

Version 1.1 Documentation

Introduction

Several improvements have been made to Amorphium Pro Edition since we first released it. This document is intended to explain the differences between the first release and this, the version 1.1 release.

Update Drawing Preference

The Display tab of the Preference dialog now contains a new option called, “Update Only Frontmost Window” This preference, which defaults ON, modifies the behavior of drawing when in Composer mode. Specifically, only the last window you clicked the mouse in will be updated in real time while you drag the time thumb.

This feature makes the application much more interactive for users that do not have an OpenGL hardware card and operate Amorphium Pro using the Softdraw option.

New Flash Options

The overall quality of the Flash renderer has been improved dramatically in this release. New options have been added that provide added control for line thickness and image quality.

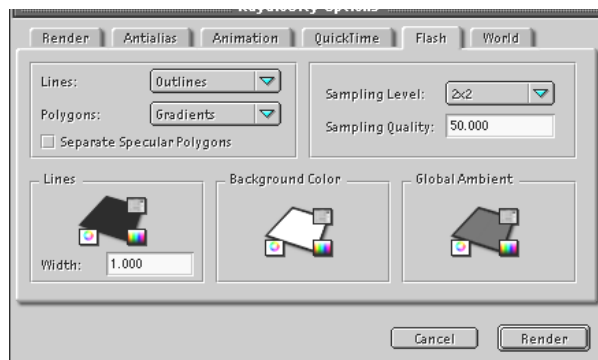


figure 1.1:RadioCity Options Box with Flash Tab Selected



Width Sets the pixel width of the lines rendered to the Flash file. Also sets the width of the lines used to draw wireframes.

**Polygons:
Average** This Average option under the Polygons pull-down menu is a new output mode that creates a look somewhere in between Cartoon and Gradient. The file size will be larger than Cartoon and slightly smaller than Gradient.

**Sampling
Level** This option controls the number of pixel samples used when the Flash image is created. The larger the number, the higher the quality of the.swf file. But higher numbers will take more time and more memory to render.

Amorphium Pro 1.0 rendered all Flash files at an internal Sampling Level of 1x1. Now version 1.1 puts the control in your hand to improve the quality by devoting more time and memory to the creation of the imagery.