Contact
Designed (X) 1997-99 by hab.

If you have any comment or want direct contact to me, you can use the following information.

I prefer contact via eMail, so if it's possible, use it !

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Rules
Designed (X) 1997-99 by hab

General rules
There are no more rules at all. You know what's right, you know what's wrong, you must not know anything. In any case, it's your responsebility what you do and/or what you do not.

Plugins
The plugins are given away free from the author to anyone who want to use them.
You know ...

Source Code
Some of the source code to build my free plugins is given away free from the author to anyone who wants to use it. There's no Copyright, no Copyleft or something like that, take it as it is. If the source code uses material copyrighted by others, their rules must be applied. If I'm not allowed or I don't want to give it away, you won't get it.
You know ...

Redistribution
You have the right to redistribute the products to others for use. If you redistribute a piece of software, you should add the help file too, it's made for the plugins and for the users.
You know ...

Internet links
Back-Links to my duck's homepages are welcome.
Please use the following international links
MAX 1.2   http://www.habware.at/duck.htm
MAX 2.x   http://www.habware.at/duck2.htm
MAX 3.x   http://www.habware.at/duck3.htm
MAX custom   http://www.habware.at/c_duck.htm

That's all!

What's New
Designed (X) 1997-99 by hab.

August 1999

XIDMARY 3.1
• Fixed a left/right camera rotation problem.
• Thanks to Eddie Wu for his report.

WATER2 3.1
• Fixed a crash bug in material browser.
• Thanks to Nicholas Holsten for his report.

July 1999

BILLBOARD: Advanced LookAt Controller with 2D/3D option.

The following plugins are updates for Version 3.0.

24TO30FPS	24 to 30fps video post filter using 3:2 pulldown technology.
ACI2Mat	Allows you to set materials based on an object's wire color.
CARRERA	Modifer to break or make non-selfintersecting splines.
COLORTAB	Generates materials from ASCII rgb colortables.
DEM2MAX	Import of Digital Elevation Models aka DEM files into MAX.
DETACHER	Mesh detacher utility.
EXCLUDE	Object oriented light exclude/include list handling.
FASTPRTS	SuperParticles where metaparticles are up to a fifteen times faster.
HSPLINE	Normalize Spline modifier.
MAX2OBJ	Wavefront OBJ and MTL exporter.
MLI2MAX	AutoCAD render material library importer.
MOEBIUS	Moebius tape object plugin.
NURBSER	Joins multiple NURBS curves at once.
OBJ2MAX	Wavefront OBJ and MTL importer.
PANORAMA	Creates 360deg VR images used with LivePicture.
PARALLAX	Simulates parallax effect when looking up to skyscapers.
PARTLIST	Counts the objects in your scene.
PATCHWORK	Extended checker using circles, rectangles and triangles.
PROFILE	Lofter-like modifier keeping exact shapes.
PSIALPHA	Extended Pseudo Alpha Video Post Compositor.
PTEXTURE	Textures particles depending on their velocity and size.
RFIELDS	Reverse Fields Video Post Filter.
ROLLER	Roll Along Path controller.
SGILOGO	SGILogo Object Plugin.
SNAPSHOT	Makes a snapshot of node keys.
SOAPFILM	Draws Helicoid, Caneoid and Costa surface for you.
SPIDER	Spider Object Plugin.
STICKS	Sticks and Balls Mesh Modifier.
TERRAIN	Terrain Object Creator.
TOYTRAIN	System to define trailors following an engine at given distance.
VISTASCR	Create VistaPro render scripts from your MAX camera data.
WATER2	Creates water ripple waves from particle hits.
XIDMARY	Generates a stereo camera. Includes filter to produce stereo images.

XldMary Stereo Camera Plugin
Designed (X) 1998-99 by hab.

Crosseyed Mary is a camera object to define stereo cameras inside MAX.It also has an compositor to render stereo images.

Thanks to Mark O'Noland for this challenge.

How to create
• How to create a camera
• How to create a stereo image

Dialog Panels
• XldMary Panel
• Stereo Compositor Panel
• About Camera
• About Compositor

Misc
• MAXScript
• Limitations
• Versions

XldMary Stereo Camera Plugin
How to create a camera
Rules   What's new   Contact

To create a camera, you perform the following steps
• select the **Create** panel.
• select the **Camera** page.
• from the dropdown list select Special Cameras.
• Press the XldMary button.

The XldMary rollup appears and is ready to use.

That's all!

XldMary Stereo Camera Plugin
How to create an image

Stereo image creation is performed in Video Post.   To create an image, you perform the following steps
• Create a render event for the left eye camera.
• Create a render event for the right eye camera.
• select both events and add an image layer event.
• from the dropdown list select XldMary Stereo Compositor.

Your queue in video post should look similar to that.
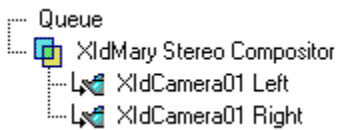
After pressing the Setup button,   the Compositor Setup Panel appears and is ready to use.

Note:
To render a Full color double left/right image, you must change the following settings in the Execute Video Post dialog:
• set Width to twice the value.
• set Pixel Aspect to half the value.
The value Image Aspect should be the same after the changes.

To render a Full color double top/bottom image, you must change the following settings in the Execute Video Post dialog:
• set Height to twice the value.
• set Pixel Aspect to twice the value.
The value Image Aspect should be the same after the changes.

Sorry for the disorted left/right images, but this little trick makes it easier (possible?) for the developer.

That's all!

XldMary Stereo Camera Plugin
Parameter Panel

Here you define the geometry of your stereo camera.

• **Eye Dist**: distance bewteen l/r camera.
• **Focus Dist**: distance bewteen l/r target.
• **Target Dist**: distance to target.
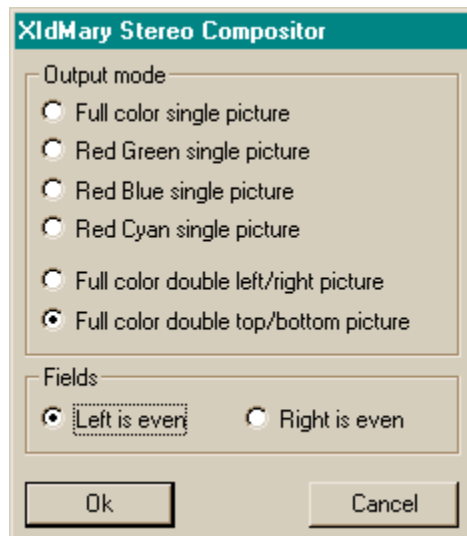
Eye locking: define where to place object
• **Left eye**: place at left eye.
• **Right eye**: place at right eye.
• **Between eyes**: place in the middle of l/r.

**XldMary Stereo Camera Plugin
Compositor Setup**

Here you define the geometry of your stereo camera.

Output mode: defines how to create the image.
• **Full color single image**: create image by interlacing left and right fields.
• **Red Green single image**: left eye is red, right eye is green.
• **Red Blue single image**: left eye is red, right eye is blue.
• **Red Cyan single image**: left eye is red, right eye is blue.
• **Full color double left/right image**: create image with full left and right image.
• **Full color double top/bottom image**: create image with full left and right image.

Fields: fields definition for full color image
• **Left is even**: start with left image.
• **Right is even**: start with right image.

• **OK**: accept parameters.
• **Cancel**: cancel setup.

Note:
To render a Full color double left/right image, you must change the following settings in the Execute Video Post dialog:
• set Width to twice the value.
• set Pixel Aspect to half the value.
The value Image Aspect should be the same after the changes.

To render a Full color double top/bottom image, you must change the following settings in the Execute Video Post dialog:
• set Height to twice the value.
• set Pixel Aspect to twice the value.
The value Image Aspect should be the same after the changes.

Sorry for the disorted left/right images, but this little trick makes it easier (possible?) for the developer.

XldMary Stereo Camera Plugin
About Camera

This is the home-rollup-page, one for each 'piece of plugin' created by hab.

About
XldMary V3.0
Jul 11th, 1999
created by hab
http://www.habware.at/
duck3.htm

You find the name of the plugin, version and date information.

Look at http://www.habware.at/duck3.htm, maybe there are more interesting things for you !

XldMary Stereo Camera Plugin
About Compositor

This is the home-rollup-page, one for each 'piece of plugin' created by hab.

You find the name of the plugin, version and date information.

Look at http://www.habware.at/duck3.htm, maybe there are more interesting things for you !

XldMary Stereo Camera Plugin
Limitations

XldMary Camera
• there should be no more.

Stereo compositor
• images must have same height and width.

That's all!

XldMary Stereo Camera Plugin
MAXScript-abilty

The XldMary camera object is MAXScript-able.

MAXScript class definiton
Using the showclass command, you get the following properities:
```
.EyeDistance : float
.FocusDistance : float
.EyeLocking : integer
```
Use these properties for scripting the camera.

That's all!

XldMary Stereo Camera Plugin
Old version records

Version 2.3
• NEW: added a mesh object for display
• FIX: added HitTest and Snap capabilities, for simplier handling in viewport
• FIX: object deletion is now working.
• NEW: XldMary object is MaxScript aware.

Version 2.2
• added red-cyan single image option, for better grey images.
• Thanks to Peter M. Gomberg for his comment/idea.
• added full color double image option, to get wide stereo images.
• Thanks to Mark O'Noland for his comment/idea.

Version 2.1
• this was the first one.

**XIdMary Stereo Camera Plugin
Versions**

Version 3.1
• Fixed a left/right camera rotation problem.
• Thanks to Eddie Wu for his report.

Version 3.0
• Fixed a crash bug on reloading a scene with a XIdMary object.
• Added Full color top/Bottom composite mode
• Thanks to JG Wang for this request.
• Added spinner reset values.
• Fixed different default settings after file reset.

Old version records