

Unwrap

COLLABORATORS

	<i>TITLE :</i> Unwrap		
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REVISION HISTORY

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Chapter 1

Unwrap

1.1 Unwrap

Unwrap 1.0

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Minimum requirements: WB2.04 + asl.library V38, 68020 + FPU

Unwrap is FreeWare.

Unwrap is `_freely_` distibutable. Give it to whomever you like.

Unwrap may be distributed with commercial packages as long as I recieve a copy of the commercial package free.

Unwrap renders a 3-D object from a brushmaps point of view, currently supporting Flat Mapping, Cylindrical Mapping, and Sperical Mapping.

The Gadgets

The various X Y Z parametes specify the Alignment,Size, & Position of the brushmap axis.

The Map Type radio button specifies the way the map is to be applied.

Load Object, well that's pretty obvious.

the Res gadget specifies how many segments Unwrap uses to draw an edge in the wrap & sperical modes. When displaying the object from a wrap or sperical point of view some edges may appear warped, the higher the Res value the more rounded the edges appear, setting Res to 1 will draw the edges with one segment, and thus will appear as straight lines. (the best way to see the affect this has is to load a cube, place the axis in the center of the cube and select the spherical map mode, and try different values in the res gadget).

Save Image will open a render screen in the specified screen mode to render object in and saves it.

Tip

The easiest way to use this program is to first decide were and what size you would like to brushmaps axis to be placed in Imagin. Then copy the Position, Alignment & Size values of the axis from Imagin to Unwrap.

Limitations:

Unwrap only loads the parent object of an TDDD(Imagin) file. There is also minimal clipping. In Flat mode, if an edge extends outside the border of the window, it isn't drawn at all. In the Wrap and Spherical modes, part or none (depending on the value in the Res gadget) of the edge may be drawn if it extends outside the border of the window.

SPECIAL NOTES

Don't expect any new version of this anytime soon. Somehow, I've managed to delete the source for this program.

There are some bugs in this program.

1. It may render outside the bounds of the window. This is usually clipped in the render window, but there is no clipping when it renders to the screen when you choose 'Save Image'.
2. This program has NOT been tested on any graphics card. Though I believe the interface should work fine, and the render screen will probably be drawn correctly, I am not sure if the final image is going to save correctly.

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