Richard V Johnson |
> \-----/

I don't know if you are an Amiga or PC user, so it depends ...

On Amiga use Functions>add>Text object. Just select the font and type the text you want.

On PC, like in other parts of the program there are "Amiga references" with no effect at all. Unfortunately it occurs with Functions>add>Text object, I think caused by no font standard on PC. So go on a PhotoShop/PhotoStyler kind-program. Open a big screen size (more than 600x400) with 2 colors. Get a big font and write in down on screen using color 1 of palette (color 0 is for background). Save it in TIFF and TGA uncompressed. On Imagine use Object>Convert image and point the images (if one doesn't work other should does). You should get the properly 3D text.

I hope it helps ...

Day message: If the message isn't clear increases the brightness of your monitor.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.355 MSG-353 Subject: Full power to foward phaser banks.

Subject: Full power to foward phaser banks.

Date: Fri, 29 Jul 1994 11:27:04 -0400 (EDT)

From: "T.W. Albee" <UC245_444755@emuvax.emich.edu>

Hi!

Here's something that worked for me about phasers - though, I'm still kind of stumped about 'photon torpedos' (at least whithout a LOT of work for the effect).

Start off with a tube or teardrom or whatever shape you want, save it as something1. Elongate it as you imagine a phaser blast to travel, save that as something2. Finaly, reshape it as you think a phaser blast would look after comming in contact with something; something3. You can even reduce it to a small, dying point if you wish; something4. Color them all how you wish and use the marble texture as a filter map. Morph between objects in the Action Editor to get the desired animation look, and Render HO! Add another shape around the beam if you wish, setting its

filter high, and its fog length relative to its size, and you can have an ionization glow too. Play around with using brushmaps you create for different filter-mappings to get different effects. Try animating the filters for a really neat effect.

If anyone has ideas about getting a Pho-Torpedo, please send'em my way.

T. Wheth Albee

... inside the computer, light is a substance to be manipulated.

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1.356 MSG-354 Subject: Phasers

Subject: Phasers

Date: Fri, 29 Jul 1994 11:43:54 -0400 (EDT)

From: "T.W. Albee" <UC245_444755@emuvax.emich.edu>

I forgot to mention that the phaser-beam shapes should be set to 'bright' Oh, and BTW, in case you havent' guessed, its the filter map that does the real magic here.

T. Wheth Albee

... Reality is only what everyone agrees is real.

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1.357 MSG-355 Subject: Re: scanline question

Subject: Re: scanline question

Date: Fri, 29 Jul 1994 21:43:32 -0400 (EDT)

From: Calvin Chu <diavolo@engin.umich.edu>

On Thu, 28 Jul 1994, Michael Halleen wrote:

> > we'd do a checksum of files that have the same size in order to differ them.

> > On the Amiga, would "version" work on the Imagine binary, or is there a checksum

> > utility?

>
> I don't know of anything like that.

You can get a copy of MD5 from the PGP distribution or by itself if you can find it. MD5 is the standard checksum utility across many platforms.

```
o/ \o/ o <o o o o Mi dispiace, ma non parlo italiano. :-)
<| | /|\ |> <|><|> <|\ Ciao ragazzi! :-) diavolo@azure.engin.umich.edu
/| / \ /| / \ // \ / \ L'universita' di Michigan! Forza blu!!!!!!!!!!!!!!
"*****" Finger for PGP Public Key Block and Fingerprint
```

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1.358 MSG-356 Subject: trueSpace for Windows

Subject: trueSpace for Windows
Date: Fri, 29 Jul 1994 21:13:02 -0700 (PDT)
From: Bryan Manwaring <byron@connected.com>

```
# I know, I know! Don't get on my case, this is the IMAGINE mailing
# list, but someone (Sorry, but the message got deleted before I could
# write this message) mentioned that they read a review about trueSpace for
# Windows in 3D artist. I just got a copy from my boss (he bought it for
# me) and it has some great features. I am however a diehard Imagine fan
# and would never switch. The modeling capabilities of trueSpace are
# amazing. They have some stretching and bending capabilities that far
# surpass those of any other 3D progs that I have seen( I have seen or used
# almost every PC software that exists). I have not yet seen Imagine 3.0
# but am excitedly awaiting my copy in the mail.
#
# I would recommend checking this program out. It is a great compliment to
# Imagine. It is 100% compatible with imagine. It reads files perfectly
# and will write all kinds of DXF files. The rendering is not so hot though.
```

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1.359 MSG-357 Subject: Re: Looping anims

Subject: Re: Looping anims
Date: Fri, 29 Jul 1994 21:21:19 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> Found another Brushmap bug: When rendering a stereo 3D picture, after 50%
> I sometimes get an Error opening Brush:Brushname_here , even though it
> was used in the top half of the image. After restarting imagine it

> sometimes works though!

Hmmm? not to but in, but this is starting to sound like a hard drive problem. But thats only a geuss on my part..does sound weird.

=RRW=

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1.360 MSG-358 Subject: Re: shields up-phasers on kill

Subject: Re: shields up-phasers on kill
Date: Fri, 29 Jul 1994 21:57:54 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> Also, does anyone have tips on making photon torpedoes and phaser beams?
> I've been playing around with the nebula textures and softstripes ,but
> nothing looks good yet. :-(
>
> Todd Mizomi

I made a nice phasar beam using the WormVein and Rainbow textures combined, I don't remember the settings, but could find the attribute I saved and send it to you..or if I you would rather I could take a look and write them down..it may not be what you want though, I orionally made the texture for a laser for beaming up aliens and the like. But Think it could probably be used for a phaser beam as well.

=RRW=

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1.361 MSG-359 Subject: imagine and operating sys

Subject: imagine and operating sys
Date: Sat, 30 Jul 94 03:42:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>Yeah, Amiga users complains the same. Imagine despite of its creation
>on Amiga, it doesn't has any "Amiga Look", ie, no gadgets, standard
>requesters, etc ... I think it's 'cause to make it easily portable
>and stay with chunky "Impulse look".

>Daniel Bueno Bracher

I talked to Mike Halvorson a while before I received 3.0. I asked him about standard file requesters, and he said: We added them, but it looked like hell, so we removed them!

Seems like they are very proud of their interface design, and don't want to change it. I would love to see a proper cycle gadget, that works with the CycleToMenu commodity, instead of those browse buttons for states.

My wish list is loooooong, especially after working with Real3D 2.49.

Torge!r

torgeir.holm@tbc.powertech.no

```
-----  
+-----+  
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board   |  
+-----+
```

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1.362 MSG-360 Subject: showobj and Dopus

Subject: showobj and Dopus

Date: Sat, 30 Jul 94 03:42:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>>You will now be able to use this button with selected filenames.
>>(Automatically would have been nice, but I couldn't get Dopus to
>>recognize the obj files, no matter what pattern I used.)

>That was what I'd been trying to do also. I did notice a difference in
>object files, I think it has to do with what program generates them.
>I got it working with the button at least Thanks to all who responded.

>bill

I just downloaded Showobj.lha, and I got it to work in dopus 4.12 without any problems. I just added the Imagine Object, IFF TDDD filetype in filetypes, and added the action for double-click:

```
AmigaDos Showobj {f}
```

I also turned Workbench to Front on.

Now when I doubleclick the object, it automatically displays it on wb.

If any of you don't have the Imagine object filetype definition (which would be strange, since it came with dopus) This is the one I have:

Match FORM????TDDD

Hope this helps. (probably won't if the object files are non standard :()

Btw:great job by Andreas Heumann :) Much needed program.

Torge!r

torgeir.holm@tbc.powertech.no

```
+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+
```

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1.363 MSG-361 Subject: Re: shields up-phasers on kill

Subject: Re: shields up-phasers on kill

Date: Fri, 29 Jul 1994 22:14:31 -0700 (PDT)

From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>

> Also, does anyone have tips on making photon torpedoes and phaser beams?
> I've been playing around with the nebula textures and softstripes ,but
> nothing looks good yet. :-(

Well, after seeing what some others wrote I geuss what I thought a phasar beam was, is not what one is..geuss I should try and watch StarTrek a bit more than I do.. You could still probably add the linear texture to the textures I mentioned and get something similar but with bolts of electricity pulsing threw it as it traveled along..Though I would need to try this to be sure it would actually work correctly. But I don't know if the rainbow texture would be right for it after reading the other suggestions. But it is a nice beam for beaming up things or using as a shield. But then we have the beam me up texture now, of course the the beam I made is a bit different than that.

Looks like you have some good ideas to try now anyways.

=RRW=

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1.364 MSG-362 Subject: Re: imagine and operating sys

Subject: Re: imagine and operating sys
Date: Sat, 30 Jul 1994 11:10:20 -0400 (EDT)
From: Udo K Schuermann <walrus@wam.umd.edu>

torgeir.holm@tbc.powertech.no (Torgeir Holm):
> I talked to Mike Halvorson a while before I received 3.0. I asked him
> about standard file requesters, and he said: We added them, but it
> looked like hell, so we removed them!

Can't possibly look any worse than that fat and ugly design they have. And most likely they forgot to use the right VisualInfo so all the pens were screwed up. Sure, blame the O/S ...

And what's wrong with offering an option? Ten minute's time coding isn't worth it? For crying out loud!

> Seems like they are very proud of their interface design, and don't want
> to change it.

Dummheit und Stolz sind geschnitzt von einem Holz. I'll leave the translation to someone else ;->

._. Udo Schuermann
() walrus@wam.umd.edu

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1.365 MSG-363 Subject: Textures

Subject: Textures
Date: Sat, 30 Jul 94 19:17 BST-1
From: jartymiak@cix.compulink.co.uk (Jacek Artymiak)

Hello everybody!

There is a demo of a new texture library on aminet. Check it out if your interested. The name of the file is btext01.jpg.

Let me know what you think of it via e-mail if possible. I don't want to clutter the list.

Jacek Artymiak (Bitmap Studios Ltd.)

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1.366 MSG-364 Subject: states and filter bug?

Subject: states and filter bug?
Date: Sat, 30 Jul 94 19:53:31 GMT
From: Paul Rance <paul@rance.demon.co.uk>

I've come across a bug in Imagine 3 (so whats new!). It only seems to appear when using states and filter objects. I created a Glass cup object, checked it in the detail editor and it render fine. Then after adding a few states to it I loaded it into the stage editor and set up the states to animate. Whenever I rendered the stills the glass always came out solid white (either scanline or raytrace). I spent about an hour trying to sus it out and then I decided to remove the state name from the first frame of the object in the action editor bar and it worked. But, the bug comes back as soon as I add a state to the "State name" requestor. Anyone come across this?

Paul

```
-----  
!Email paul@rance.demon.co.uk                2:254/516.2@Fidonet  !  
'-----'
```

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1.367 MSG-365 Subject: scanline question

Subject: scanline question
Date: Sat, 30 Jul 94 15:08:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>On Thu, 28 Jul 1994, Michael Halleen wrote:

>> > we'd do a checksum of files that have the same size in order to dif
>> > On the Amiga, would "version" work on the Imagine binary, or is the
>> > utility?

>>

>> I don't know of anything like that.

>You can get a copy of MD5 from the PGP distribution or by itself if you
>can find it. MD5 is the standard checksum utility across many platform

I used MD5 in binary mode to do a checksum in my version of imagine:

Imagine PAL/fp/876192/amiga

2b97d25dc1765aaa3258f5294a3e5745 *im30:Imagine.fp

Anyone with the same byte/version have a different checksum?

Torgeir

torgeir.holm@tbc.powertech.no

```
+-----+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board   |
+-----+
```

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1.368 MSG-366 Subject: Re: imagine and operating sys

Subject: Re: imagine and operating sys
Date: Sat, 30 Jul 1994 13:22:37 -0700 (PDT)
From: Kelly Petlig <kpetlig@halcyon.com>

On Sat, 30 Jul 1994, Torgeir Holm wrote:
<snippage>

> about standard file requesters, and he said: We added them, but it
> looked like hell, so we removed them!

There are a few other programs that stick with their interface rather than Amiga Standard. ProWrite is a good example, as it's own file requestor has options that the asl.library doesn't offer. It's also a good example on allowing the user to decide: tool-types for opening on super-hi-res, workbench, and asl requestors. This is how I'd love to see Imagine work ... add a couple ARexx commands and we'd be back up to minimal Amiga system conventions. Actually I think someone is keeping a list of things they'd like done to Imagine.

Along the similar route, has anyone noticed how much slower Real3D's interface at eight colors is compared to Imagine? (OK, so I really only had a cursory glance of Real3D, it just seemed slower) I would hope that any neat 2.0 features added wouldn't impair the speed.

Image Runner, sysop of Amiga Images // / BOOM, sooner or later, boom.\
Mr.Kelly Petlig<kpetlig@halcyon.com> \X/ \ finger address for BBS info /

--> RETURN TO CONTENTS!<==

1.369 MSG-367 Subject: PixPro2 now shipping

Subject: PixPro2 now shipping

Date: Sat, 30 Jul 94 13:50:34 PDT

From: Harv@cup.portal.com

Axiom software began shipping Pixel 3D Professional Version 2 yesterday. It has an entirely revamped interface and a couple dozen significant new features. AGA support. PostScript support. ARexx. Object painting. Surface painting. Hierarchy support. Etc. etc. Call 1-800-49-AXIOM for more info or 1-612-894-0596 if the 800 nbr won't work from your locale.

Ask about the upgrade price if you own any earlier version of Pixel 3D.

Harv

harv@cup.portal.com

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1.370 MSG-368 Subject: states and filter bug?

Subject: states and filter bug?

Date: Sun, 31 Jul 94 01:15:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

Paul Rance <paul@rance.demon.co.uk>:

>I've come across a bug in Imagine 3 (so whats new!). It only seems to a
>when using states and filter objects. I created a Glass cup object, che
>it in the detail editor and it render fine. Then after adding a few sta
>to it I loaded it into the stage editor and set up the states to animat
>Whenever I rendered the stills the glass always came out solid white (e
>scanline or raytrace). I spent about an hour trying to sus it out and
>I decided to remove the state name from the first frame of the object i
>action editor bar and it worked. But, the bug comes back as soon as I a
>state to the "State name" requestor. Anyone come across this?

>Paul

Are you sure the correct attributes are defined for each state? States include attribute as well. If you have created the states before you made the attributes, and you clicked on the properties button, all the states will have the default attribute settings. If you then modify the attributes, you will only change the current state, but only when you update the state.

If you want the same attributes in all the states, you can delete the properties in all the states except for the one which contains the correct attributes. Maybe this has to be the default state, but I'm not sure of this right now since this is from memory only.

Hope this helps, and if it doesn't it just might be a BUG (maybe impulse should get a deal with ORKIN exterminating or something ;-)

Torge!r

torgeir.holm@tbc.powertech.no

```
+-----+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board   |
+-----+
```

--> RETURN TO CONTENTS!<==

1.371 MSG-369 Subject: imagine and operating sys

Subject: imagine and operating sys

Date: Sun, 31 Jul 94 01:15:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>There are a few other programs that stick with their interface rather
>than Amiga Standard. ProWrite is a good example, as it's own file
>requestor has options that the asl.library doesn't offer. It's also a
>good example on allowing the user to decide: tool-types for opening on
>super-hi-res, workbench, and asl requestors. This is how I'd love to s
>Imagine work ... add a couple ARexx commands and we'd be back up to
>minimal Amiga system conventions. Actually I think someone is keeping
>list of things they'd like done to Imagine.

This is almost the way ImageFX works. Although I would prefer it if it
used the amiga OS completely. The cycle gadgets in imageFX are really
irritating because they don't work with cycleToMenu. GVP made everything
LOOK almost like the Commodore Styleguide, but it doesn't work that way.

I tried whipping up some style guide compliant Imagine user interfaces
in Dpaint, and they for sure didn't look like hell!

If impulse would at least use the DisplayDatabase, they wouldn't have
95% of their users hacking the executable to get a usable screen size.

>Along the similar route, has anyone noticed how much slower Real3D's
>interface at eight colors is compared to Imagine? (OK, so I really onl
>had a cursory glance of Real3D, it just seemed slower) I would hope
>that any neat 2.0 features added wouldn't impair the speed.

I find that Real3D2.49 is slower than imagine in almost all operations,
except for raytracing when using primitives. When you start using a lot
of splines, it slows down way too much. However, I would be willing to
sacrifice some speed for a better user interface. Not necessarily as
configurable as real's though. In real it can take too long to get the
kind of interface you want, even if you can save it when you are done
creating it.

I would like to see one window for the Quad-view and a floating toolpalette/ toolbar. BTW:The Quad-view is actually a window now as well, and you can use DragIt to resize it, even though the contents of it aren't affected.

Torge!r

torgeir.holm@tbc.powertech.no

```
+-----+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board   |
+-----+
```

--> RETURN TO CONTENTS!<==

1.372 MSG-370 Subject: Make3Dpic scripts

Subject: Make3Dpic scripts

Date: Sun, 31 Jul 94 02:13:00 -0100

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

My 3D picture scripts should now be on aminet. I got a friend of mine to upload the archive for me. Should be in whatever directory is used for uploads, I'm not quite sure exactly where, since I don't have ftp.

If you can't find it let me know. And if you do I appreciate any comments :-)

The archive is called Make3Dpic.lha

Torge!r

torgeir.holm@tbc.powertech.no

```
+-----+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board   |
+-----+
```

--> RETURN TO CONTENTS!<==

1.373 MSG-371 Subject: phasers, photons, and bears, oh my!

Subject: phasers, photons, and bears, oh my!

Date: Sun, 31 Jul 94 02:44:53 PDT

From: macgyver@cup.portal.com

First, thanks to all who responded with suggestions on making phaser beams. Although I'm far away from recreating stuff that equals Star Trek:TNG, at least its a start! Thank you all!

I'm still looking for suggestions on making photon torpedoes (or a plasma torpedo), but in the meantime, here's another request:

Has anyone dabbled with creating explosions? I mean - taking an object like a starship and causing it to explode (I don't mean by simply using the Explode effect). I mean, showing parts of it break off and showing smoke, fire, sparks, shrapnel, etc. KaBoom!

The dudes on Seaquest use a half sphere mapped with the animation of an explosion (they use the explosion from the opening of MacGyver TV Series!) and I was wondering if anyone has done this or anything similar in Imagine.

--> RETURN TO CONTENTS!<==

1.374 MSG-372 Subject: Essence III?

Subject: Essence III?

Date: Sun, 31 Jul 1994 15:10:35 -0700 (PDT)

From: BUSH DOKTOR <sppcarso@ultrix.uor.edu>

Someone mentioned that steve was making a new one, anyone else heard this?

}

3+

--> RETURN TO CONTENTS!<==

1.375 MSG-373 Subject: FWD (from Mike Halvorson) Re: Imagine 3.0 arrived the other day, BUT...

Subject: FWD (from Mike Halvorson) Re: Imagine 3.0 arrived the other day, BUT... ↔

Date: Mon, 1 Aug 94 10:13:14 EST

From: ganga@abc.gov.au (Ganga Varatharajan)

I don't know if Mike mailed this to IML, so here it is.

----- Begin Included Message -----

>From 76004.1767@compuserve.com Sat Jul 30 09:15:40 1994
Date: 29 Jul 94 19:10:36 EDT
From: Mike Halvorson <76004.1767@compuserve.com>
To: "INTERNET:ganga@abc.gov.au" <ganga@abc.gov.au>
Subject: Re: Imagine 3.0 arrived the other day, BUT...
Content-Length: 308

To all:

If you buy Imagine from us directly, you are pre-registered, the comment in the manual is for new buyers who buy the software from a dealer in a retail package.

As for the shipping of the software, when we ship out upgrades we do so in a discrete shipping carton, not a retail package.

Mike

----- End Included Message -----

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1.376 MSG-374 Subject: scanline bug fix

Subject: scanline bug fix
Date: Sun, 31 Jul 1994 21:56:39 -0400
From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

Folks,

After trying to understand why I don't have transparent surfaces in scanline in Imagine 3.0 (Amiga NTSC) I've discovered that I apparently have the version that has the original 3.0 scanline bug in it: I've created a scene with checks on a ground object with a blue sky, and placed a chrome ball in the scene and rendered it. The result is that the ball reflects the blue sky but not the checked ground object (which scanline should).

So. Now that I'm playing catch-up, how can I get a fixed version of Imagine.fp 3.0? Is there a patch or something somewhere?

Thanks to Mike Halleen for his help.

Rob

--

+-----+

Rob Hounsell	BNR WAN: HOUNSELL@BMERHB63	
Team Leader: UNIX	INTERNET: HOUNSELL@BNR.CA	
DMS System Performance Development	PHONE: (613) 765-2904	
Dept. 7D23	ESN: 395-2904	
Bell Northern Research		

+-----+

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1.377 MSG-375 Subject: Re: sway

Subject: Re: sway
Date: Sun, 31 Jul 1994 22:15:02 -0700 (PDT)
From: Ed Totman <etotman@gort.ucsd.edu>

On Thu, 28 Jul 1994, Torgeir Holm wrote:

> I made a one polygon object in the detail editor, stretched it so that
> it was shaped like a piece of grass, and made the Z axis come through
> paralell to the middle of the object. Picked the edges, and made them
<stuff deleted>

Thanks for the excellent description. Sway.itx does not work in my PC version. The objects jump from frame to frame with no order or consistency. No problems in the amiga version. Guess I'll have to call Impulse about this.

Any PC users out there have a sway.itx that works?

Ed Totman
etotman@gort.ucsd.edu

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1.378 MSG-376 Subject: Screen Size PAL Imagine

Subject: Screen Size PAL Imagine
Date: Mon, 01 Aug 1994 09:12:28 +0100 (CET)
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

Hello All,

Torgeir wrote:

>>In the Imagine FAQ that I saw, there was a listing of block
>>locations and bit locations in the Amiga versions of Imagine (2.0-2.9)
>>that allow one to display Imagine properly in overscan mode. I would

>>like to know if anyone knows which locations to alter for the FP versio
>>of Imagine 3.0. Thanks

>>Erick Smith

>Found this on arc50.guide:

>to change horizontal size: edit location D063C
> 2BC will yield a 700 pixel >wide screen. 2f8 will give you 760.

IMAGINE PAL filesize 876192

to change vertical size: edit location FD9F

>to change vertical size: edit location FDA9

>Note that the value you put in here must be 1/4 of the number of pixels you
>>want. that is 100 decimal or 64 hex will give you a 400 pixel high screen

> 115 " " 73 " " " " " 460 " " "
> 130 82 520

>original post by steve lombardi

>Torge!r

I wrote last week that I was still looking for the place to patch the
vertical resolution. I found it. It is close to same place you must patch to
NTSC version to get oversized screens. The place to patch to get a wide
screen is in a previous post. Could someone with post all patches for all
Imagine versions or put it into the FAQ?

IMAGINE PAL filesize 876192

to change vertical size: edit location FD9F

See the comment above about the which values to use (quarterscreen res etc.)

Greetings Joop

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1.379 MSG-377 Subject: scanline fix, and versions

Subject: scanline fix, and versions

Date: Mon, 1 Aug 1994 17:44:20 -0400

From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

Folks,

Two items.

First, I managed to fix my transparent-objects-that-weren't scanline problem by re-installing Imagine.fp. (???) Also, I did manage to find the scanline bug patch for the ground-plane-not-being-reflected issue on aminet, but I can confirm that that wasn't what fixed the weirdness I was experiencing with transparent objects.

Secondly, in the course of trying to resolve the problem I spoke briefly with Mike Halvorson, and we touched on the version and/or checksum issue. He made what I think is a valid point that there is only one version of Imagine 3.0: "3.0".

Also, since Impulse recompiles their code weekly for security (and non-development) reasons, the checksums will be different for most people. [I assume there is something that changes in the files so that the checksums change]. So, it sounds like there are very few different "versions" of Imagine out there, if a version indicates a change to the way the binaries function.

I assume that when new functionality or bug fixes are released for V3.0, it will truly need a new version number. But for now, there is no change except for a patch [my assumption].

Not passing on an opinion, just thought you'd be interested. No flames, please.

Rob

--

```
+-----+
| Rob Hounsell                BNR WAN:  HOUNSELL@BMERHB63      |
| Team Leader: UNIX           INTERNET: HOUNSELL@BNR.CA      |
| DMS System Performance Development  PHONE: (613) 765-2904  |
| Dept. 7D23                  ESN: 395-2904                 |
| Bell Northern Research                                             |
+-----+
```

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1.380 MSG-378 Subject: FINALLY: Screen Size PAL

Subject: FINALLY: Screen Size PAL
 Date: Mon, 1 Aug 94 21:18:00 -0100
 From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

Thanks to Joop I have now successfully patched my version of imagine to the screen size I want.

IMAGINE 3.0 PAL filesize 876192

to change vertical size: edit location FD9F This value is 1/8 of the vertical resolution you want.

to change horizontal size: edit location D0560 This value is the same

as the size you want.

Thanks a million Joop!

Torge!r

torgeir.holm@tbc.powertech.no

```

+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+

```

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1.381 MSG-379 Subject: Re: Screen Size PAL Imagine

Subject: Re: Screen Size PAL Imagine
 Date: Tue, 2 Aug 1994 10:02:35 GMT +1200
 From: "Paul Batten" <BATTENP@scicol.chchp.ac.nz>

```

> *****
> IMAGINE PAL filesize 876192
> to change vertical size: edit location FD9F
> *****
> >to change vertical size: edit location FDA9
> >Note that the value you put in here must be 1/4 of the number of pixels you
> >want. that is 100 decimal or 64 hex will give you a 400 pixel high screen
> >
> >          115   "   "   73   "   "   "   "   "   460   "   "   "
> >          130           82           520
>
> >original post by steve lombardi

```

Thanks for this info. Although I found to give me full vertical res of 550 pixels I had to use a hex value corresponding to 1/8 of 550. not 1/4 as posted previously. ****

Cheers
 Paul.

```

-----
Paul Batten      Science & Computing Dept.      Christchurch Polytechnic
battenp@scicol.chchp.ac.nz      Christchurch      New Zealand
-----

```

--> RETURN TO CONTENTS!<--

1.382 MSG-380 Subject: Re: scanline question (Mike Halvoson, please read this)

Subject: Re: scanline question (Mike Halvoson, please read this)
Date: Mon, 1 Aug 1994 12:30:37 -0500 (CDT)
From: Michael Halleen <halleen@mcs.net>

On Sat, 30 Jul 1994, Torgeir Holm wrote:

> >You can get a copy of MD5 from the PGP distribution or by itself if you
> >can find it. MD5 is the standard checksum utility across many platform
>
> I used MD5 in binary mode to do a checksum in my version of imagine:
>
> Imagine PAL/fp/876192/amiga
>
> 2b97d25dc1765aaa3258f5294a3e5745 *im30:Imagine.fp
>
> Anyone with the same byte/version have a different checksum?

I recently got some email from Mike Halvorson. I deleted it too soon, so I can't quote it, but he said something like:

"Version numbers again, hell, the only version number that's relevant to you is the one you already have."

I assume he's refering to "3.0".

He also made the point that the IML was started by Steve Worsley (sp?), not Impulse, and is not the offical channel for communcating with Impulse. That should be done on the CompuServe forum.

Is anyone on this list also on the CIS forum? If so, has the version number question been discussed there?

Based on my experience with other software (i.e. my GPFax is now at version 2.342, which if I remember is 2.34 after a couple bug fixes. A major problem I was having with CrossDos was solved by a patch, and knowing the version number made it easy for Consultron to help me) and the recent 'looping anims' and 'scanline bug' discussions, it seems very clear to me that there are several versions of Imagine out there and that having numbers for them is relevant.

Are we going to have to start saying, "I'm using Imagine version 3.2b97d25dc1765aaa3258f5294a3e5745, and I can't seem to figure out how to...."?

The customers are screaming for version numbers, the vendor says they're irrelevant. Who's right?

Mike Halleen

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1.383 MSG-381 Subject: Re: scanline question (Mike Halvoson, please read this)

Subject: Re: scanline question (Mike Halvoson, please read this)

Date: Mon, 1 Aug 1994 18:20:15 -0400 (EDT)

From: Udo K Schuermann <walrus@wam.umd.edu>

Michael Halleen <halleen@mcs.net> writes:

> Based on my experience with other software (i.e. my GPFax is now at
> version 2.342, which if I remember is 2.34 after a couple bug fixes. A
> major problem I was having with CrossDos was solved by a patch, and
> ...
> The customers are screaming for version numbers, the vendor says they're
> irrelevant. Who's right?

Isn't the customer always right? :)

If you look at the (commercial) MS-DOS market, you will not see much software with version number like 2.342. In some people such numbers might produce doubt about the software's viability if it's been updated dozens of times to produce that many (bug fixed) versions. I suspect this is at the heart of Mike Halvorson's refusal to put effective release/version/revision numbers into Imagine (3.0): upholding the image of the software's immutable stability.

Alas, reality is often a different thing. There exist dozens of revisions to Word Perfect 5.1 (at least for MS-DOS) and while the publically visible version number does not change, the company does acknowledge co-called "interim releases." I believe this is where WPCorp and Impulse differ in philosophy. Everyone knows there are multiple versions of Imagine 3.0 but Impulse refuses to admit it. Is Impulse calling us liars, children who know not what is right for them? In light of inconclusive reasons from Impulse, one is naturally given to wonder ...

As you, Mike Halleen, suggested, proper version/revision numbering can be helpful in determining the exact identity of a revision that a customer is using, and I suggest that judicious use of version numbering can reflect a company's commitment to regular updates, thereby meeting the needs of its customers in a continual fashion.

If Impulse is unwilling to put different version numbers in the code, then may I suggest that they at least use dates? How difficult is adding such as the following to the code:

```
#ifdef AMIGA
char VER[]="$VER: Imagine 3.0 "__AMIGADATE__";
#endif
#ifdef MSDOS
/* MS-DOS equivalent; maybe VeRsIoN which Novell seems to use */
#endif
```

and be done with it? The rest is automatic and we, the customers, would at least have SOME official identification of different releases, rather than having to rely on checksums and file sizes.

._. Udo Schuermann
 () walrus@wam.umd.edu

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1.384 MSG-382 Subject: Re: shields up-phasers on kill

Subject: Re: shields up-phasers on kill
 Date: Mon, 1 Aug 1994 12:14:52 -0800
 From: bmolsen@bvu-lads.loral.com (Brad Molsen)

>> Also, does anyone have tips on making photon torpedoes and phaser beams?
 >> I've been playing around with the nebula textures and softstripes ,but
 >> nothing looks good yet. :-(
 >>
 >> Todd Mizomi
 >
 >I made a nice phasar beam using the WormVein and Rainbow textures
 >combined, I don't remember the settings, but could find the attribute
 >I saved and send it to you..or if I you would rather I could take a look
 >and write them down..it may not be what you want though, I orionally
 >made the texture for a laser for beaming up aliens and the like. But
 >Think it could probably be used for a phaser beam as well.
 >
 >=RRW=

Randy, I for one would like to try your WormVein and Rainbow textures combo in the future. Could you take the time to write your attributes recipe down and post it to the list?

Thanks in advance for your time,

XX
 JUST SAY NO, TO GUNS!!!

Brad Molsen c/o LORAL

bmolsen@bvu-lads.loral.com

13810 SE Eastgate Way Suite 500
 Bellevue, Wa 98005

(206) 957-3230
 Fax: (206) 746-1335

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1.385 MSG-383 Subject: Textures and Cycles

Subject: Textures and Cycles
 Date: Mon, 1 Aug 1994 16:47:19 -0400 (EDT)
 From: Edwin Phillips <flaregun@strauss.udel.edu>

Howdy renderers!

I have several questions:

- 1) Can anyone tell me how to add new textures to imagine? The ones that come with it (PC V2.0) are pretty sucky :(These are the ones that you can select by pick Texture[1234] in the Attr Requestor.
- 2) How do you customize the interface. I've looked in the Preferences menu, but it is all a bunch of magical codes? What do they mean? I'd like to do things like add buttons at the bottom of the screen in the detail editor, add hotkeys for often used menus, etc. Stuff that everybody has already done to make it easier and faster to use.
- 3) Can someone explain the Cycle Editor. What is it used for? (to make an object with moving parts?) How do you use it? Please give me simple example that explains how to do something useful with it.

Thanks loads!

Ed

```

/*****
/* Ed Phillips flaregun@strauss.udel.edu      University of Delaware      */
/* Jr Systems Programmer (302) 831-6082      IT/Network and Systems Services */
/*****

```

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1.386 MSG-384 Subject: Axiom Gone...

Subject: Axiom Gone...

Date: Mon, 1 Aug 1994 23:50:00 -0400

From: david.wyand@canrem.com (David Wyand)

Hi All!

```

>Axiom software began shipping Pixel 3D Professional Version 2
>yesterday. It has an entirely revamped interface and a couple
>dozen significant new features. AGA support. PostScript support. ARexx.
>Object painting. Surface painting. Hierarchy support. Etc. etc.
>Call 1-800-49-AXIOM for more info or 1-612-894-0596 if the 800
>nbr won't work from your locale.

```

According to my latest Video Toaster User, Axiom is leaving the Amiga market, and PixPro v2 is its last Amiga product. How much support would we get for this product if Axiom is no longer in the market?

-Dave
david.wyand@canrem.com

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1.387 MSG-385 Subject: Re: shields up-phasers on kill

Subject: Re: shields up-phasers on kill
Date: Tue, 2 Aug 1994 00:40:01 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
> Randy, I for one would like to try your WormVein and Rainbow
> textures combo in the future. Could you take the time to write your
> attributes recipe down and post it to the list?
> Thanks in advance for your time,

OK, I'll get them written down and post it to the IML next time I call..I sent Todd Mizomi an object with it already applied to it but will post it for you..I had made the texture originally in 2.9 and found it didn't work quite the same in 3.0 so its a little different than it was, but still works OK. The linear effect doesn't really work with it as I had mentioned someone could try, mainly due to the fact that the other textures have filters set in them as well and the Wormvein texture seams to override the rest even when I set the priority of the linear to 1.. I might be able to overcome this but haven't had time to experiment enough with it so I'm not sure about it..

=RRW=

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1.388 MSG-386 Subject: Re: Textures and Cycles

Subject: Re: Textures and Cycles
Date: Tue, 2 Aug 1994 00:53:27 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I have several questions:
>
> 1) Can anyone tell me how to add new textures to imagine? The ones
> that come with it (PC V2.0) are pretty sucky :(These are the ones that
> you can select by pick Texture[1234] in the Attr Requestor.

Sucky? well take the time to experiment with them and I think you may find yourself eating your words..these textures are very powerful especially if you have a PC and can't use Essence textures..when you combine these textures together correctly you can get some pretty impressive looking textures, Heck when Imagine was first released there

were only about seven in all and now there are many, many more than that.

>

> 2) How do you customize the interface. I've looked in the
> Preferences menu, but it is all a bunch of magical codes? What do they
> mean? I'd like to do things like add buttons at the bottom of the screen
> in the detail editor, add hotkeys for often used menus, etc. Stuff that
> everybody has already done to make it easier and faster to use.

Well, I don't have time to give you a step by step explanation of it, but would recommend you look in your manual..I will help you set up some buttons though...once in prefs select the editor button at the top that you wish to edit..say the Detail button for Detail editor, which it defaults to. Then select the User Gadgets button..this will give you the Detail editors gadget settings screen, goto the <new> at the bottom of the list and select it, now use the mouse as you would if you were in the detail editor to select a menu item...select the menu item you wish to set up, after you do this your cursor will be waiting for you to enter what you would like the button called in the text input area..type it in and hit return, if you like you can enter a comment as well by clicking in the that area and typing it out and hitting return for it as well..now save it and then select use...Your new gadget will be at the bottom of the detail editor along with all the others..

> 3) Can someone explain the Cycle Editor. What is it used for? (to
> make an object with moving parts?) How do you use it? Please give me
> simple example that explains how to do something useful with it.

Well first yes, it is great for making mechanical objects that can be manipulated within it..I have even used it for making airbubbles that come out of a scuba divers air tank, and other such objects. As for using it, I don't have time for a detailed explanation but would suggest reading your manual.. But you can create cycle object in the detail editor and then convert them to cycle objects..after you do this you can then set up key cells for the object and move, pivot or twist the different segments of that cycle object, which if created in the detail editor is a grouped object, made to conform to the detail editor..I once wrote a tutorial on how to do this but don't believe I have it anymore as an HD problem took it out long ago..Anyways, with these key cells you can make the objects animate to different states, as you can with the states command only a bit different, you use the pivot points to manipulate the different object..once you have created the cells you want, you can save the whole thing and then call it up in the Action editor, and set it to the states you want using the Initial Cycle Phase..if the cycle were 10 cells and you wanted cell 5 you would enter 0.5 if you wanted cell 10 you would enter 1.0...The Numbers of Cycles to Perform entry would set how many times you wanted the cycle to go through its full distance, 1.5 would run the cycle one and a half times through its cells...anyways this was a crude explanation of its possibilities but then I don't think you can expect much more than that from your question...and you really should look in the manual, as well as experiment with it if you really want to figure it out..your question is almost like asking what the detail editor is and can someone tell me how to use it..I doubt many folks would spend the time to write the manual needed to do this for you.. but then I hope my explanation helps you to get an idea of its possibilities?

=RRW=

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1.389 MSG-387 Subject: Imagine+Picasso

Subject: Imagine+Picasso
 Date: Tue, 2 Aug 94 11:02:57 BST
 From: Andrew Conway <conway@astro.gla.ac.uk>

I was trying to use Imagine with Picasso-II screens last night but I was told by Imagine : Not enough RAM for requester. I had 2Mb Chip and 10Mb Fast free - it was only a file requester. Do imagine and Picasso not get on then?
 Andrew

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1.390 MSG-388 Subject: Cycle

Subject: Cycle
 Date: Tue, 2 Aug 94 10:57:18 BST
 From: Andrew Conway <conway@astro.gla.ac.uk>

In imagine2.0 I've had problems making a Robbie-the-Robot type object. Schematically Robbie looks like

```

O
      |
      |_____
      | /      \
/      \---O
      |          |

```

With the two O's rotating. Simple, just make a torus that spins about its z axis in the cycle editor. So I did, I put one on the vertical stalk and another rotated about the y-axis by 90 degrees on the horizontal stalk. When animated only the vertical torus rotated and the other did not do anything.

In the end I had to make a second cycle object that rotated about its x-axis - cumbersome but it worked.

Do cycle objects have to have (0,0,0) alignment? What if Robbie wanted to turn around or do a loop the loop? Any ideas?

Andrew

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1.391 MSG-389 Subject: RE: SCANLINE QUEST

Subject: RE: SCANLINE QUEST

Date: Tue, 02 Aug 94 03:55:23 -0300

From: greg.tsadilas@hofbbs.com

Regarding version numbers and looping anims and scanline patch...

Impulse released 3.0. The first batch that went out had the scanline bug, a patch was issued to fix it. Subsequent shipments were made with the corrected scanline bug.

Recently, someone posted that they got the brush looping to work in their version. No-one else was able to get it to work. Thus, started a long thread on "Gee, how many version numbers are there?". No one noticed that the person who claimed to have successfully gotten the looping brushes to animate, later said he was mistaken (or so I recall).

Anyways, Impulse is aware that the looping brushes do not work as desired. That should be remedied during the constant upgrade program.

Someone asked a while back "Why should I go onto Compuserve when I have the internet and the IML?" Answer: The signal to noise ratio is far better there than it is here. It seems that the IML is chock full of super sluths on the hot trail of finding something, anything even, to bitch about. The small amount of occasional Imagine specific information that is displayed here, although helpfull, is not enough to keep coming back to.....just look at all the UNSUBSCRIBES lately, and you'll get the message.

I appologize to those who look to this list for their source of Imagine specific posts. Sorry to take up the space.

-GreG

P.S. If someone replies to this message, please do us all a favor and do NOT quote the ENTIRE message as has been done in the past. Think about it....how constructive is quoting a 40 line message only to say "I agree", or "I disagree"

.

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1.392 MSG-390 Subject: Re: Textures and Cycles

Subject: Re: Textures and Cycles

Date: Tue, 2 Aug 1994 10:00:20 -0400 (EDT)

From: Edwin Phillips <flaregun@strauss.udel.edu>

On Tue, 2 Aug 1994, Jason B Koszarsky wrote:

> Can't you upgrade your version of 2.0 to 3.0 via the 100\$ upgrade offer?

If it were \$100, I would buy it. The offer that is in the book is a special \$300 offer (whoopie). Can't you but Imagine straight from Impulse for ~\$350-400? Doesn't seem like much of a deal to me.

>
> There tends to be a lot of pirating out there and some people may ask
> stuff that could easily be answered if they had the manual. Without my
> knowing how you got Imagine 2.0, your questions sounded like those of
> someone that got imagine thru less than legal means, sorry.
>

No prob. I can see you're reluctance to answer questions.

But here I am, NO MANUAL, and Imagine doesn't even count my PC V2.0, that (they must be making money off it) they sold/licensed/contracted to be included with "3D Modelling Lab", as a REAL version that you can register. (Of course, there has been some speculation on what registration actually does for you... zippo!)

Impulse has got Imagine into the hands of MORE PEOPLE THAN EVER now that this book is in every bookstore I've been in lately. And now THEY'RE BLOWING IT!!!! (... have BEEN blowing it?)

(just a little steam...)

So, if anyone has any info on how to:

1) Get the most out of textures

or

2) How to customize the interface

or

3) How to use cycles, enough to get started

... I would appreciate anything, anyone could offer because I never got a manual. Maybe I could call Impulse and then would send me one for free...

Thanks a bunch! (really!)

Ed

(p.s. Sorry for the sarcasm... woke up on the wrong side of the bed. Impulse was the target for the day... LOAD AND LOCK! ;-)

```
/*
/* Ed Phillips flaregun@strauss.udel.edu University of Delaware */
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */
/*
```

--> RETURN TO CONTENTS!<==

1.393 MSG-391 Subject: Argh! 'Invisible' parts of a brushmap??

Subject: Argh! 'Invisible' parts of a brushmap??
Date: Tue, 2 Aug 94 9:46:18 EST
From: quarters@expert.cc.purdue.edu (Jeff Hanna)

Okay, stupid question for sure, but the manual is -less- than helpful (go fig).

I'm updating an old model with some new textures. It was textureless before but had a number of brushmaps on it. The 'background' to these color maps were set to the object color so they would blend in.

Now I want to apply a dirt to this model (WWII plane) with a texture and then have the color maps (squad markings) laid on over it. It all works really well, except for the fact that my squad markings now have a clean rectangle around them. The texture is being covered by the background to the brushmaps.

The manual says that colormaps treat black as invisible so I changed the background color to black. This just gave me black rectangles behind my squad markings on the plane.

What do I do?

--

Jeff Hanna | "Albert Einstein nailed space-time, but the
quarters@expert.cc.purdue.edu | Wild Thing had him stumped."
quarters@genie.geis.com | -Thomas Dolby

--> RETURN TO CONTENTS!<==

1.394 MSG-392 Subject: Re: Textures and Cycles

Subject: Re: Textures and Cycles
Date: Tue, 2 Aug 1994 11:27:01 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

Eduard Phillips wrote

> 1) Can anyone tell me how to add new textures to imagine? The ones
> that come with it (PC V2.0) are pretty sucky :(These are the ones that
> you can select by pick Texture[1234] in the Attr Requestor.
You can get third-party textures of Essence by Apex
> 2) How do you customize the interface. I've looked in the
> Preferences menu, but it is all a bunch of magical codes? What do they
> mean? I'd like to do things like add buttons at the bottom of the screen
> in the detail editor, add hotkeys for often used menus, etc. Stuff that

> everybody has already done to make it easier and faster to use.
You have to ways to customize the interface for each editor:
- On the 'functions key' option you define the keys that calls menu options. To define the relative menu option you use the number 'ABC' in hex: 'A' means the menu row, 'B' the menu option and 'C' the sub-menu option (=0 is it doesn't exist). Functions numbers from 1-10 is normal F keys and 10-20 is plus 'shift' key. For instance, define that F3 is object load, you put '3' on key number and '210' (I think) on menu number (=object>load).
- On botton screen gadgets: proceed as above except for typing the gadget name.
> 3) Can someone explain the Cycle Editor. What is it used for? (to > make an object with moving parts?) How do you use it? Please give me > simple example that explains how to do something useful with it. It is used to define cicle objects, that are objects with intrinsic moving. Let's say a runner has two moviments: one external that causes to moving itself and one intrinsic that makes arms and legs move. It's very difficult to give you an example by mail. I suggest you read carefully the manual. The manual example is very simple, but illustrative.
For further information, consult the 'Imagine Bible', ie, 'Understanding Imagine 2.0' by Steve Worsley, Apex publishing.

Day message: it's not your LEE pocket is tight, that's you still uses 5 1/4 floppies.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.395 MSG-393 Subject: Where can I find some postscript fonts ?

Subject: Where can I find some postscript fonts ?
Date: Tue, 2 Aug 94 10:14:32 PDT
From: "Steve McLaughlin" <stevemcl@VNET.IBM.COM>

Hi, where can one find some Postscript fonts that WORK with Imagine?
Thanks, FTP sites would be good, directories and specific filenames would be Great!

--> RETURN TO CONTENTS!<==

1.396 MSG-394 Subject: textures

Subject: textures

Date: Tue, 2 Aug 94 19:32:13 GMT

From: Paul Rance <paul@rance.demon.co.uk>

Couple of texture questions.

Anyone been able to get the Imagine 3 ghost/fog textures to work correctly to produce realistic foggy spotlights?

Also, anyone know any decent settings for getting brushed metal type look, like you find on floppy disks sliders. I've tried essence 1 & 2 and Imagine 3 textures without much success.

Thanks

Paul

!Email paul@rance.demon.co.uk 2:254/516.2@Fidonet !
'-----

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1.397 MSG-395 Subject: Re: Argh! 'Invisible' parts of a brushmap??

Subject: Re: Argh! 'Invisible' parts of a brushmap??

Date: Wed, 3 Aug 1994 05:29:11 +1000 (EST)

From: "" <williamp@triode.apana.org.au>

> Now I want to apply a dirt to this model (WWII plane) with a texture and then
> have the color maps (squad markings) laid on over it. It all works really
> well, except for the fact that my squad markings now have a clean rectangle
> around them. The texture is being covered by the background to the brushmaps.
>
> The manual says that colormaps treat black as invisible so I changed the
> background color to black. This just gave me black rectangles behind my
> squad markings on the plane.

Use colour 0, not just any black. If your decals were created in DPaint this would be the first paintpot on the left, it can be any colour actually as long as it's the first register colour... Once you done this then just activate the use genlock button on the brush requester. The colour 0 will be transparent.

William John Porter

williamp@triode.apana.org.au

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1.398 MSG-396 Subject: Re: Misc Amiga stuff for sale (fwd)

Subject: Re: Misc Amiga stuff for sale (fwd)
Date: Tue, 2 Aug 94 14:34:38
From: djm2@ra.msstate.edu (Dan Murrell Jr.)

Hey IML-ers,

Just saw this on c.s.a.marketplace, and thought y'all might be interested, especially the Understanding Imagine book below.

Dan

ORIGINALLY FROM: ssw@world.std.com (Shayne S White)
I have the following for sale:

Amiga 2000 w/ 40 MB HD & 3megs of RAM \$300
AMAS 8-bit sampler & MIDI interface \$30
Quarterback 5.0 \$25
Quarterback Tools 2.0 \$25
Real3D v2.35 \$100
Scenery Animator 4.0 \$30
250 MB Tape SCSI backup \$250
DirWork 2.0 \$15

Books:

AMiga C (Abacus) beginners \$5
Amiga C for advanced \$5
Understanding Imagine 2.0 \$5

I'll sell the lot for \$700.

Shayne
swhitenn@reach.com

----- End of Forwarded Article -----

--

Sent from Danimal's AmiTCP-ing Amiga 500// Amigas!/Saturday morning Wrestling/
Dan Murrell Jr. IRC's Danimal /// James Taylor/Pink Floyd/Roger>Dave!/
djm2@ra.msstate.edu \\/// Imagine/Essence/AmiTCP/AMosaic/3Dgfx/
http://www.msstate.edu/~djm2 \XX/ ImageMasterRT/Wavefront under-achiever

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1.399 MSG-397 Subject: pc playianm

Subject: pc playianm
Date: Tue, 2 Aug 94 20:47:19 GMT
From: Paul Rance <paul@rance.demon.co.uk>

Has someone got playianm for the pc. If you have could you uuencode it to me. I
'd
be very grateful.

Thanks

Paul Rance

!Email paul@rance.demon.co.uk 2:254/516.2@Fidonet !
'-----

--> RETURN TO CONTENTS!<==

1.400 MSG-398 Subject: Sorry Could Not Find Subject!

Date: Wed, 3 Aug 1994 12:38:40 +1000
From: imagine-relay@email.sp.paramax.com

On Mon, 1 Aug 1994, Adam Chrystie wrote:

> >
> >
> >Hi,
> >
Hi too,

> > Saw your adress on lightwave news group.
> >

Yes, was thinking to do some anims with PC LightWave...
So was reg to this nice groupe...

> > I might be going back to Israel for school next year. I was wondering
> > how you record your animations to tape?? Do you use exabyte abekas tapes in
> > PAL format?? do you dump everything to a NTSC tape and then convert it
> > to PAL??? Are there job opportunities for Lightwave animatiors in Israel?
> >

Well, I'd just posted a q, asking what about PC version for LW, got an
answer latter...

So, as you see now, I dont have/used LW yet, only Imagine.

But, in IL, you can use the stand alone LW on the Amiga, later you'll see
a post by Nir Hermoni (no relativ of mine) and he and other i heard, are
using LW PAL without the Toaster.

I heard before, about a Toaster NTSC that was working in a studio here, but they have 110v 60 Hz setting, dont have more details. About jobs... (I kept you waiting... <g>) Well, i'm sure you'll find something, maybe you will use LW without the Toaster, and as you can move pics/anim formats from one platform to another, what will count, is your creativeness. There is a big boom in 3d animation here, since the last two years, another Broadcasting channel and 5 regional cabels companies started. A lot of commercials everywhere. A lot were done in 3D.

> >
> >
> > Adam Chrystie
> > adamchry@netcom.com
> >
> >
>
>

Good luck, and welcome.

--

Ayalon M. Hermony, Inet: ila2024@datasrv.co.il

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1.401 MSG-399 Subject: Re: Argh! 'Invisible' parts of a brushmap??

Subject: Re: Argh! 'Invisible' parts of a brushmap??
Date: Tue, 2 Aug 1994 16:36:16 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Tue, 2 Aug 1994, Jeff Hanna wrote:

> The manual says that colormaps treat black as invisible so I changed the
> background color to black. This just gave me black rectangles behind my
> squad markings on the plane.

Does the manual actually say this? Sheesh. Maybe that's version 3.52.5d.f.342526.frE12.

This is always the way it worked for me since I started with 2.0. What you have to do is create a second brush and use it as an alpha channel.

Like this:

- In Dpaint (or ADPro or similar), load your decal brush.
 - Go to the palette requester and change all the forground colors to white (and the background to black, if it isn't already).
 - Save this under a different name (like brush.alpha)
-

- In Imagine, add brush.alpha as another brush in the *exact* same place as the decal, but make it a transparency map. (choose 'inverse video' or, two steps up, make the background white and the foreground black, 'cause transparency maps work in reverse. I recomended you use black for the background, however, as, in my 2.0 at least, even a 255,255,255 transparancey was not fully transparent, but 0,0,0 in 'inverse video' was.)

The easiest way to add the second map in the same place is, in Detail-->Attributes, save the attributes to a temporary file, then immediately load it back in. This will cause all your textures and brushes to be repeated a second time in the brush/textures list. Drop the textures and the brushes that don't need alpha maps, then add the '.alpha' extension and change 'color' to 'transparancy' and activate 'inverse video' on the remaining copies.

Mike Halleen

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1.402 MSG-400 Subject: silly people (was: scanline question:Mike Halvoson, please read this)

Subject: silly people (was: scanline question:Mike Halvoson, ←
please read this)

Date: Tue, 2 Aug 1994 19:49:56 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On 2 Aug 1994, Mike Halvorson wrote:

> Mike
>
> Customers screaming, maybe just a few screamers here on the Net. As we
> move to the next version, 3.1 it will be noted in the right hand corner of the

> startup screen for IImagine and it will be in the other menu bars under INFO.

Great!

> I doubt that any one will beleive that this means much, some poor sap
> will do some silly check sum and come up with something different than his
> friend in Slovakia, and the whole thing will start over again.

I wasn't promoting the checksum idea, it was a grassroots idea that grew out of a need to identify versions. If Udo's 3.1 works differently than Lesk's, you think it's silly that we try to resolve the problem on our own? The problem may not have anything at all to do with Imagine, but if we have to waste a week figuring out that we all do have the same version, isn't something wrong?

> But I know that we will be able to count on you to apprecicate this new

Michael Halleen | "There is only one version of Imagine, they are:
Chicago, IL | Imagine NTSC/INT, Imagine PAL/INT, Imagine NTSC/FP,
halleen@mcs.net | and Imagine PAL/FP."
finger me for PGP | -- Mike Halvorson, Impulse Inc.

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1.403 MSG-401 Subject: Re: Argh! 'Invisible' parts of a brushmap??

Subject: Re: Argh! 'Invisible' parts of a brushmap??
Date: Tue, 2 Aug 1994 18:35:22 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Wed, 3 Aug 1994, wrote:

> > The manual says that colormaps treat black as invisible so I changed the
> > background color to black. This just gave me black rectangles behind my
> > squad markings on the plane.
>
> Use colour 0, not just any black. If your decals were created in DPaint this
> would be the first paintpot on the left, it can be any colour actually as
> long as it's the first register colour... Once you done this then just
> activate the use genlock button on the brush requester. The colour 0 will
> be transparent.

Oh, God. Is it that easy? Shoot, I've been killing myself with alpha maps. I thought the genlock button was to make the map appear as color 0 so you could genlock through it later. Boy do I feel stupid. Well I never said I was always right.

Mike Halleen

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1.404 MSG-402 Subject: Global background color

Subject: Global background color
Date: Tue, 02 Aug 1994 23:02:41 -0400 (EDT)
From: RICHMERR@delphi.com

Hi all!

I am using IM 3.0 (PC). When I render an object with a black background, it looks very clean and nice. When I render that same object with a colored background, it is not nearly as clean. Any ideas would help... I can't make everything in space. Also, are there any 3rd party add-ons for the PC Imagine?

Has anyone signed up for that 4 times a year upgrade, and how is it???
Thanks.

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1.405 MSG-403 Subject: Selective Bending

Subject: Selective Bending
Date: Tue, 2 Aug 94 20:40:10 PDT
From: ual97@freenet.victoria.bc.ca (Christopher Stewart)

I've got a humanoid figure that I'm trying to animate via states. It may be a silly question but how do I isolate a limb to bend/stretch it and not affect the rest of the figure? The creature will eventually get a bones setup if this won't work. The movement, not being overly complex, shouldn't really require that level of effort.

Thanks for the help,

Christopher

--

"I wish there was a knob on the TV
to turn up the intelligence.
There's a knob called 'brightness',
but it doesn't work." -- Gallagher

ual97@freenet.victoria.bc.ca
cs833@cleveland.freenet.edu
Christopher Stewart
Animation/Graphic Arts/Telecomm

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1.406 MSG-404 Subject: 3D Artist magazine

Subject: 3D Artist magazine
Date: Wed, 03 Aug 94 00:23:57 EDT
From: David Nix <WRNIX@uga.cc.uga.edu>

Dear people--

Today I had a conversation with Bill Allen, the publisher of 3D Artist magazine. For those of you not familiar with this publication, it is devoted to nothingbut 3D design, modelling, rendering, animation, marketing,etc... and is a well organised, grass roots publication.

Bill expressed a concern that he has been getting fewer and fewer articles submitted covering Imagine and asked that I mention it here. He has a large audience that uses Imagine, and has next to nothing to tell them, starting with about the time that 2.9 shipped. This magazine

started as a source of tips and tutorials for Imagine and 3D Studio and has evolved into a forum for all desktop animation packages. I get the impression that he would dearly like to see some tutorials and tips, bug workarounds and general suggestions dealing with Imagine 3.0. He does not support a huge staff of writers and reviewers, he depends on firsthand accounts from people in the field using Imagine to pipe up and let the rest of us know what is going on.

Quite often I see postings in this forum that show a depth of understanding of Imagine that could easily be shared with many others out there, many of whom do not have internet email capabilities. I would like to ask that those of you with a little bit of writing ability, and a bunch of great ideas contact Bill and submit some of your tips, tricks and workarounds. Bill has a fond spot for Imagine, and is ready and willing to devote the space in his publication for thorough and complete coverage of this software that we love to bitch and rave about.

The magazine will shortly have its own domain name and internet address, but for the mean time you can contact them at:

PO Box 4787 Santa Fe, N.M. 87502-4787
505-982-3532 voice
505-820-6929 fax

I'd like to point out that I'm not affiliated with this publication or Bill Allen, and that I pay for my subscription and get no perks from this other than (hopefully) a few good ideas now and again.

I have no idea what type of compensation they offer for accepted articles, but I'm willing to bet that they are professionals and will treat you fairly. I'm a miserable writer and I'm seriously thinking about bashing something together and sending it off to them just to see if it gets in before any of you guys that really know something about this software start hogging the limelite.

Bill would like to have an Imagine related article out in every issue, and this is a monthly publication so guys, get cracking.

Thanks for your time.

Dave Nix.

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1.407 MSG-405 Subject: Re: Where can I find some postscript fonts ?

Subject: Re: Where can I find some postscript fonts ?
Date: Wed, 3 Aug 1994 00:02:05 -0600 (MDT)
From: Roger Straub <straub@csn.org>

Hi, Steve!

If you have ftp, you can find some on aminet, in the /text/font directory. Get AT1Fonts-INDEX.lha for a list of what's there.

See ya,
Roger

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1.408 MSG-406 Subject: Archives

Subject: Archives
Date: Wed, 3 AUG 94 10:58:06 GMT
From: SOCJROB1@VAX.LIVERPOOL-JOHN-MOORES.AC.UK

Help!

I have the mailing list archives 37-41 in a compressed format, with a '.Z' extension. Can anybody out there tell me which compression type this is and how to decompress with it?

Alternatively, is there a site where I can get these archives in .lha form?

Thanks in advance,

John

socjrobl@uk.ac.livjm

John Moores University, Liverpool, UK.

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1.409 MSG-407 Subject: re: Axiom & Amiga

Subject: re: Axiom & Amiga
Date: Wed, 3 Aug 94 03:16:05 PDT
From: 03-Aug-1994 0506 <leimberger@marbls.enet.dec.com>

>"According to my latest Video Toaster User, Axiom is leaving the Amiga >market, and PixPro v2 is its last Amiga product. How much support would >we get for this product if Axiom is no longer in the market?"

Well I talked to Axiom when I ordered my upgrade to version 2. The person I talked to stated that VTU had misquoted them. They had stated they were moving into the PC market. They told me that The future of the Amiga version is indeed tied to the future of the Amiga, but they intend to support the customer base they have established. I can't really fault

them for this, they are a business after all. Anyway I ordered the upgrade and as soon as they ship the 220+ that are before me Mine should go UPS ground this week. I figure even if things go to PC my 4000 has a lot of life and I may as well squeeze as much as I can while the orange still has juice.

> I think we'd better start getting used to this. Bet John Foust is gleeful
> to read this, bet he's gonna do the same thing and say c-ya to the amiga.

I got used to it when Gold Disk dumped the Amiga. If the Amiga comes back With proper support the third parties may well pick it up. I believe John has already been present in other markets, or at least he has the Connections to move swiftly should the need arise.

bill

/* Bill Leimberger Nashua NH.

*/

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1.410 MSG-408 Subject: re: Textures and Cycles

Subject: re: Textures and Cycles

Date: Wed, 3 Aug 94 03:42:53 PDT

From: 03-Aug-1994 0524 <leimberger@marbls.enet.dec.com>

On Tue, 2 Aug 1994, Jason B Koszarsky wrote:

> Can't you upgrade your version of 2.0 to 3.0 via the 100\$ upgrade offer?

If it were \$100, I would buy it. The offer that is in the book is a special \$300 offer (whoopie). Can't you but Imagine straight from Impulse for ~\$350-400? Doesn't seem like much of a deal to me.

* Well the upgrade my seem steep but you got one hell of a deal with the book.
* I almost got the book for it's reading content alone. However I felt it
* was interesting but would not further my knowledge that much. I'll
* most likely get it sometime. (the disks are useless because my PC at
* work has no fp chip.)

> There tends to be a lot of pirating out there and some people may ask
> stuff that could easily be answered if they had the manual. Without my
> knowing how you got Imagine 2.0, your questions sounded like those of
> someone that got imagine thru less than legal means, sorry.

>

* I see this as a viable problem also. It is a judgement call that we
* all have to make.

>> No prob. I can see you're reluctance to answer questions.

But here I am, NO MANUAL, and Imagine doesn't even count my PC V2.0, that (they must be making money off it) they sold/licensed/contracted to

be included with "3D Modelling Lab", as a _REAL_ version that you can register. (Of course, there has been some speculation on what registration actually does for you... zippo!)

* I wonder how much they are getting ? I know I passed the \$300.00 mark long ago. For the power it offers \$300.00 is actually a deal. If you base it on * What some others have payed it may not seem as good of course.

Impulse has got Imagine into the hands of MORE PEOPLE THAN EVER now that this book is in every bookstore I've been in lately. And now THEY'RE BLOWING IT!!!! (... have BEEN blowing it?)

* I guess that was their intent. However If they gave it to everyone that * bought the book for \$100.00 They'd be out of business in a very short * time. Look at it this way! Impulse gave you (the 39.00 covers the book) * I WORKING copy of an older version. It in it's own right offers a lot of * power and serves as a very nice demo. When you find LW, Real 3D or * Aladdin for \$100.00 let the rest of us know.

(just a little steam...)

So, if anyone has any info on how to:

1) Get the most out of textures
* play with them a lot. Actually their are a couple of VCR tapes that * offer this and more for a pretty reasonable cost. I have one on Turbo * Silver(early Imagine) and I think on 2.0 that will answer all your * questions. If I see an AD I'll post the source

or

2) How to customize the interface

or

3) How to use cycles, enough to get started

... I would appreciate anything, anyone could offer because I never got a manual. Maybe I could call Impulse and then would send me one for free...

Thanks a bunch! (really!)

Ed

(p.s. Sorry for the sarcasm... woke up on the wrong side of the bed. Impulse was the target for the day... LOAD AND LOCK! ;-)

/* bill Leimberger Nashua NH

*/

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1.411 MSG-409 Subject: re: Archives

Subject: re: Archives
Date: Wed, 03 Aug 1994 13:27:04 +0100 (CET)
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

Hello John,

The more recent archives (50, 49-43) are available on most or all Aminet sites, in *.lha format. Starting from imlarc50 two versions exist: a guide format and a plain text file. Older ones are available on ftp site: 'wuarhive.wustl.edu'

The Aminet site 'ftp.doc.ic.ac.uk' is the nearest one. You could also try 'ftp.uni-paderborn.de' or 'ftp.luth.se'. All three have good transfer rates, depending on the time you try, but around 8:00 in the morning local time transfers can be as fast as 20+Kilobytes/s.

If you don't have ftp access AND your mailbox accepts large files I'm willing to mail you the archives.

The answer on your *.Z questions is simple. It is a compression method used on a lot of UNIX machines. Get 'gnuzip' from one of the afore mentioned ftp-sites. It will unpack *.Z and *.GZ archives.

***** A D V E R T I S E M E N T *****

I have written a program which takes old IML-archives and converts them to guide files, sorted on date+time AND sorted on SUBJECT like this:

Subject A
Re: Subject A
Re: Subject A
Subject B
Re: Subject B
Re: Subject B
etc.....

Using the 'Browse' buttons of AmigaGuide will take you to the next message on chronological order. Pressing 'enter' or the button at the end of the page will take you to the next subject related message.

***** E N D O F A D V E R T I S E M E N T *****

Anyone interested in converted archives?????. If yes I can upload old converted archives to Aminet starting with IMLarc49 and counting down.

If response is weak I'm willing to send people private through email a copy of a converted archive.

At the moment I'm having correspondence with Nik (our IML archivist) and the program is being tested, I hope because I didn't hear anything sofar.

Greetings Joop

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1.412 MSG-410 Subject: Re: Argh! 'Invisible' parts of a brushmap??

Subject: Re: Argh! 'Invisible' parts of a brushmap??
 Date: Wed, 3 Aug 1994 08:55:01 -0400 (EDT)
 From: Edwin Phillips <flaregun@strauss.udel.edu>

On Tue, 2 Aug 1994, Michael Halleen wrote:

> On Wed, 3 Aug 1994, wrote:
 >
 > > The manual says that colormaps treat black as invisible so I changed the
 > > background color to black. This just gave me black rectangles behind my
 > > squad markings on the plane.
 > >
 > > Use colour 0, not just any black. If your decals were created in DPaint this
 > > would be the first paintpot on the left, it can be any colour actually as
 > > long as it's the first register colour... Once you done this then just
 > > activate the use genlock button on the brush requester. The colour 0 will
 > > be transparent.
 >
 > Oh, God. Is it that easy? Shoot, I've been killing myself with alpha
 > maps. I thought the genlock button was to make the map appear as color 0
 > so you could genlock through it later. Boy do I feel stupid. Well I
 > never said I was always right.
 >
 > Mike Halleen
 >
 >

How can this be? The PC version only supports TIFF and TGA (24bit each). There IS no palette. Does this mean we have to use the alpha channel method (I don't even know if this is possible on the PC version).

Ed

```

/*****
/* Ed Phillips flaregun@strauss.udel.edu University of Delaware */
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */
/*****

```

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1.413 MSG-411 Subject: Random Ripple

Subject: Random Ripple
 Date: Wed, 3 Aug 1994 23:05:09 +1000 (EST)

From: David Shaw <dshaw@ozemail.com.au>

Hi everyone,

Well after a little mucking around with the EssenceII texture Random Ripple, I'm totally frustrated :(

I am trying to get it to loop over a 30 frame anim. always end up with a glitch. I am changing the time from 0.00 to 1.00 as the manual suggest for a 30 frame jobby.

I guessed that because it was "Random" ripple this is why it won't loop. I ended up using 3 Wave textures to get a different result but wouldn't mind if someone has had this texture seamlessly loop.

Has anyone seen anything about Newtons Law for Imagine over there in the States? I'm interested in this if anyone has heard of it.

see ya
David Shaw
(Pixel Byte GFX)

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1.414 MSG-412 Subject: Re: Where can I find some postscript fonts ?

Subject: Re: Where can I find some postscript fonts ?
Date: Wed, 3 Aug 1994 10:10:28 BRA3EST
From: "Daniel 'Mega' " <MEGA@maracana.lci.ufrj.br>

Steve wrote

> Hi, where can one find some Postscript fonts that WORK with Imagine?
> Thanks, FTP sites would be good, directories and specific filenames
> would be Great!

Look at ftp.wustl.edu on pub/aminet/text/font

Day message: from a cluster to another: don't follow me, I'm lost too.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.415 MSG-413 Subject: Version Numbering (was Re scanline question)

Subject: Version Numbering (was Re scanline question)

Date: Wed, 3 Aug 1994 9:06:33 -0400 (EDT)

From: Rob Freundlich <RSF@MOTHER.IDX.COM>

[snip]

>Alas, reality is often a different thing. There exist dozens of revisions
>to Word Perfect 5.1 (at least for MS-DOS) and while the publically visible
>version number does not change, the company does acknowledge co-called
>"interim releases." I believe this is where WPCorp and Impulse differ in

[snip]

>As you, Mike Halleen, suggested, proper version/revision numbering can be
>helpful in determining the exact identity of a revision that a customer is
>using, and I suggest that judicious use of version numbering can reflect a
>company's committment to regular updates, thereby meeting the needs of its
>customers in a continual fashion.

I agree wholeheartedly.

Here at IDX, we are currently implementing a Software Configuration Management system to address precisely this issue (among others). The system we are going with uses a three-part numbering scheme for external releases. The first is a major revision number. The second is a minor revision number. The third is an internal increment. There's also a "phase of project" piece indicating development, alpha, beta, or release.

Under this scheme, the very first version of Imagine 3.0 shipped would be v3.0.1, which is what everyone who had it pre-ordered would have gotten.

Now suppose there are some bugs which Impulse fixes. The "development", "alpha", and "beta" will go through some internal increments as things pass throught the cycle, then when all of the changes have been beta tested, Impulse starts shipping 3.0.2, which contains them. No functionality has changed, so the "version" is still "3.0", but the increment indicates what level of bug fixes are in.

So when discussing bugs here (or on CIS) we could say "I've got 3.0.2 and that bug doesn't occur for me, so get the 3.0.1 to 3.0.2 patch." or "hey, in 3.0.5, that bug is occurring. What version do I need to go to to fix it?"

Then, when Impulse does some functionality change, they go to 3.1.1

When they go to major functionality change, they go to 4.0.1, and it all starts again.

Anyone interested in this topic should read comp.software.config-mgmt. It's got discussion of this sort of thing as well as the commercial and PD products available to do it.

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1.416 MSG-414 Subject: Simple Motion

Subject: Simple Motion

Date: Wed, 3 Aug 1994 08:11:23 -0500

From: Gregory.G.Denby.1@nd.edu (Greg Denby)

Hi all,

Christopher Stewart writes: " I've got a humanoid figure that I'm trying to animate via states. It may be a silly question but how do I isolate a limb to bend/stretch it and not affect the rest of the figure? The creature will eventually get a bones setup if this won't work. The movement, not being overly complex, shouldn't really require that level of effort."

It may seem easier to just alter points instead of setting up bones, but there are some problems, as you'll see. I'm assuming from your post that your humanoid is a solid figure, and not one made of discrete parts, each with its own axis. To move the points in a solid figure, I find that hiding most of the unaffected points helps me get a handle on the ones I want. As an example, hide the head, legs, left arm and all of the torso except near the shoulder. Pick points with the lasso, and begin moving or rotating the limb to where you want it. The objects surface may stay fairly smooth, but I've frequently had a crumpled look during animation when I try this. Also, the interpolation between states will produce linear movement, and may give a very unnatural motion.

It will be easier if the figure is made up of pieces. Just select each part, and rotate the axis. You will need to be sure that the parts continue to intersect during animation. With this method you will probably see small seams where the parts meet. As you can see, the simple methods might be less than optimum.

It really might be worth the trouble to set up bones. In my experience, it takes about an hour to add 16 bones to a figure, another 20 minutes to define the various states. If the limbs bend more than 90 degrees, there are some odd distortions, but these can be lessened by adding more, shorter bones.

Happy animating

Greg Denby

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"Those who fail to study history, repeat its mistakes,
Those that do study get to make their own mistakes."

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