

# cool New Stuff for 2.2

266379\_PixelRule.tiff ↗

bug fixes. I realized that I wasn't doing a copyFromZone: for any of the compound commands, especially RIBCommandList and WW3DText. I fixed that, and things don't crash anymore. Animation should work quite nicely now.

Hacked on the eye, Rocky, and robbit demos/examples.

There are now a few cosmetic changes which hopefully will make things more understandable. The whole "EveCmd" and "EveProc" thing have been replaced with the (hopefully much simpler) notion of "animatable:". In other words, if you have the command

Rotate \$roll 1 0 0

Now in order to make this command animatable, i.e. allow it to change over time, you merely change it to:

animatable: {Rotate \$roll 1 0 0}