

## **IMAGINE MAILING LIST**

<b>COLLABORATORS</b>
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	TITLE : IMAGINE MAILING LIST		
ACTION	NAME	DATE	SIGNATURE
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# IMAGINE MAILING LIST

## 1.1 IMAGINE MAILING LIST NUMBER V55

This GUIDE File was generated by an  
IMAGINE MAILING LIST PROCESSOR  
Written By Joop van de Wege  
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+-----oOO-(_)-OOo-----+
|
| This is the Imagine Mailing List (imagine@email.sp.paramax.com) Archive #55 |
| covering messages from Oct 01 1994 to Nov 02 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 |
|
| Thanks goes to: Neil Miller for the Imagine Mailing List Processor |
| Nik Vukovljak for the archives |
+-----+

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Click--> 398 MSG- 89 Subject: Re: Your mail

## 1.4 MSG-1 Subject: Re: LensFlar Texture (where is it?)

Subject: Re: LensFlar Texture (where is it?)  
Date: Saturday, 01 October 1994 14:30:36  
From: Roger Straub <straub@csn.org>

-----  
  
On Thu, 29 Sep 1994, Milan Polle wrote:

> Pardon? I think you mean twinkle.itx, because star.itx is my flare texture!  
>  
> Let your Imagination run wild,  
>  
> Milan  
>

Yeah. Sorry. Thlip of the slongue there.

See ya,  
Roger

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## 1.5 MSG-2 Subject: Imagine 4 everybody!

Subject: Imagine 4 everybody!  
Date: Saturday, 01 October 1994 14:31:06  
From: mdrivers@tbag.tscs.com (Michael Rivers)

---

-----

Here's my suggestion...

Light Maps.(not bright maps)...

The ability to use a brushmap to mask off a lightsource (without ray-tracing). Would be similar to putting a transparency map on a sphere and putting a light in to sphere and tracing, but without the sphere and in scanline also.

-----

	Commodore failure. Press mouse button to continue	
	Guru Meditation \$83500000 Task : \$00000CBM	

-----

A4000/060 wow! this is fast.

Thread 202  
--> RETURN TO CONTENTS!<=

## 1.6 MSG-3 Subject: Re: Imagine 4 everybody!

Subject: Re: Imagine 4 everybody!  
Date: Saturday, 01 October 1994 14:57:21  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----

> > I agree with you Andrey, this guy doesn't sound like he even knows what  
> > he's talking about. Let alone tried to actually use any of the things he  
> > has critasized.  
>  
> Exactly. He just gets on the list and starts whining. And he doesn't  
> even want to reveal his name.  
>  
> Andrey

O'well, to each his own I geuss..

=RRW=

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--> RETURN TO CONTENTS!<=

## 1.7 MSG-4 Subject: Re: Widescreen movies

---

Subject: Re: Widescreen movies  
Date: Saturday, 01 October 1994 15:00:50  
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

-----  
  
On Thu, 29 Sep 1994, Michael Hazlett wrote:

>  
>  
> On Wed, 28 Sep 1994 Mtucibat@cris.com wrote:  
>  
> > I do all this kind of stuff in AdPro. Hard to believe, but  
> > it doesn't have an auto center function. I wrote this one  
> > that I attached to a button in v2.5, but should work with  
> > any version. You can use any screen size you want for the  
> > backdrop. Your pic will center, and composite 100% on a  
> > black backdrop.  
>  
> Thanks for that Mike I'll try it out and get back to you :) thanks  
>  
> MH  
>

Hello!

Just a thought,

Is it possible to tell VT from the shell (CLI) to put a picture down  
the Y (hight of the screen) ?

So you could have something like;

VT picname -Y 20 (or any value)  
To put the pic down from the top, so it would be centered.

And, in Directory Opus, make a botton that include the above, to show  
any pic selected at the propare place you need.

Any sense in the above mumble?

Thanks.

--  
How do you come back from 3D ?  
Ayalon M. Hermony, Internet: ila2024@datasrv.co.il  
--

## 1.8 MSG-5 Subject: Re: QR versus ProjectRender, thanks

Subject: Re: QR versus ProjectRender, thanks  
Date: Saturday, 01 October 1994 15:04:09  
From: david.wyand@canrem.com (David Wyand)

---

Hi Mike!

> Thanks guy, for your tip. And I tried it in 12 bit in the  
>Project render, instead of 24 bit as I usually opt for, and it looked  
>just like the quickrender. Quickrender must be a 12 bit phenomenon.  
In  
>this case, 12 bit actually comes out looking better for me.  
>  
> Again guy, thanks for your advice.

Hey, no problem. That's what the IML is for! Also, you can make  
quickrender render in 24-bit; you just have to change it in the  
preferences (as well as changing it from scanline to trace).

-Dave  
david.wyand@canrem.com

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## 1.9 MSG-6 Subject: 3.1 Newsletter in Australia

Subject: 3.1 Newsletter in Australia  
Date: Saturday, 01 October 1994 19:56:52  
From: David Shaw <dshaw@ozspace.brisnet.org.au>

---

HI everyone.

Has anyone in OZ recieved 3.1 or the newsletter stating it's out?

Bye  
David Shaw  
QLD

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---



## 1.10 MSG-7 Subject: Fog scene

Subject: Fog scene  
Date: Saturday, 01 October 1994 20:02:08  
From: PEDER NAALSUND <PEDNAA@CALVIN.NHIDH.NKI.NO>

---

Hi folks!

Can anybody help me with Global Fog!  
I can make fog objects, but not Global fog.(in Action editor).  
I have tried to do it any way i can think of, but i never get any fog.

It would be nice if someone would send me a project for IM30 with fog that's working. And maybe brief instructions.  
I have read the Understanding IM 2.0 and FAQ IML but i cant get it to work.

Thanx!!!!

Peder Naalsund

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## 1.11 MSG-8 Subject: Re: Imagine 4 everybody!

Subject: Re: Imagine 4 everybody!  
Date: Saturday, 01 October 1994 20:05:37  
From: zmievski@herbie.unl.edu (Silikon)

---

> I agree with you Andrey, this guy doesn't sound like he even knows what  
> he's talking about. Let alone tried to actually use any of the things he  
> has critasized.

Exactly. He just gets on the list and starts whining. And he doesn't even want to reveal his name.

Andrey

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---

## 1.12 MSG-9 Subject: Re: LW PC ported???

Subject: Re: LW PC ported???  
Date: Saturday, 01 October 1994 22:03:44  
From: Ed Totman <etotman@gort.ucsd.edu>

---

On Thu, 29 Sep 1994, Douglas Rudd wrote:

> Not yet. LW4.0 is coming to Windooooozzzz, The New Testament perhaps around  
> end of the year. Much speculation on what happens with LW's arexx macros  
> and 3rd party modules. LW4.0 may not run too well in Windooooozzzz 3.1 or  
> Chicago (no problem, it won't be out until 1999, right?). But who cares?  
> Imagine 3.1 is here right now.

Too bad LW will be a windoze application. I have used a few other  
windows 3d programs, and they've all been slugs on redraw times.  
A fast screen update is important to keep the creative drive alive.  
I keep going back to Imagine PC, especially to model.

Ed Totman  
etotman@gort.ucsd.edu

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## 1.13 MSG-10 Subject: Wizard

Subject: Wizard  
Date: Sunday, 02 October 1994 02:08:35  
From: ESPEN SANDALL <ESPSAN@calvin.nhhdh.nki.no>

---

Wizard!  
Could you please give me your e-mail address?  
I wanna get in touch with you...

Have no fear, I'm here!

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---

## 1.14 MSG-11 Subject: PD spaceship textures for Imagine 2.0

Subject: PD spaceship textures for Imagine 2.0  
Date: Sunday, 02 October 1994 02:09:39  
From: Aristotelhs Grammatikakhs <arigr@cc.uch.gr>

---

I am looking for Imagine 2.0 textures I could use in a spaceship or spacestation. Like hulls damaged or not that would make the object more realistic. I am not looking for commercial textures like the Essence one (although I know that these worth double their money), because I can't afford them now. I just want to render one scene, so public domain ones are what I need. Can anyone help me, please?

Thank you  
Aristotelis "PROdogy"

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## 1.15 MSG-12 Subject: States

Subject: States  
Date: Sunday, 02 October 1994 02:18:04  
From: Kent Marshall Worley <mumu@america.net>

---

First of all I would like to say hello. My name is Kent Worley, I am new here but I have been using Imagine since the Turbo Silver days. I look forward to talking about this cool program.

My question is about states. Can you use states to morph the parameters of the procedural textures? When I try this it saves the parameters that I last edited. The other Imagine attributes save in states just fine. Is this a known bug? The manual says you can morph procedural textures.

Thanks

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## 1.16 MSG-13 Subject: Re: Fog scene

---

Subject: Re: Fog scene  
Date: Sunday, 02 October 1994 02:20:54  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
>  
> Can anybody help me with Global Fog!  
> I can make fog objects, but not Global fog.(in Action editor).  
> I have tried to do it any way i can think of, but i never get any  
> fog.

Well, this is an old one, I'm sure me and others have mentioned before. But I'll get you started anyways...Global Fog is easy, one thing I have a feeling people forget to do is set the fog color, so to start set it in the Global requester to 180,180,200. Now if your ground or plane object is at position Z = 0, then to get a nice fog you can set FogTop to 1000, FogBottom to 200 and FogLegth to 1000. If you want the fog thinner then set FogLegth to 2000 or higher, if you want it thicker set it to 700 or lower. But lower than 500 will start to make things get quite foggy. This is only true of the setting I mentioned for FogTop and Bottom. If you lower the FogTop things will start to clear. So the important thing to remember is that as your FogTop or bottom gets larger so should the FogLegth and the same is true if they get smaller so should the FogLegth. Of course this also depends on what you are trying to accomplish.

Well, this will get the fog working for you anyways..

=RRW=

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## 1.17 MSG-14 Subject: Re: Pyramid

Subject: Re: Pyramid  
Date: Sunday, 02 October 1994 02:42:07  
From: dsan@cindy.ct.se (Dan Santos)

-----  
In a message of 26 Sep 94 Douglas Rudd wrote to me:

DR> I tried this on 3.0 with my 3000 and it hung. Tried it on 3.1 and it  
DR> said illegal parameters-much nicer.

So how does the rotoscoping work? I'm specially curious how it works in the

---

stage editor. If you have a sequence of images, will they be automatically loaded into the perspective background as you jump from frame to frame?

Dan Santos (dsan@cindy.ct.se)

DigiLight Studios - 3D Animation & Image effects - +46-40-138678

```
+-----+-----+-----+
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|
|Real 3D 2/Imagine 3|Liberty, Elastic Reality   |Sony D2/1"C/BetaSP VTRs|
+-----+-----+-----+
```

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## 1.18 MSG-15 Subject: Batch Proc.

Subject: Batch Proc.

Date: Sunday, 02 October 1994 10:54:35

From: dsan@cindy.ct.se (Dan Santos)

-----

In a message of 26 Sep 94 MAD MAX wrote to me:

```
MM> From: MAD MAX <hmamiri@ouray.Denver.Colorado.EDU> To: Imagine
MM> <imagine@email.sp.paramax.com>
```

```
MM> Does anybody have an arexx script that woud convert imagine pictures
MM> into an ANIM file format using ADpro ??
MM> I've made a little animation using imagine 3.0 onmy A4000/04 and I want
```

Sure, here's mine..

```
--8<-----
/* */
```

```
ADDRESS "ADPro"
OPTIONS RESULTS
```

```
say 'How many frames?'
pull en
DO b = 1 TO en BY 1
  lnum = RIGHT(b,4,'0')
  LFORMAT UNIVERSAL
  LOAD "projects:animation.imp/test.pix/pic."||lnum
  EXECUTE
  SFORMAT "ANIM"
  SAVE "ram:anim" IMAGE APPEND
END
SFORMAT "ANIM"
SAVE "ram:anim" IMAGE WRAPUP
```

```
/* */
```

```
--8<-----
```

Change my paths to your own, start off ADPro, set the screen-mode/colors/dithering of your choice, and run the script from a shell. If you want to have the same palette on all images create a palette before you run the script and lock it.

Dan Santos (dsan@cindy.ct.se)

DigiLight Studios - 3D Animation & Image effects - +46-40-138678

```
+-----+-----+-----+
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|
|Real 3D 2/Imagine 3|Liberty, Elastic Reality   |Sony D2/1"C/BetaSP VTRs|
+-----+-----+-----+
```

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## 1.19 MSG-16 Subject: Re: Pyramid

Subject: Re: Pyramid

Date: Sunday, 02 October 1994 11:04:59

From: dsan@cindy.ct.se (Dan Santos)

-----

In a message of 27 Sep 94 Randy R. Wall wrote to me:

RRW> Global effect Melt as it will crash you quite nicely too. At least it  
RRW> does me every time.

What is Melt suppose to do? What other new effects are there?

Dan Santos (dsan@cindy.ct.se)

DigiLight Studios - 3D Animation & Image effects - +46-40-138678

```
+-----+-----+-----+
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|
|Real 3D 2/Imagine 3|Liberty, Elastic Reality   |Sony D2/1"C/BetaSP VTRs|
+-----+-----+-----+
```

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## 1.20 MSG-17 Subject: Re: Essence PC textures

---

Subject: Re: Essence PC textures  
Date: Sunday, 02 October 1994 17:13:15  
From: Kent Marshall Worley <mumu@america.net>

-----  
I recieved Email from Steve Worley last week and he stated that porting  
Essence to PC was a top priority.

I agree with the statement about pentiums systems. Imagine renders very  
very very very fast on a pentium.

Kent Worley

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## 1.21 MSG-18 Subject: Re: IM3.1 and Field Rendering

Subject: Re: IM3.1 and Field Rendering  
Date: Sunday, 02 October 1994 17:13:37  
From: dsan@cindy.ct.se (Dan Santos)

-----  
In a message of 27 Sep 94 Steve J. Lombardi wrote to me:

SJL> I hope I'm wrong too. :-) But the stop watch doesn't lie. Mike H. from  
SJL> Impiulse responded to say that indeed the way they have implemented  
SJL> field rendering it is twice as long, but they are working on it. He  
SJL> said the reason they render full frames is for antialiasing integrity  
SJL> and image quality. Logic still seems to dictate that there's no sense  
SJL> in rendering  
SJL> scanlines that are going to be tossed away, but what do I know. I  
SJL> really hope they address this soon.

Well, at least now one can render directly to tape or PAR. ADPro-processing  
30 seconds of animation take a couple of hours, not to say you'd need almost  
1 Gb storage place. Always an improvement...

Dan Santos (dsan@cindy.ct.se)

DigiLight Studios - 3D Animation & Image effects - +46-40-138678

+-----+  
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|  
|Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|  
+-----+

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## 1.22 MSG-19 Subject: Re: 3.1 Newsletter in Australia

Subject: Re: 3.1 Newsletter in Australia  
Date: Sunday, 02 October 1994 17:16:40  
From: williamp@triode.apana.org.au

-----  
>  
> HI everyone.  
>  
> Has anyone in OZ recieved 3.1 or the newsletter stating it's out?

My copy of 3.1 arrived last Wednesday, the 28th. No sign of a newsletter though.

There was a single sheet of printed material, mainly dealing with installation and the hoped-for date of the next update in December just before Xmas.

....William John Porter  
williamp@triode.apana.org.au

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## 1.23 MSG-20 Subject: Re: LW PC ported???

Subject: Re: LW PC ported???  
Date: Sunday, 02 October 1994 17:20:55  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
> I keep going back to Imagine PC, especially to model.  
>  
> Ed Totman

Can't say I blame you Imagine only has one of the best modelers around..

---



=RRW=

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## 1.24 MSG-21 Subject: Re: Pyramid

Subject: Re: Pyramid  
Date: Sunday, 02 October 1994 18:10:02  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----

>  
> RRW> Global effect Melt as it will crash you quite nicely too. At least it  
> RRW> does me every time.  
>  
> What is Melt suppose to do? What other new effects are there?

Well, sense it doesn't work for me it would be hard for me to say exactly what it does, as that is why I was trying it, was to find out..But the docs say it can melt your renderd pics as they are being renderd, say you wanted frames 50 to 100 to melt off screen. It then slides the melted screen off the cameras veiws..

=RRW=

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## 1.25 MSG-22 Subject: Re: States

Subject: Re: States  
Date: Sunday, 02 October 1994 18:13:04  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----

---

> First of all I would like to say hello. My name is Kent Worley, I am new  
> here but I have been using Imagine since the Turbo Silver days. I look  
> forward to talking about this cool program.  
> My question is about states. Can you use states to morph the parameters  
> of the procedural textures? When I try this it saves the parameters that  
> I last edited. The other Imagine attributes save in states just fine. Is  
> this a known bug? The manual says you can morph procedural textures.

Well, I started a fuss about this myself a while back..to make a long  
story short get 3.1 and all will work fine. 3.0 actually does not have  
this capability..though I felt the manual was misleading as well..anyways  
it does work in 3.1. So I am happy, even though it cost me a few bucks..

=RRW=

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## 1.26 MSG-23 Subject: Re: Pyramid

Subject: Re: Pyramid  
Date: Sunday, 02 October 1994 18:36:34  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
>  
> So how does the rotoscoping work? I'm specially curious how it works in the  
> stage editor. If you have a sequence of images, will they be automatically  
> loaded into the perspective background as you jump from frame to frame?

No I don't think so, In fact if you redraw the screen the image will go  
away. But once you have set your the directory for the pictures it is a  
simple matter of loading one in. Though an automatic feature would be  
very nice. The manual suggest that you convert them to  
two color images as this will speed things up, If you don't Imagine will  
do it for you with the price of waiting for it. If you do them yourself  
it is much faster, and you can probably get a better representation of  
the pictures..Of course when they say convert them, it means to  
have copies of two color images as well as the originals for the actual  
rendering.. This feature does cry out for some added features, but at  
least it is here in some form..and I'm sure now that it is, Impulse can  
implement more to it in later releases..This update idea may not be to  
bad if Impulse truly listens, and I have a good feeling they are..

=RRW=

---

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## 1.27 MSG-24 Subject: Re: 3.1 Newsletter in Australia

Subject: Re: 3.1 Newsletter in Australia  
Date: Sunday, 02 October 1994 18:36:46  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

---

Hi Dave,

> Has anyone in OZ recieved 3.1 or the newsletter stating it's out?

Reseaved it and have been using it for about a week now. No newsletter yet though.

=RRW=

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## 1.28 MSG-25 Subject: Rotoscoping...

Subject: Rotoscoping...  
Date: Sunday, 02 October 1994 18:41:21  
From: KEN\_ROBERTSON@robelle.com

---

Dan Santos asked how the "Rotoscoping" worked.

I received the 3.1 upgrade this week( (wow, that's fast, especially for mail to Canada!)

I tried out the "rotoscoping", doing exactly what Impulse suggested - tracing a logo in the spline editor. The logo for our company, Robelle, is a cartoon-ish type spelling. I had a 2-plane digitized image already, and Imagine imported the iff pic and sized it to the front-screen in the Spline editor. (This feature is available in any of the editors, it seems. Well, maybe not the action editor,

---

but I digress.)

As long as you stay in the same place, you can add knots and lines to match the outline of your ghostly backdrop pic. The backdrop pic is rendered down to 1 plane, so 1 or 2 plane images work best.

It took me about 15 minutes or so to created just the "R", and I'm please with the results. Certainly people with more experience building free-form images in the spline-editor will be able to do it in much less time.

I like this feature. YKWWBRN? (YouKnowWhatWouldBeReallyNeat?) If the spline editor could take an IFF file and create splined objects in the same manner that the detail editor works! Probably a passel of programming, tho.

\KenR

-----  
Life is great, but the interface sucks. Too much downtime, and the video needs calibration.  
-----

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## 1.29 MSG-26 Subject: Re: States

Subject: Re: States  
Date: Sunday, 02 October 1994 19:54:02  
From: gregory denby <gdenby@twain.helios.nd.edu>

-----  
Kent Worley (hi guy) writes:

> ...Can you use statesto morph the parameters of the procedural  
> textures?  
etc.

I'm supposing you have Imagine 3.0. You can morph textures, but not in states. That is, a plane with an altitude texture can ripple, or what ever, and even change the shape of the plane mean while. However, in version 3.0, a texture will lock, not change, when assigned to a state being used to morph an obj. But! if you get the continual upgrade, vers 3.1 handles it all just fine. I'm working on a little anim where an object changes shape first in the x plane, then z, then the components rotate, all the while the applied fire texture changes shape and color and extent.

As to problems changing state info, I can't really answer, since I still haven't got it down pat. Remember that once you have created a state, and want to change a parameter, use Update from the state menu. However, it appear that if you forget to include a parameter, such as shape,

---

when you define the state, you can't just go back and add it in.  
You must delete the whole state (or states) and recreate them...  
I think.  
Anyone else care to comment?

Greg Denby,  
gregory.g.denby.1@nd.edu  
gdenby@twain.helios.nd.edu

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### 1.30 MSG-27 Subject: Re: Fog scene

Subject: Re: Fog scene  
Date: Sunday, 02 October 1994 20:11:52  
From: Jason B Koszarsky <kozarsky@cse.psu.edu>

-----  
Global Fog.

The fog bottom tells Imagine where the fog is to start from. I usually think of this as the ground level. So if your ground object is positioned at a Z coordinate of Zero, then set your Fog Bottom to zero as well.

Fog Top is how high you want the fog to go. If you're doing a graveyard, maybe you want it about half the height of the tombstones. If you want the entire scene foggy, you might set it really high(1000units or more).

Fog Length is the distance at which an object will disappear into the Fog. So, if your Fogbottom is zero, Fog Top is 1000, Fog length is 100, and the camera is at 0,0,25 then any object more than 100 units away from the camera will not be visible. It will become lost in the Fog.

Don't forget that overlapping fogs will cancel each other. So you might run into problems with having fog objects in your Global fog setting.

Single surface transparent objects will also cancel the fog behind them in a scene. Take a generic plane, give it clear glass attributes, set it in a global fog scene, and have it turned perpendicular to the camera's line of sight. Global fog will appear everywhere it should except behind the plane of glass. To correct this, you must give the glass some 3D depth by extruding the plane a little. Try the same test again with the new 3D plane and the global fog will appear behind the glass.

Jaeson K.

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---

### 1.31 MSG-28 Subject: Re: Pyramid

Subject: Re: Pyramid  
Date: Sunday, 02 October 1994 20:41:35  
From: dsan@cindy.ct.se (Dan Santos)

-----

In a message of 27 Sep 94 Randy R. Wall wrote to me:

RRW> Global effect Melt as it will crash you quite nicely too. At least it  
RRW> does me every time.

What is Melt suppose to do? What other new effects are there?

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+-----+-----+-----+  
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|  
|Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|  
+-----+-----+-----+

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### 1.32 MSG-29 Subject: Re: States

Subject: Re: States  
Date: Sunday, 02 October 1994 20:41:52  
From: dsan@cindy.ct.se (Dan Santos)

-----

In a message of 27 Sep 94 Brett Jones wrote to me:

BJ> However, I can't seem for the life of me, to get different textures to  
BJ> morph as well as the geometry?

I think you need 3.1 to be able to morph textures...

BJ> Brett J.

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+-----+-----+-----+  
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|Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|  
+-----+-----+-----+

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### 1.33 MSG-30 Subject: Re: Pyramid

Subject: Re: Pyramid  
Date: Sunday, 02 October 1994 22:05:30  
From: dsan@cindy.ct.se (Dan Santos)

-----  
In a message of 26 Sep 94 Douglas Rudd wrote to me:

DR> I tried this on 3.0 with my 3000 and it hung. Tried it on 3.1 and it  
DR> said illegal parameters-much nicer.

So how does the rotoscoping work? I'm specially curious how it works in the  
stage editor. If you have a sequence of images, will they be automatically  
loaded into the perspective background as you jump from frame to frame?

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+-----+-----+-----+  
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|  
|Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|  
+-----+-----+-----+

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### 1.34 MSG-31 Subject: Re: Imagine 4 everybody!

Subject: Re: Imagine 4 everybody!  
Date: Monday, 03 October 1994 04:40:45  
From: Charles Blaquiere <blaq@io.org>

-----  
Here are some comments on your suggestions. They are not meant in a  
derogatory fashion, but rather as reminders that some of the things you  
wish for are already in Imagine.

---

On Thu, 29 Sep 1994, Wizard wrote:

```
> Imagine 4 everybody!/idea/project
> "Display preview of image while computing; halt rendering when part way
> through; continue rendering a halted partial scene later; render partial
> image (i.e: start/end tracing at columns and rows number); in other
> words: POVRAY options!!!"
```

In case you didn't know, with a Firecracker24 (or Opalvision, presumably) you can see Imagine render your image; the normal Amiga display is superimposed on top of the 24-bit image.

```
> Imagine 4 everybody!/idea/detail
> "Revamped point editing, mirror function, UV mapping ala Caligari v2.1.
> Circular bend, wrapping shrink functions, rail extrude and morphed rail
> extrusion ala Real3d; then what about these stuffs and skew function?"
```

Mirroring is easily done: scale by -1 in the axis you want to mirror. Circular bend is supported, although in a non-interactive fashion, by the "Conform to sphere" and "Conform to cylinder" functions. What is rail extrude? How does it differ from extruding along a path?

```
> Imagine 4 everybody!/idea/stage > "Pan, dolly, roll functions for
cameras with real time (bounding box > *SHIT*) results into perspective
window: have u ever seen 3dstudio???"
```

To pan, dolly, roll, you move the camera along its local axes. With Newmode activated, you get real-time feedback. I'm doing it right now in between replies to the mailing list.

```
> - states??? we can live without them! > - bones??? 3dstudio has
hierarchy animation from the first version! > - brush tacking??? this is
another old stuff > - applique??? just a povray feature! > - deform
tool??? a bad copy of caligari one > - lens flare??? no comment!!!! > -
particle??? puah! nothing compares real3d > - terrain editor and
texturator??? where are these!!!!? > there arent any new features u can
laugh IT'S A MIRACLE!!! and all is > realized often bad"
```

I agree with some of your points, in that Impulse often implements a new feature in a clumsy, buggy or incomplete manner. However, they usually improve upon their creation the next time around, and if you do what I do, which is stand back, take a good look at Imagine as if you'd never seen it before... all of a sudden, the program looks like a powerhouse. In addition, I don't think it's fair to compare Imagine with 3DStudio, a program which costs over 4 times the price.

```
> Imagine 4 everybody!/bugpc/detail > "It seems a strange request but PC
users _NEED_ AutoCAD DXF and > 3DStudio 3DS file conversion!?!?"
```

Imagine 3.1 has much more robust DXF code. By the way, don't blame Impulse for the sorry state DXF is in today; Impulse programmed their 3.0 DXF import according to the standards established by Autodesk. It's not their fault if everybody and their brother has added proprietary extensions to the official DXF format. Try 3.1, you'll like it. I've read messages from users who have loaded objects under 3.1 that 3.0 and even Syndesis' Interchange couldn't translate properly.

---



Again, these are not flames, but simple rebuttals to your points, in the Internet tradition.

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### 1.35 MSG-32 Subject: Re: Re ripples(not)

Subject: Re: Re ripples(not)  
Date: Monday, 03 October 1994 04:47:25  
From: Charles Blaquiere <blaq@io.org>

-----  
David,

Simply add the Ripple F/X to your object in the Action editor. You can layer 2 or 3 ripples, each one moving towards the shore, but at a different angle and wavelength. (Use wavelengths which have irrational ratios with each other, e.g. 20, 23, 34.7) Ripples are easily animated.

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### 1.36 MSG-33 Subject: Re: PD spaceship textures for Imagine 2.0

Subject: Re: PD spaceship textures for Imagine 2.0  
Date: Monday, 03 October 1994 05:11:07  
From: Charles Blaquiere <blaq@io.org>

-----  
On Sat, 1 Oct 1994, Aristotelhs Grammatikakhs wrote:

>  
> I am looking for Imagine 2.0 textures I could use in a spaceship or  
> spacestation. Like hulls damaged or not that would make the object  
> more realistic. I am not looking for commercial textures like the  
> Essence one (although I know that these worth double their money),

If you only have 2.0, you're missing out on about 75 textures (Imagine 3.1). Let me answer your question anyway. I have found Pastella to be a great help in adding subtle noise to an object, making it "dirty". Use several shades of the object's base color and soon Pastella will be your best friend.

---

Another option, and one which gives you much more control, is to simply draw the explosion damage in a paint program and apply the brushmap. It may sound like a cop-out to use an external program to create an element of your animation, but the point is to get results, not simply to putz around in Imagine. Use what works.

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### 1.37 MSG-34 Subject: Re: Pyramid

Subject: Re: Pyramid  
Date: Monday, 03 October 1994 05:58:34  
From: Charles Blaquiere <blaq@io.org>

-----  
On Sun, 2 Oct 1994, Randy R. Wall wrote:

> rendering.. This feature does cry out for some added features, but at  
> least it is here in some form..and I'm sure now that it is, Impulse can  
> implement more to it in later releases..This update idea may not be to  
> bad if Impulse truly listens, and I have a good feeling they are..

This is typically what you get with an Imagine upgrade: some new whiz-bang functions, not perfectly implemented, but at least you get to play with powerful new toys, even though they may have some rough edges. It took me a while to get used to the Impulse philosophy, but I'm getting more and more comfortable with it. If one expects perfection, one is guaranteed disappointment. But if one has a realistic outlook, well...

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### 1.38 MSG-35 Subject: Re: Texture Problems 2.0

Subject: Re: Texture Problems 2.0  
Date: Monday, 03 October 1994 06:09:44  
From: Charles Blaquiere <blaq@io.org>

-----  
Sounds like you're running out of memory. For what it's worth, trace uses less memory than scanline, at the cost of much rendering time. (Of

---

course, the end result is more pleasing to the eye, too!) Have you been greedy with faces?

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### 1.39 MSG-36 Subject: Re: Imagine 4 everybody!

Subject: Re: Imagine 4 everybody!  
Date: Monday, 03 October 1994 07:09:14  
From: John Foust - Syndesis Corporation <76004.1763@compuserve.com>

---

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### 1.40 MSG-37 Subject: Imagine 4 Everbody!

Subject: Imagine 4 Everbody!  
Date: Monday, 03 October 1994 07:57:29  
From: mrivers@tbag.tscs.com (Michael Rivers)

---

Heres one I have needed since 2.9 arrived, mirroring an object AND its States(for example, I have a detailed airplane wing with MANY moving parts on it and I need to make a mirror image for the other side, I can do scale x=-1 but it doesn't mirror the state data)

And for the stage: Only load each file ONCE. Stop reloading each and every object when changing frames(sometimes it load the same object 3 times for \_one\_ instance of an object) AND when rendering in the project editor.

Get rid of those damn annoying requesters after a quickrender. Or condense them into one requester with an "Ok","Delete", and a gadget for the filename.

More map types: Basically, the ability to use a brushmap for every attribute in the attributes requester (specular,rough,hard,bright,phong,lights,Index of refraction,etc..

A font requester that sorts file correctly.(better yet use the ASL requesters)

---

WB2.0 interface, screen modes, asl, gadtools, WB3.0 colorwheel gadget  
Would be nice for picking colors. ( Appox. a snowballs chance... :)

```
-----  
| Commodore failure. Press mouse button to continue |  
| Guru Meditation  $83500000      Task : $00000CBM   |  
-----
```

A4000/060 wow! this is fast.

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## 1.41 MSG-38 Subject: Re: Imagine 4 everybody!

Subject: Re: Imagine 4 everybody!  
Date: Monday, 03 October 1994 08:32:46  
From: Mike McCool <mikemcoo@efn.org>

-----  
Hey Charles,

Great post, in response to the wiz's really silly one. I admire you folks for bothering. If some of us spent half the time using the program that we do contriving cutesy sig's and phony nicknames, we'd appreciate what a marvelous tool Imagine is.

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## 1.42 MSG-39 Subject: Imagine 4 Everybody!

Subject: Imagine 4 Everybody!  
Date: Monday, 03 October 1994 08:59:19  
From: mrivers@tbag.tscs.com (Michael Rivers)

-----  
In the Stage: display the object's path(when using a path object or just tweening between frames) like Lightwave, with dots showing where the object will be in preceding and following frames, with the new spline movements it is a pain to tell where the object will be between keys(sometime the object just shoots off into never never land).

---

In Actions editor, would be nice to be able to drag the begin and end of the action bars instead of having to edit the begin and end frame numbers.

```
-----  
| Commodore failure. Press mouse button to continue |  
| Guru Meditation $83500000 Task : $00000CBM |  
-----
```

A4000/060 wow! this is fast.

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### 1.43 MSG-40 Subject: Re: States

Subject: Re: States  
Date: Monday, 03 October 1994 09:32:46  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
> However, it appear that if you forget to include a parameter, such as shape,  
> when you define the state, you can't just go back and add it in.  
> You must delete the whole state (or states) and recreate them...  
> I think.  
> Anyone else care to comment?

Sure I will, I think if you use the info button rather than the update button it will work fine..give it a try and see..I use it a lot.. It will also allow you to delete specific items as well..I find it works better than the actual delete button for this, as delete seams to rarely work for some items. But info works every time, and even has a requester to verify your selections..

=RRW=

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### 1.44 MSG-41 Subject: Re: Pyramid

Subject: Re: Pyramid  
Date: Monday, 03 October 1994 09:53:58  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----

---

> This is typically what you get with an Imagine upgrade: some new  
> whiz-bang functions, not perfectly implemented, but at least you get to  
> play with powerful new toys, even though they may have some rough edges.  
> It took me a while to get used to the Impulse philosophy, but I'm getting  
> more and more comfortable with it. If one expects perfection, one is  
> guaranteed disappointment. But if one has a realistic outlook, well...

Well, it looks like they have a purpose anyways. Most of the things that get implemented usually do turn out to get what the users want in them. So this may not be all that bad. Give us a new toy, let us use it and find out what we want added, then add them..Well lets hope thats how it works. Would be nice if they could add a bit more options to some things though, basically so we don't have to wait so long for the additions. But this way they have a clean slat to work with once they add new features. I really don't know all of what is involved in there philosophy, but I don't mind if it gives us more control of what we are doing in the long run.

And with four updates a year, that shouldn't be to bad a waite for added goodies.. Might be the best thing Impulse has done for there users as well as the software..

=RRW=

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## 1.45 MSG-42 Subject: Re: States

Subject: Re: States  
Date: Monday, 03 October 1994 09:56:09  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
> BJ> However, I can't seem for the life of me, to get different textures to  
> BJ> morph as well as the geometry?  
>  
> I think you need 3.1 to be able to morph textures...

No even 3.1 won't morph different textures. Well maybe with some fading tricks I could get something close, but its not a standard feature..

=RRW=

---

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## 1.46 MSG-43 Subject: Re: Imagine 4 everybody!

Subject: Re: Imagine 4 everybody!  
Date: Monday, 03 October 1994 09:59:57  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
> > halt rendering when part way through; continue rendering a halted  
> > partial scene later; render partial image (i.e: start/end tracing at  
> > columns and rows number); in other > > words: POV-Ray options!!!"

Well, this may not be exactly what you want but, try the Set Zone command, it works for projects too, I have used it a few times and it works pretty good if you set it right. I like it!

Just thought some of you Imagineers out there who might have overlooked this might like to try it out..hehhee!

=RRW=

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## 1.47 MSG-44 Subject: Continue Rendering

Subject: Continue Rendering  
Date: Monday, 03 October 1994 15:01:24  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
Well, after sending the message on using Set Zone to continue rendering a picture, I thought I was kind of short on my explanation..So heres how I do it..Basically if I have had to stop a picture during the process of rendering it. If it is a single picture, rather than start it all over I just add another frame in the stage and update all the objects and lights so they will be in the next frame..I now do this from the start of any project so I need not update them if I find I need to do rerender part of it.

Then go to the Stage and select only the perspective view, as it will

---

make it a bit easier to set the zone of the picture, set it at the point you want to continue at, making sure to be as far over to the left and right sides of the screen as well as all the way at the bottom..this may take a try or two as the box will not slide once you are at the bottom or far right, so you need to get the right bottom corner in one try..you'll see what I mean if you try it.. I usually set it a bit above were I think it stopped rendering to be safe.

Anyways once its set you can now go to the Project Editor and start your rendering at frame 2, it will ask if you want to use your set zone.. click yes..

Once the image is done I then load the canceled version into OpalVision or Dpaint, and then load the other to the spare page, in OpalPaint I rub through to the other image to complete it.. Or in Dpaint I grab it as a brush and paste it to the other version.. This might be more work than what some might like, but it takes less time than rerendering the whole image if it was a complicated Raytrace..

If you needed to do this for an animation frame I would just make a new Rendering Subproject File and do the same thing for the frame you needed to finish, then continue rendering the rest of the images from the original Subproject..and move the fixed frame over to the Original Subprojects frames.. Anyways it works fine...but does mean a bit of work on the users part. Not quite the same as just starting over from were you had to stop it..but it does the job none the less..

Anyways, maybe Impulse will add this feature now that the tools are within reach of the program. All the Project would need to remember is the last remaining zone area of the picture and then append it to the original image..I do think it would be possible to implement now in the software, I didn't really know before if it could be done. But think they could do it now without to much difficult code, But then I'm not doing the code so I maybe wrong..If not at least I know if I do need to shut down for some reason I can do it now without worrying about haveing to start the whole image over again..and I geuss now you all know too..hehehe

=RRW=

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## 1.48 MSG-45 Subject: Re: Imagine 4 everybody!

Subject: Re: Imagine 4 everybody!  
Date: Monday, 03 October 1994 15:06:44  
From: dsan@cindy.ct.se (Dan Santos)

-----



In a message of 29 Sep 94 Wizard wrote to me:

```
W> Imagine 4 everybody!/idea/detail
W> "We all _NEED_ real free form editing, we _NEED_ non-uniform rational
W> b-splines, we _NEED_ N.U.R.B.S."
```

And I NEED real-time raytracing on my C-64 for less than \$100.

```
W> - states??? we can live without them!
```

"We"?? Speak for yourself!

```
W> - bones??? 3dstudio has hierarchy animation from the first version!
```

...wich is something different from bones. 3DS DO NOT have bones, you have to use an external IPAS routine for that (slow as hell).

```
W> - brush tacking??? this is another old stuff
W> - applique??? just a povray feature!
W> - deform tool??? a bad copy of caligari one
W> - lens flare??? no comment!!!!
W> - particle??? puah! nothing compares real3d
W> - terrain editor and texturator??? where are these?!?!?
```

I suggest you buy Real 3D, 3DStudio, Caligari, PovRay etc since you seem to hate everything in Imagine. Your problem seems to be that you don't think both ways. If you do something one way in 3DS, you can't think differently and do it using other tools available in Imagine. And please realise, you can't have the best of all programs in one single program. Fact of life. Do your own programming if you can't live with that.

Dan Santos (dsan@cindy.ct.se)

DigiLight Studios - 3D Animation & Image effects - +46-40-138678

```
+-----+
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|
|Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|
+-----+-----+-----+
```

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## 1.49 MSG-46 Subject: Re: Banner object

Subject: Re: Banner object

Date: Monday, 03 October 1994 18:15:40

From: Douglas Rudd <rudd@plk.af.mil>

```
-----
> a banner tacked to a wall with the center sagging down. i have tried a box
```

> object, subdivide multiple times, and then deform but its not quite right.  
> any other ideas?  
>

I havn't actually tried this, but it seems than a good gray scale bit map of your banner "Appliqued" to a high point count plane may do the trick. It would take a lot of ram and slow things down a bit. You might also try a clip and altitude map set on a simple plane. I agree that clip maps take a little more work, but anyone who has seen what Snap Maps can do should agree it's worth the effort.

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."

---

They will get my Amiga from me when the pry it from my cold, dead hands.

---

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## 1.50 MSG-47 Subject: Re: LW PC ported???

Subject: Re: LW PC ported???  
Date: Monday, 03 October 1994 19:21:25  
From: Douglas Rudd <rudd@plk.af.mil>

---

>  
> Too bad LW will be a windoze application. I have used a few other  
> windows 3d programs, and they've all been slugs on redraw times.  
>  
I guess I should amplify this a little. I should have stated that the LW4.0 port will be to Windooooz NT, so it will run on some really fast machines that use that system (and are fast enough that the clugey, overweight interface doesn't get in the way (that much)). But on a PC or even a Pentium, if you are running Wondows 3.1 or "Chicago", the 32 bit mode will not help speed much at all, and many "NT Features" will not be available.

For my part, I'll wait for a faster Amiga solution, so I can run LW and Imagine without switching OS.

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."

-----  
They will get my Amiga from me when they pry it from my cold, dead hands.  
-----

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## 1.51 MSG-48 Subject: REXX: was: LW PC ported???

Subject: REXX: was: LW PC ported???  
Date: Monday, 03 October 1994 20:01:11  
From: joec@ensoniq.com (Joe Cotellesse)

-----  
>Not yet. LW4.0 is coming to Windooooozzzz, The New Testament perhaps around  
>end of the year. Much speculation on what happens with LW's arexx macros  
>and 3rd party modules. LW4.0 may not run too well in Windooooozzzz 3.1 or  
>Chicago (no problem, it won't be out until 1999, right?). But who cares?  
>Imagine 3.1 is here right now.

>  
>  
>

Actually, I am keeping my finger crossed for a REXX port to Windows '95. I talk about REXX to PC users and no one realizes how incredibly useful it is. The power of it is not even that well known to OS/2 users. I know I would add a REXX port to any PC apps I write if it were available. That is one of the things I miss on my PC and one of the main reasons my souped up A500 is still being used.

Of course none of this really matters to any of us until Impulse finally adds REXX support (Ha Ha).

Joe Cotellesse

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## 1.52 MSG-49 Subject: Re: Imagine 4 everybody!

Subject: Re: Imagine 4 everybody!  
Date: Monday, 03 October 1994 21:44:01  
From: Douglas Rudd <rudd@plk.af.mil>

---

---

>  
> I suggest you buy Real 3D, 3DStudio, Caligari, PovRay etc since you seem to  
> hate everything in Imagine. Your problem seems to be that you don't think bot  
h  
> ways. If you do something one way in 3DS, you can't think differently and do  
> it using other tools available in Imagine. And please realise, you can't have  
> the best of all programs in one single program. Fact of life. Do your own  
> programming if you can't live with that.  
>  
>  
> Dan Santos (dsan@cindy.ct.se)  
>  
Good point. I believe if the "WIZ" should stop whining and look at what Imagine  
does have. If you take any of those packages to which he compared Imagine, and  
compared it to all the rest, including Imagine, how would they fare? No one  
3D redering package can be all things to all people, and cost under \$35K (some  
cost about that much and still miss the mark). Imagine offers A LOT OF BANG FOR  
THE BUCK! It could do more- a lot more - and it will, in time.

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."

---

They will get my Amiga from me when they pry it from my cold, dead hands.

---

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## 1.53 MSG-50 Subject: Re: Rotoscoping...

Subject: Re: Rotoscoping...  
Date: Monday, 03 October 1994 21:47:58  
From: Douglas Rudd <rudd@plk.af.mil>

---

>  
> I like this feature. YKWWBRN? (YouKnowWhatWouldBeReallyNeat?) If  
> the spline editor could take an IFF file and create splined objects  
> in the same manner that the detail editor works! Probably a passel  
> of programming, tho.  
>  
>

---

There is a way to (sort of) do this now. We have discussed this before on IML: If you have TypeSmith, you could auto trace the bit map into TypeSmith and save the object as part of a postscript font. Import to Imagine, and VOILA! Not so easy though. TS autotrace leaves much to be desired. I used ProDraw's autotrace and converted the output to format for TypeSmith (their conversion program failed, so I used import/export from PageStream3.0, imported to TS and saved the clip in a PS font. Imported the font in Imagine and yes, it did work, sort of.... There was MUCH tweeking and cursing along the way.

This is not a process I will likely use again.

In the final analysis, it would be real nice if Imagine provided a good spline version of their autotrace. My experience with ProDraws autotrace leads me to think that these things are inherently "dirty" and require a lot of cleanup, so there is no "free lunch".

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."  
-----

They will get my Amiga from me when they pry it from my cold, dead hands.  
-----

Thread 53  
==> RETURN TO CONTENTS!<==

## 1.54 MSG-51 Subject: Mirror-Extrudes

Subject: Mirror-Extrudes  
Date: Monday, 03 October 1994 23:08:54  
From: Jason B Koszarsky <kozarsky@cse.psu.edu>

-----  
I'm working with Imagine3.0 (Amiga) and have problems with Mirroring the ends for extrusions. If I use a half sphere, then it works fine. But I've had no luck with custom objects. My custom objects will extrude but the ends won't mirror.

Jaeson K.

— — —  
/ / — — — / o — / — — — o —

```

/  \/\ /_////| //_// //   /- \ /_////_/// /\ /| //
/  _/ \ / \ / / | / \ / \ /_ / \ / \ \ \ / / | \
\_____//_____/

```

Thread 52  
 ==> RETURN TO CONTENTS!<==

## 1.55 MSG-52 Subject: Re: Mirror-Extrudes

Subject: Re: Mirror-Extrudes  
 Date: Tuesday, 04 October 1994 01:33:25  
 From: Curcio Nicholas <curcion@db.erau.edu>

-----

On Mon, 3 Oct 1994, Jason B Koszarsky wrote:

```

>
> I'm working with Imagine3.0 (Amiga) and have problems with Mirroring
> the ends for extrusions. If I use a half sphere, then it works fine.
> But I've had no luck with custom objects.
> My custom objects will extrude but the ends won't mirror.
>
> Jaeson K.

```

I had this exact problem just recently. Two days ago to be exact. ;) To what length are you attempting to extrude the object? I was trying to extrude half of a Mech leg 15 units. Didn't work. I accidentally tried 100 units (the default) and it worked perfectly. Then I just picked all the points on one side and translated them 85 units back. I haven't had time to experiment with the problem, yet. Just happy that I got it to work by accident. :)

Later,

Nick

Thread 203  
 ==> RETURN TO CONTENTS!<==

---

## 1.56 MSG-53 Subject: Re: Rotoscoping...

Subject: Re: Rotoscoping...  
Date: Tuesday, 04 October 1994 01:39:28  
From: Udo K Schuermann <walrus@wam.umd.edu>

-----  
Douglas Rudd <rudd@plk.af.mil> writes:

> >  
> > the spline editor could take an IFF file and create splined objects  
>  
> If you have TypeSmith, you could auto trace the bit map into  
> TypeSmith and save the object as part of a postscript font. Import to  
> Imagine, and VOILA! Not so easy though. TS autotrace leaves much to be  
> desired. I used ProDraw's autotrace and converted the output to format  
> for TypeSmith (their conversion program failed, so I used import/export  
> from PageStream3.0, imported to TS and saved the clip in a PS font.  
> Imported the font in Imagine and yes, it did work, sort of.... There was  
> MUCH tweeking and cursing along the way.

Have you tried BME (BitMap Editor) that comes with PageStream 3 ? It will create DR2D structured drawings which, I believe, TypeSmith can load. BME seemed to do an excellent job when I played around with it a little while ago.

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

Thread 310  
--> RETURN TO CONTENTS!<=

## 1.57 MSG-54 Subject: Milan's Star texture

Subject: Milan's Star texture  
Date: Tuesday, 04 October 1994 02:42:17  
From: Michael Hazlett <tarkin@earthlight.co.nz>

-----  
Forgive me if theis has been posted b4 :}

I'm having a problem with Milan's Star texture...here's the setup...

Ok I'm recreating Luke Skywalker's moisture farm on Tatooine (Star Wars) anyway...I am using two planes (Which have the star text on them) as the twin suns...PROBLEM: When rendered Imagine doesn't render the texture just two stupid planes Grr!

---

This is in the Project editor and on Trace....Please help :}

Mike H. (No...not the guy from Impulse :)

P.S. Beautiful textures Milan...good work!

Thread 76  
--> RETURN TO CONTENTS!<==

## 1.58 MSG-55 Subject: Mac Adobe font to Imagine 3.0 ?

Subject: Mac Adobe font to Imagine 3.0 ?  
Date: Tuesday, 04 October 1994 05:14:01  
From: Mikael\_Ostergren@p36.anet.bbs.bad.se (Mikael Ostergren)

-----  
  
Hello Imagine people!

Is there any one out there who is able to tell me how to convert a Macintosh Adobe type 1 font so it work with Imagine 3.0? I need a QUICK answer.

Thank you.

.--  
| FidoNet: 2:201/411.36 Internet: Mikael\_Ostergren@p36.anet.bbs.bad.se |  
| CompuServe 100303,2 Internet: micce@aktiv.se (work) |  
--'

Thread 62  
--> RETURN TO CONTENTS!<==

## 1.59 MSG-56 Subject: Re: Milan's Star texture

Subject: Re: Milan's Star texture  
Date: Tuesday, 04 October 1994 06:04:30  
From: Mike McCool <mikemcoo@efn.org>

-----

---



Hey Michael,

Hope this isn't too obvious a suggestion,--but you know, don't you, that you have to rotate the axis of your plane so that the z-axis is pointing out from it, instead of as it is in default, with the y-axis pointing out and back from the object?

Imagine's Starflare.itx and Twinkle.itx require the same axis rotation. Otherwise you just get a plane with a blotchy line on it.

Thread 57  
--> RETURN TO CONTENTS!<=

## 1.60 MSG-57 Subject: Re: Milan's Star texture

Subject: Re: Milan's Star texture  
Date: Tuesday, 04 October 1994 08:12:26  
From: Michael Hazlett <tarkin@earthlight.co.nz>

-----  
On Mon, 3 Oct 1994, Mike McCool wrote:

> Hey Michael,  
>  
> Hope this isn't too obvious a suggestion,--but you  
> know, don't you, that you have to rotate the axis of your plane so that  
> the z-axis is pointing out from it, instead of as it is in default, with  
> the y-axis pointing out and back from the object?

Yep I had the Z axis perpendicular ...thanks anyway :)

> Imagine's Starflare.itx and Twinkle.itx require the same axis  
> rotation. Otherwise you just get a plane with a blotchy line on it.

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--> RETURN TO CONTENTS!<=

## 1.61 MSG-58 Subject: Wizard revenge

Subject: Wizard revenge  
Date: Tuesday, 04 October 1994 09:57:00  
From: Wizard <GUEST@novell.dima.unige.it>

---

---

```

| O |      .MODEL SMALL
|   |      .DATA
| O |      LOGIN    DB "          _ _ _ _ _ Wizard logged in"
|   |      .CODE
| O | MAILING      PROC FAR
|/_|

```

>He just gets on the list and starts whining. And he doesn't  
 >even want to reveal his name.  
 >  
 >Andrey

Hi bad guys,  
 have U seen the e-mail address I posted my messages??? It is a GUEST  
 account, do U know what thi mean? This isnt my personal account,I havent  
 one so I cannot change the default mailer parameters.

> He just gets on the list and starts whining.

For Your knowledge I am on IML about from 1 year (I am not the older  
 archivist but 1 year is enough, I think), I am off just for august and  
 september (account expired \*SIGH\*).

\*Please dont send ANY further flames to the list coz U can directly post  
 \*to me: there are many archivist that havent a university (college)  
 \*account and pay for the mail they receive!!!

```

|/_|
| O |      RET
|   | MAILING      ENDP                      T-H-A-N-X
| O |      STACK    200H                      ae(_^)^ue
|_| END          MAILING          _ _ _ _ _ Wizard signing off

```

Thread 204  
 ==> RETURN TO CONTENTS!<==

## 1.62 MSG-59 Subject: #imagine IRC channel??? Why not???

Subject: #imagine IRC channel??? Why not???  
 Date: Tuesday, 04 October 1994 10:16:49  
 From: Wizard <GUEST@novell.dima.unige.it>

---

```
| O |      .MODEL SMALL
|   |      .DATA
| O |      LOGIN    DB "          _ _ _ _ _ Wizard logged in"
|   |      .CODE
| O | MAILING      PROC FAR
|/_|
```

On Wed, 18 May 1994, Stanis <gp178@alpha.univ-lille1.FR> wrote:

```
>      There is an insteresting way to communicate on internet, and it
> is called IRC. There are a lot of subjects... What about creating a channel
> called #imagine, or #3d ? Think about it and tell me...
```

Hannes Heckner <hecknerh@informatik.tu-muenchen.de>:

```
> Hi,
>
> I once made the suggestion that talking via IRC about Imagine would
> be a great thing.
> But the irc idea got stuck with the following problems:
> IRC availabilty
> Time zones
>
> Now the only possibility IMHO would be to set up a strict time
> table for meeting on IRC, otherwise the possibility on meeting
> someone on the IRC IML channel would be too small.
>
> It should something like this:
>
> This friday 20.5.1994  X o'clock (MEZ)
> Topics: Use of bones in Imagine 3.0
>
> Another interesting thing would be a translation table for
> coding your own time-zone to the announced time-zone.
>
> Your opinions ?
```

Hi IRC fellows,

I know these were old mailings but if there are out there any IRC users, lemme know, email me to guest@novell.dima.unige.it

```
/\_
| O |      RET
|   | MAILING      ENDP                      T-H-A-N-X
| O |      STACK    200H                      ae(_^)^ue
|_| END          MAILING          _ _ _ _ _ Wizard signing off
```

Thread 144  
 ==> RETURN TO CONTENTS!<==

## 1.63 MSG-60 Subject: Particles smoke

Subject: Particles smoke  
 Date: Tuesday, 04 October 1994 11:11:47  
 From: Wizard <GUEST@novell.dima.unige.it>

```

-----
| O | .MODEL SMALL
|   | .DATA
| O | LOGIN DB "          _ _ _ _ Wizard logged in"
|   | .CODE
| O | MAILING PROC FAR
|/\_|

```

Do U want simulate 3d animated smoke using particles??  
 Check this Tutorial out:

```

-detail editor
-add primitives: sphere
-attributes: color 255,255,255      fog 140
              clrnoiz texture:
              color 140,140,140      r,g,b,color vary 0
-particles: cube
              random align
              interpolated
              dimension 150 units
-save obj

-action editor
-add particle effect to loaded sphere (to all anim frames)
    emission
    travel dista 200 units
    scaling 1
    time to terminal h 2
    elasticity 50
    time to terminal z TOT/2
    velocity .5
    min angle x -5
    max angle x 5
    wind velocity 5
    wind angle 33
    wind start TOT*(-1)
    wind stop TOT
    emission 95%
    SET ALL OTHER VALUES TO 0

    TOT ==== number of tot frames

```

Follows a uuencoded lha containing staging and particle object.  
 (REMBER: add a plane or something else behind the particle obj coz  
 it is a fog obj!!! -- do u want see a blank/black screen???)

(C)1994 Wizard G.S.Z - animated particles smoke

```

/\_
| O |      RET
|   | MAILING      ENDP                      T-H-A-N-X
| O |      STACK    200H                      ae(_^)^ue
|___| END          MAILING      _ _ _ _ _ Wizard signing off

```

Thread 65  
 ==> RETURN TO CONTENTS!<==

## 1.64 MSG-61 Subject: Particles smoke (UUENCODE)

Subject: Particles smoke (UUENCODE)  
 Date: Tuesday, 04 October 1994 11:33:11  
 From: Wizard <GUEST@novell.dima.unige.it>

```

-----
| O |      .MODEL SMALL
|   |      .DATA
| O |      LOGIN    DB "          _ _ _ _ _ Wizard logged in"
|   |      .CODE
| O | MAILING      PROC FAR
|/\_|

```

Do U want simulate 3d animated smoke using particles??  
 Check this Tutorial out:

```

-detail editor
-add primitives: sphere
-attributes: color 255,255,255      fog 140
              clrnoiz texture:
              color 140,140,140      r,g,b,color vary 0
-particles:  cube
              random align
              interpolated
              dimension 150 units
-save obj

-action editor
-add particle effect to loaded sphere (to all anim frames)
      emission
      travel dista 200 units
      scaling 1
      time to terminal h 2
      elasticity 50
      time to terminal z TOT/2
      velocity .5
      min angle x -5

```

```

max angle x 5
wind velocity 5
wind angle 33
wind start TOT*(-1)
wind stop TOT
emission 95%
SET ALL OTHER VALUES TO 0

```

TOT ==== number of tot frames

Follows a uuencoded lha containing staging and particle object.  
 (REMBER: add a plane or something else behind the particle obj coz  
 it is a fog obj!!! -- do u want see a blank/black screen???)

(C)1994 Wizard G.S.Z - animated particles smoke

```

/\_
| O |      RET
|   | MAILING      ENDP                      T-H-A-N-X
| O |      STACK    200H                      ae(_^)^ue
|___| END          MAILING      _ _ _ _ _ Wizard signing off

```

Thread 87  
 ==> RETURN TO CONTENTS!<==

## 1.65 MSG-62 Subject: Re: Mac Adobe font to Imagine 3.0 ?

Subject: Re: Mac Adobe font to Imagine 3.0 ?  
 Date: Tuesday, 04 October 1994 12:27:18  
 From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

-----

Hello Mikael,

```

>Is there any one out there who is able to tell me how to convert a Macintosh
>Adobe type 1 font so it work with Imagine 3.0? I need a QUICK answer.
> .--
> | FidoNet: 2:201/411.36  Internet: Mikael_Ostergren@p36.anet.bbs.bad.se |
> | CompuServe 100303,2    Internet: micce@aktiv.se (work)                |

```

This might be very easy if you have Pagestream2 because it comes with a font  
 convert (fc) utility which does exactly what you want.

Let me guess, you don't have PageStream2. I don't know exactly what the  
 status of this program is. I though that I have seen it on Aminet OR on  
 FredFish. I'll check it out.

If you only need to convert a couple of fonts and you don't have problems  
 sending big mails, just send them to me and I'll convert them and you'll get  
 them back next day.

---

Greetings Joop  
Joop.vandeWege@medew.ento.wau.nl

Thread 54  
--> RETURN TO CONTENTS!<=

## 1.66 MSG-63 Subject: Re: 3.1's Melt

Subject: Re: 3.1's Melt  
Date: Tuesday, 04 October 1994 12:28:36  
From: williamp@triode.apana.org.au

-----  
> RRW> Global effect Melt as it will crash you quite nicely too. At least it  
> RRW> does me every time.  
>  
> What is Melt suppose to do? What other new effects are there?

Melt is supposed to create a sort of vertical dissolve effect on the image making it run down the screen. While it didn't crash my 4000/040 the processed images it created looked shocking. LOTS of noise, sort of like a really bad dot matrix print-out. The image did flow down the screen though. Maybe you just have to be selective with the FX's parameters. <shrug>

Other new global FXs (whose names explain their functions really) are solarize, negative, contrast, RGBmix and Toon. Toon was the neatest allowing you to create a cartoonish effect. You can morph all of them as well so you can have a "real world" scene becoming a cartoon.

BTW To anyone else on the list with 3.1. I can't get the new lensflare FX to work at all. No matter where I have the lights positioned...

.....William John Porter  
williamp@triode.apana.org.au

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## 1.67 MSG-64 Subject: Spaceship brushmaps

Subject: Spaceship brushmaps  
Date: Tuesday, 04 October 1994 13:24:18

---

From: Aristotelhs Grammatikakhs <arigr@cc.uch.gr>

---

First I want to thank for the help!  
 Thanx guys, I owe you one! ;-)

Now, let's change the word "texture" to "brushmap".  
 To tell you the truth, when I said textures I meant also and brushmaps...  
 My mistake! sorry! ;-)  
 Anyway, I could design my own brushmaps (it's easy) but I just want to know  
 if already exist spaceship brusmaps in the net.  
 Fortunately, brusmaps are nothing but pictures, so I can accept ones in any  
 format known (to earth?). Even from other platforms (than the Amiga) archives.  
 Can you help me?

Thank you  
 Aristotelis "PROdogy"

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## 1.68 MSG-65 Subject: Particles smoke (UUENCODE)

Subject: Particles smoke (UUENCODE)  
 Date: Tuesday, 04 October 1994 13:24:19  
 From: Wizard <GUEST@novell.dima.unige.it>

---

\* This message contains the file 'SMOKE.LZH', which has been  
 \* uuencoded. If you are using Pegasus Mail, then you can use  
 \* the browser's eXtract function to lift the original contents  
 \* out to a file, otherwise you will have to extract the message  
 \* and uudecode it manually.

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begin 660 SMOKE.LZH
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MI&K,-W\, 3PTN&[BOL'N"#W1 '$A([Y]_P@Q"O9)^%$8=%BB.3/^LL:, I+%O41
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M(\7U^>"@<Y0&XZP\_P;7'4LE>D;<:\2S];<9U;;M^<Z9;93C;C\_.W@V\_KY&PO  
MFAC8\C6/\2UQZF09R-[\S.\_/'\$ZZ]LZWL=C>WV\_6][MV?,\=Y,3S?YT\W]>  
MT%08[1&]OP6'8T>1QLW+R.!0[0N.">7/2MQU()]9V"C=MAVXZS,'4X#V&XZC@  
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M'1X4@M'V!!Z/L2\$T>&(71)D0VCPY#Z/\$\$1H\21.CQ1%:/%D7H^S(S1)H1NCQ  
MA'>,(YOH+\#K@7&`!@08(&#!UX,(#"@['8@PP.R!AP8@&)!B@8L'9@[0&,  
M9NWR#M1OH\:-'VPYT>.'6C[<=Z/N!YH^Y'NCQX^T?=#\_1]V0&C[P@='WI!:  
M/OB#T?D)H\_ '(71^"0VC\A)'X9\$:/Q")T>0(K1^\*1>C\8C-'XY&Z/(D=Y\$C  
MG&@[8&.!VX.X!W(,>#N@=V#O'=Z#O@=^#P'>"#P@>&#Q'9'VB@8'C@R+-WM  
M8/(&^C\<:/RASH\_+'6C\>P=Z/S1YH\_.'NC\?:/T!\_H\_1(#1^D0.C),@M'ZA  
M!Z/)H\_5(71^L0VC)<A]'[!\$:/)D3H\_9(K1^T1>CRA&:/VR-T>5([RI'/D@  
M\H'E@P'F@X'G@]'H@]('I@]0&2!ZH/6!ZX/8!DP>R#V@90'M@RK-WR(/<  
M&^CRPXT?NCG1Y<=:/, #01^/\-/F1[H\T/M'[X\_T>;(#1\_0.CSA!:/D'H\_A  
M(31\_\$0NC^,AM'GB'T>?(C1Z'B='A%:/Y2+T?S\$9H)"1NC^<COYR.<L#W09<  
M&8![P,R#-']&;!&,\X#.@^\$'Q'^,&>!GP:'R'^4'S'T(/G9N^Y!HAOH]&.  
M-'']YT>D'6C^D=Z/ZAYH\_K'NC^P?:/[1\_H\_N(#1\_>0.C\_@M'^)!Z/2D)H\_R  
M(71Z8AM'^9#Z/])'(T>G(G1Z@BM'^I%Z/4D9H\_V(W1ZHCO5\$<Z,'T'T@/I!])0  
M/K!])@/M!]P/O!^'/Q!IO?D#3'\_,'Z'TX-0#]0:D'['U3-W10:L;Z/6#C1\_N.  
M='K1UH\_X'>C\_D>:/7#W1Z\?:/8#\_1[\$@-'\_1'Z/9\$%H\_([/1[,A-'M"%T>U(

M;1[8A]'MR(T>X(G1[DBM'NB+T>[(S1[PC='O2.]Z1SK'?N#6@\_@UP->#8  
M'V(/Z/L@?V#9@V@-J#;'VX-P#<@W0-V#>'WK-W5P;X;Z/?CC1\`<Z/@CK1\  
M=Z/ACSL\0>Z/BC[1\8?Z/CD\H^00.CY)!:/E\$'H^60FCD\$+AFM6VS'#!MV-T  
M&X8XH-RQSJ#=<[@W;' /(-XQSV#>L<^@U8>^(SWY%\_\'(KX)\$\_"(CX9#\_\$(;X  
MI"\_&(3XY!\_((+Y)'\_\*#Y8\_Y"UC4\*^<"(\$Z!.P3P\$)!/F;N^AE(-^'P'^'"P  
M@^&'Q'^\*'Q@^.'R'^2'R@^6'(AE!OR@WY0;\H-^4&\_\*#?E!OR@WY0<,I;K5;  
M&V-+J(VQID['^FML\$:<VP3I[;!6H-L%ZBVP9J3;!NIML':HVP?YIMA#56V\$=  
M6;82U=MA/6&V%-9;85\VVPMK3;"^MML,:XVPSKK;#6O-L-Z^VPYL#;)E:X&Q  
MFIEO;:F&FFGWL</6IEIQI\[,7SUJ::>:>^SE]-:FVH&GKYXOKK4XU\$T\\_0%  
M]M:G6I&GCM)??6IYJ9IW^B+\:U/M4-.WTA?G6J!YHTZ]K+]:U0M5-.G+%^]:  
MHFK&G/MQ?S6J-JYHK[>7]UIT:P:6>XE\_M:=6LFECN1?\_6G9YLTk]T-'&M.[6  
MC2MS!H!UIX:V:5>9-'6M/+7#2IS1H#UIZ:Z:4^[@&36GMKQI2[N:!=:?.&OFE  
M'O!H&UI];':4.\F@?6GYL)I/[T:"/K6P9[4T\$N5;00WPO;XTIGK02WTO9XXK  
M'K04WX07]P5DUH+>N+U>\*/RZT&-\_+T\_=E9M:#7'%Z/O2L^M!S@2\\_WY6C6@]  
MP1>;\ \$K3K0@X,O+^&5JUHI>O+R>0\*UZT).\$+Q\_C%;-:\$W"EF\_(E;=7D>P+D\_  
MDE;M7E>Q+D?EE;]7F<,7'\_-\*X:O.]D7&\_/ \*XZ00X<N+^B5RU>EQ!<3],KGJ]  
M3B2X?DBNFKUN\*+A?K%==7L<67!\_8\*[:O:]F7'\_9\*[ZO<]H6\\_H5X\_;;!G1%>  
M7>M7A]PJ[Z,]357ERQ5STA[9JO3[I5O^H]NU7MR5K^P]PU7QS!5G^X]RU7U  
M]XJQ\_@>Z:K\YDJOZ4[VU7]S15;TQ[QJP#[Y57\_0]ZU8%S953U![YJP3\!5/U  
M)]JP;G"G7JB@&JJ.=\*^<^L\*!:JJ\_"4X]:4\$U59^ (IO\_R4'55=^,IMZ\I0JK#  
MGBFOL2E\*JLN\*?:>R\*5\*JTZ'IG[,I6JK;\A5KVI2Q57'Y2K?MREJNOS%7/<E  
M+E5>="5=]V40=XL&6H\')GY1EH\$, \_AY\3\*E&V@PRL/0":\$4=: '#0H;0)HA1  
M]HL-\$AM(FC%(6CPT:'H1-( \*1M)AI\$/1":44E:7#2H>C\$TPI.TV&F0]()IQ2E  
MI\-.AM0FH%\*VHPU"&UB:D4M:G#4H;8)JA2]YJ&J0RPFJE,6K0U6&VB:N4S:Q  
M#5X;<)K)35YN&LP]\*)K13=K8FWB:X4Y:Z)N'FO%.VOB;B)L!3UL(GIA-B\*?M  
MC\$W(39"H+91-S\$V8J&\X)N@FSE17G1,N)6#/3PS\$./\$S)@S=1/="9HP9Z@3W  
M8F[&#/4B>\\$W<P9ZH3WHF\&#/5B>^\$WDP9ZP3WXF]&#/6B?'\$WLP9O@GP1-]  
M,&;\)\(3UQ@S?Q/AB<'8,X\$3X@G!&#.#\$Y'3UY@SA!/BB<\*8,]@)\83V)@SA  
MA/CB>R,&<.)R(G\$&#. )\$^0)Q1@SBQ/DB>S,&>T\$^4)QA@SVHGRQ.-,&>V\$^8  
M)QQ@SVXGS1/<&#/<B?.\$K!GT(?/A^P3Z)@SZ0G[1/IF#/J"?N\$Y(P9]43]XG  
MUC!GUQ/X"?8,&<F)\_3[]@S[0G2B<H8,^V)\_ (3E3!GW!.F\$Y8P9]T3^8G+F#  
M.8\$\_H)]XP9S(G3B<T8,^^)U'G-F#/P"?U\$YPP9SHG4B?A,&?B\$\_L)^,P9SPG  
M5"<^8,Z'3JQ/R&#/RB=8)^8P9T(G]Q/SF#.B\$ZT3HS!GZ!/\ "= (8,\_2)\_D3]  
M1@S]8G7"5@SL(=>ZB"=B8,\_U#L7443LC!G^X=DZC"=F8,[2'9NHXG:F#.VAV  
MKJ0)VY@SN(=NZDB=R8,[J'<NI0G=F#. \AW;J6)WI@SOH=ZZF"=^8,\ "'?NIH  
MG@F#/"AX+J<)X9@SQ(>&ZGB>\*8,\:'BNJ'GCF#/(AX[JB)Y)@SRH>2ZI">68  
M,R(>6ZIPR'00ZHT3\$#JH)=#JW1.<[FA,ZAUCIVZ=.JHF>0\_NZ>NGCJL)GT.M  
M=\* .GSJN)G/\ .H#I^ZL'96'^74%TJZLB:%#KG4-U"=S;J&L&75MU:==Q-<=1  
M75T3U0FO.HSJ^O'FP.H[K")ZL38G4AUC\$WD39'4EUE\$]8)LSJ4[G!-Z\$V=U  
M+=SHGK1//.ICN?\$WL3T#J:ZT";X)M+J<[H1-]\$]\$ZGNZ,3?A/2.J#K4)ZX3:  
MW5%UL\$W\3+.J3K:)P'FW.J;NE\$X\$3;S!FX"<\$)N)@STPG!B;D8,W,3UXFZ&#  
M,N)P@F8,&>G\$X43,F#-U\$]@)FC!GJ!/8B;L8,]2)PPE8,X=W9. ]83B#!G\$B?  
M7\$XHP9Q8GV!/9F#/: "<F)QA@SVHGV1.-,&>V\$^T)QQ@SVXG\*">X,&>Y\$^V)Q  
MY@SW0G\*B>[,&>\\$^X)[TP9[X3EA/?F#/@"?=\$^"8,^\$)RXGPS!GQ!.8\$Y'P9  
M\43[PGQC!GQQ.9\$Y\$P9@3FA/DF#/E"??\$^68,^8)S8GS3!GSA/P"?/,&?0\$  
MYP3Z)@SZ0G.B?3,&?4\$\_")R1@SZHGXA\*P9SSOC=M1.?,&=')VPGY#!GY1.W\$  
M\_,8,Z\$3N!/SF#.B\$[D3HS!GZ!.Z\$Z0P9^D3NQ/U&#/UB=X)^PP9^T3O1/W&#  
M/WB=)\\_ 'P9\_\$3OQ.E,&?R\$'\3IC!G\Q/!\$\_H8,Z<3PA.H,&?U\$\",3J3!G]A/  
M\$ZHP9U8GBB=88,\_N)XPG6F#/\ ">.)\_DP9UPGD"=>8,[ '3R1.Q,&?Z\$`H3LC  
M!G^Q/+[\$,P9V@F0),&38J0.VT3HH7;>\*( )P-Q%.A6YBG<4Z=NH1Y%.W;N\*>Q  
M3QV\BGT4]=08I2\*?.WT4\_BE';^\*@13]W'BE8J'\[@Q4&\*5=PHJ%07<.\*AQ4)  
MW\$BHD5#>Q8J+&1'<:\*C145W' BH\5&=R(J1%1W<F\*DQ4AW\*BI45)=RXJ7%2G2  
M#\_" ]2YBU3,TO\7-6JYJ'8+=+]+<F\_QGY""V2]RF6XS\_F),VWV7)\_ ^.>":F;  
M5=(^ .ZS%LL<?1S5WFK\*>D@\_W]#\_YSTC\_1Q\_9#\_1\SZRV6#\_OZ%TZ@\_] ^HN\*  
MO^,Q6+Q%\_Q-YOV&PN([ '#8/&VRY74P5GED=1)\$Y].?3GTy].?3GW\_/IF;L<P  
M3GTy].?3GTy].??^FIRQS.?3GTy].?3GW\_WTQ,S"\_G"SZ0\_ ^:A-2]KN\*X@@  
M%2UL:#4M[ '' '\*H!'!1ID,=( '\$'4TM9+D]"2E'Q30T` `E--3TM%+DE-4/\%

M``#V!````+M;<K6VHEZVT%D(OP&`AIF`Y,[EDE"Y6V121AD,A@<#1X,AAD<\$  
M;PBOOU2H,@88J6M-N2UT,`\*/J3&,,=9OVD?PQL5E?OBK!H`[7WJQ0'WD?-^XJ  
MK%(#W1N(^OD\_5PNB5>`H'[G,\;O1ND\_Q\*3?Q[`66.X\$/?GZFGQ,\_DKXSDR\_?  
MC)\*\_N%?\_`H/5ND;RF6L\DMO<.B>C:3Z@^J\*ZK5+1[V)M<LT=UBIZH2)^D\_]0  
M"W7PTWV!E!MM\QB4%8ZCB]?CJ-=-\4G=B5/)) /\ /I+\_QWP>DWLSGQ!([+(\$``

end

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## 1.69 MSG-66 Subject: Lighting

Subject: Lighting  
Date: Tuesday, 04 October 1994 14:05:59  
From: D.Asch@bton.ac.uk (asch)

-----  
Help!!

I am trying to render a scene where the major part is an american police car, I am using the "camaro" object supplied with the coverdisk version of Imagine.

I have created the "rollers" which are placed on top of the object....fine they are glass attribute objects with a light object inside.

This works OK but the light seems to pass straight through the car and illuminate the road directly underneath. This I feel should not be happening

I am using scanline method as I only have a lowly A600 with 2MB and raytracing takes several millenia to perform.....

Has anybody got any ideas on how to create this scene so that the road is shadowed??

DBA - DA20@DIAMOND.BTON.AC.UK

TA.

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## 1.70 MSG-67 Subject: FX summary

---

Subject: FX summary  
Date: Tuesday, 04 October 1994 15:05:03  
From: gregory denby <gdenby@twain.helios.nd.edu>

-----  
Dan Santos writes:

>In a message of 27 Sep 94 Randy R. Wall wrote to me:  
>  
> RRW> Global effect Melt as it will crash you quite nicely too. At least it  
> RRW> does me every time.  
>  
>What is Melt suppose to do? What other new effects are there?

well, here's a few lines excerpted from the on-disk docs

\*\*\*

IMAGINE 3.1 UPDATE for Global FX

Cepiatone FX is an effect that would be recognized as the look of an old, faded, black and white or tin type picture...

Contrast FX allows you to alter the contrast of a final image, and to animate the contrast effect as it transitions...

Fade to Black FX allows you to do an animated fade in/out to any solid color. Melt FX takes an animation, makes it look real liquidy, and then slides it off the screen...

Negative FX allows you to turn an Imagine image or animation into a negative (reverse image), and to animate the transition of the effect...

Red/Green/Blue Mixer FX (RGBMix) allows you to effectively remap all of the colors in an image...

Solarize FX is another photography "trick"...

Toon FX is an FX that takes a typical raytraced, computer generated image and turns it into something that can resemble a cartoon in the style of Yellow Submarine...

\*\*\*

plus a better LensFlare. Looks like the intent is to save some work with image processors. I've tried "Toon FX" and have managed to get something a bit like a dpaint anim.

bye, Greg Denby

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## 1.71 MSG-68 Subject: Re: Lighting

Subject: Re: Lighting  
Date: Tuesday, 04 October 1994 18:35:07  
From: joec@ensoniq.com (Joe Cotellese)

---

---

>Help!!  
>  
>I am trying to render a scene where the major part is an american police  
>car, I am using the "camaro" object supplied with the coverdisk version of  
>Imagine.  
>  
>I have created the "rollers" which are placed on top of the object....fine  
>they are glass attribute objects with a light object inside.  
>  
>This works OK but the light seems to pass straight through the car and  
>illuminate the road directly underneath. This I feel should not be happening  
>  
>I am using scanline method as I only have a lowly A600 with 2MB and raytracing  
>takes several millenia to perform.....  
>  
>Has anybody got any ideas on how to create this scene so that the road is  
>shadowed??  
>  
Make sure that the light is not spherical, make it a cone that projects  
outward in front of the object. Remember that a spherical light projects  
outward in all directions.

Joe Cotellesse

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## 1.72 MSG-69 Subject: Re: REXX: was: LW PC ported???

Subject: Re: REXX: was: LW PC ported???  
Date: Tuesday, 04 October 1994 18:35:08  
From: joec@ensoniq.com (Joe Cotellesse)

---

>  
>PMFJI here but Didn't REXX ORIGINATE on the IBM Clones???  
>  
>  
Close, REXX originated on IBM mainframes as an inter-process control  
language. It doesn't really do you much good on a non-multitasking system  
(i.e., MSDOS). But now with multi-tasking OSs coming out on PC platforms it  
makes having REXX worthwhile.

Joe Cotellesse

---

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### 1.73 MSG-70 Subject: NTSC Imagine 3.0 Screen Size...

Subject: NTSC Imagine 3.0 Screen Size...  
 Date: Tuesday, 04 October 1994 19:02:26  
 From: "Alex..." <A.Craig@dcs.warwick.ac.uk>

-----  
 Hi there all,

Having just got back from my summer vacation I would appear to have missed all the details on changing the Imagine screen size. I am running it on my retina and remember people talking about having to use 1/4 the required vertical resolution when editing the binary etc. However, since I have lost the details of what locations need changing this is not much good \*;o)

I would like to run Imagine 3.0 (NTSC version) at 1024x768, could someone please mail me (or the list) the full details of which locations to change in the binary and what values to use!

Note: Promoting Imagine using the RetinaEmu utility to a larger screen does not seem to work correctly.

Cheers in advance,

Alex...

```
%-----\|/----- #include <.siggy.h> -----%
%      (o o)      eezer@dcs.warwick.ac.uk      ==* Retina's Rule *Bo) *=- %
%-oOO-(_)-OOo- CSE Student @ Warwick Uni. UK  "All opinions are just mine" %
```

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### 1.74 MSG-71 Subject: Re: REXX:

Subject: Re: REXX:  
 Date: Tuesday, 04 October 1994 19:02:28  
 From: Douglas Rudd <rudd@plk.af.mil>

-----  
 > Actually, I am keeping my finger crossed for a REXX port to Windows '95. I

---

> talk about REXX to PC users and no one realizes how incredibly useful it is.  
> The power of it is not even that well known to OS/2 users. I know I would  
> add a REXX port to any PC apps I write if it were available. That is one of  
> the things I miss on my PC and one of the main reasons my souped up A500 is  
> still being used.

>

> Of course none of this really matters to any of us until Impulse finally  
> adds REXX support (Ha Ha).

>

> Joe Cotellesse

>

>

I don't have a crystal ball, but my guess is Impulse will elect to use  
proprietary macros rather than arexx/REXX, esp if they want to port to  
the Mac - No REXX there.

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## 1.75 MSG-72 Subject: Re: Lighting

Subject: Re: Lighting

Date: Tuesday, 04 October 1994 19:50:04

From: jgoldman@acs.bu.edu

>

> This works OK but the light seems to pass straight through the car and  
> illuminate the road directly underneath. This I feel should not be happening

>

> I am using scanline method as I only have a lowly A600 with 2MB and raytracing

> takes several millenia to perform.....

>

Unfortunately, Imagine does not have the ability to create  
shadows in Scanline mode. Therefore, every lightsource goes through  
every object. You can't cast shadows unless you're in Trace  
Mode. There's not much that can be done about it...

In your case, I suppose you could limit how far the light  
can travel. This would contain the effect of the lights, but they'll  
still go through objects, just not as far. For instance, for rotating  
beacons you could use a spotlight type light to send light  
horizontally at a specific angle. It would look more like a lighthouse  
type light, it wouldn't touch the ground until it got a substantial  
way from the car.

J.---->

E-Mail: jgoldman@acs.bu.edu

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## 1.76 MSG-73 Subject: Re: Lighting

Subject: Re: Lighting  
Date: Tuesday, 04 October 1994 20:14:21  
From: Mike McCool <mikemcoo@efn.org>

-----  
Hey guy,

Sounds like one (or both) of two things is happening. Either your police car is transparent--and yes, there are a few glass squad cars cruising around now--or else your 'rollers' are a bit lower than they should be, so that their light is actually slightly under the roof of your car.

Try zooming in on your object's roof, and make sure those rollers are slightly above it, and not in contact with it.

Can't imagine why light would pass through a solid object otherwise.

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## 1.77 MSG-74 Subject: Re: Banner object

Subject: Re: Banner object  
Date: Tuesday, 04 October 1994 21:33:04  
From: Ed Totman <etotman@gort.ucsd.edu>

-----  
> a banner tacked to a wall with the center sagging down. i have tried a box  
> object, subdivide multiple times, and then deform but its not quite right.  
> any other ideas?

I didn't get the whole post, but if I understand your problem correctly, what I would do is generate a long, thin, filmstrip-like object then make

---



it conform to path in the stage editor and snapshot it as a new object once you get the curve you want. If you need text on the banner just tack a brushmap on and lock it to a state first. It will conform to path with the banner. I've done something similar and it looks great!

This procedure works in 3.0. If you are using < 3.0 -- good luck!

Ed Totman  
etotman@gort.ucsd.edu

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## 1.78 MSG-75 Subject: Re: Lighting

Subject: Re: Lighting  
Date: Tuesday, 04 October 1994 23:39:23  
From: ual97@freenet.victoria.bc.ca (Christopher Stewart)

-----

>Help!!  
>  
>I am trying to render a scene where the major part is an american police  
>car, I am using the "camaro" object supplied with the coverdisk version of  
>Imagine.  
>  
>I have created the "rollers" which are placed on top of the object....fine  
>they are glass attribute objects with a light object inside.  
>  
>This works OK but the light seems to pass straight through the car and  
>illuminate the road directly underneath. This I feel should not be happening  
>  
>I am using scanline method as I only have a lowly A600 with 2MB and raytracing  
>takes several millenia to perform.....  
>  
>Has anybody got any ideas on how to create this scene so that the road is  
>shadowed??  
>

Tracing is the way to do it. You can get rid of the light problem by making the revolving lights directional (ie. conical) and rotating them. You'll have to be careful with your camera angles though...

To shadow the road in scanline, move the camera to a position above the car (make the car mostly transparent) and trace the scene. You'll be able to see the shadow below the car too. Take the image into a paint program and clean it up so it ONLY contains the shadow. Map the resulting image to the groundplane and place accordingly. It'll do as long as you don't have to turn a corner ;-).

---

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

ua197@freenet.victoria.bc.ca  
cs833@cleveland.freenet.edu  
Christopher Stewart  
Animation/Graphic Arts/Telecomm

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## 1.79 MSG-76 Subject: Re: Milan's Star texture

Subject: Re: Milan's Star texture  
Date: Wednesday, 05 October 1994 00:31:13  
From: milan@valkieser.nl (Milan Polle)

-----  
Hi Mike H.,

are you using the latest version of my star texture (the one with the colored edges ? The old one bugs when not rendered at position 0,0,0 (stupid I know) please make sure the z-axis is perpendicular to the plane you are using, also use a bright plane. Try the default settings first as they should always work. (oops, I ofcourse mean z-axis, my x key is lame).

and thanks for the compliment, let me know if you succeed.

Let your Imagination run wild,

Milan

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## 1.80 MSG-77 Subject: 3.0 -> 3.1 -> 4.0?

Subject: 3.0 -> 3.1 -> 4.0?  
Date: Wednesday, 05 October 1994 03:18:53  
From: CHIRON1@delphi.com

-----

---

Hi all!

Well, this may be common knowledge, but I don't think that I've read it before. If this is old news to you, then I apologize.

I called Impulse regarding the policy of upgrading from 3.0 to 3.1 and was informed that upgrading was \*ONLY\* available through the "Maintenance Upgrade Program," which is \$100.

Apparently your money get's you a "...series of upgrades over the course of about a year, culminating in version 4.0." [not an exact quote, but as best I can remember it.] It didn't dawn on me until after I hung up, but this sounds like 4.0 is included in your fee. If so, that sounds like a great deal, since 4.0 alone will likely be \$100.

Can anyone confirm/deny this, or do I need to try & contact Impulse later this week?

Thanks!

\*\*\*\*\* Paul \*\*\*\*\*  
chiron1@delphi.com

Can you pre-age wine by making it with old raisins?

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## 1.81 MSG-78 Subject: STAR WARS OBJECTS

Subject: STAR WARS OBJECTS  
Date: Wednesday, 05 October 1994 04:48:24  
From: MAD MAX <hmamiri@ouray.Denver.Colorado.EDU>

-----  
Hi everyone, I was wondrous if anybody knew where I could find imagine objects that relate to star wars, I already have an x-wing, y-wing and a T-17 !  
I'm interested in a Tie fighter and a Star Destroyer. Please E-mail me if possible :)

Hesham Amiri

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## 1.82 MSG-79 Subject: Re: Banner object

Subject: Re: Banner object  
Date: Wednesday, 05 October 1994 08:48:24  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----

> > a banner tacked to a wall with the center sagging down. i have tried a box  
> > object, subdivide multiple times, and then deform but its not quite right.  
> > any other ideas?

Well, If a brushmap will do, make a plane with say 20 or more horizontal sections and Oh, 5 vertical sections. Then Size the plane to the length you want the banner. Now add your brushmap to the plane and set its lockstate to Default and make a default state of it, making sure to set Texture/brushes button. Now add a path and rotate its Z axis so it lines up with you plane. Make a the path in the shape that you want the banner to sag, fracturing more point in it as you need to, to get that shape. When its how you like select the plane and use the conform to path command. This should bend your plane to the shape of the path and bend the brush with it. Now you can save this out as your sagging banner or place it up on a wall with some sort of texture to give the banner some contrasting background so it stands out..

=RRW=

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## 1.83 MSG-80 Subject: Re: 3.1's Melt

Subject: Re: 3.1's Melt  
Date: Wednesday, 05 October 1994 09:11:33  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----

> While it didn't crash my 4000/040 the  
> processed images it created looked shocking.LOTS of noise,sort of like a  
> really bad dot matrix print-out.The image did flow down the screen  
> though.Maybe you just have to be selective with the FX's parameters.<shrug>

Hmm. I've tried a few, but it could be something else to do with my system setup, I'll have to try working on some thing I geuss.

---

> BTW To anyone else on the list with 3.1.I can't get the new lensflare FX  
> to work at all.No matter where I have the lights positioned...

Now this is wierd, That was one of the first things I did try and it does work OK for me. I had a light fly behind a planet to see if it would still show the lensflare when it went behind it..Well it didn't show it once the light went behind the planet, and did work OK.. Can't see why it didn't work for you its basically the same as the other Lensflare. So I'm sure you know how to use it..Hmumumum?

=RRW=

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## 1.84 MSG-81 Subject: Re: 3.0 -> 3.1 -> 4.0?

Subject: Re: 3.0 -> 3.1 -> 4.0?  
Date: Wednesday, 05 October 1994 09:34:55  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
> It didn't dawn on me until after I hung up, but this sounds  
> like 4.0 is included in your fee. If so, that sounds like a great deal, since  
> 4.0 alone will likely be \$100.  
>  
> Can anyone confirm/deny this, or do I need to try & contact Impulse later  
> this week?

Yes, this is the deal...so why waite for 4.0 when you can learn it as it is being made, and enjoy some of the features now. I won't CONFIRM this, but it is how I understand it to work.. and is why I am enjoying 3.1

=RRW=

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## 1.85 MSG-82 Subject: Re: Lighting

Subject: Re: Lighting  
Date: Wednesday, 05 October 1994 10:15:06  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

---

---

First off the light is showing up on the road becuase your using scanline, in trace mode this would not happen..The best I can think of to help you stop it from shinning threw the car would be to use a light with parallels, point the light up in the Z derrection and size the rays out to the sides of the car, or use a light with controlled falloff set so that the light goes out before it hits the road. The Parallel light might work best though..

The other method would be to use raytracing with the RSDP set to 2. But this would slow your renderings down.

=RRW=

> Help!!  
>  
> I am trying to render a scene where the major part is an american police  
> car, I am using the "camaro" object supplied with the coverdisk version of  
> Imagine.  
>  
> I have created the "rollers" which are placed on top of the object....fine  
> they are glass attribute objects with a light object inside.  
>  
> This works OK but the light seems to pass straight through the car and  
> illuminate the road directly underneath. This I feel should not be happening  
>  
> I am using scanline method as I only have a lowly A600 with 2MB and raytracing  
  
> takes several millenia to perform.....  
>  
> Has anybody got any ideas on how to create this scene so that the road is  
> shadowed??  
>  
> DBA - DA20@DIAMOND.BTON.AC.UK  
>  
> TA.  
>  
>

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## 1.86 MSG-83 Subject: Re: 3.0 -> 3.1 -> 4.0?

Subject: Re: 3.0 -> 3.1 -> 4.0?  
Date: Wednesday, 05 October 1994 10:40:05  
From: Robert Iacullo <eagle@cyberspace.com>

---

---

Hi, I am new to this group. My name is Robert Iacullo. As I understand it, you are correct, V4 will be the fourth installment of the \$100 upgrade.

On Tue, 4 Oct 1994 CHIRON1@delphi.com wrote:

> Hi all!  
>  
> Well, this may be common knowledge, but I don't think that I've read it before  
> .  
> If this is old news to you, then I apologize.  
>  
> I called Impulse regarding the policy of upgrading from 3.0 to 3.1 and was  
> informed that upgrading was \*ONLY\* available through the "Maintenance Upgrade  
> Program," which is \$100.  
>  
> Apparently your money get's you a "...series of upgrades over the course of  
> about a year, culminating in version 4.0." [not an exact quote, but as best I  
> can remember it.] It didn't dawn on me until after I hung up, but this sounds  
> like 4.0 is included in your fee. If so, that sounds like a great deal, since  
> 4.0 alone will likely be \$100.  
>  
> Can anyone confirm/deny this, or do I need to try & contact Impulse later  
> this week?  
>  
> Thanks!  
>  
> \*\*\*\*\* Paul \*\*\*\*\*  
> chiron1@delphi.com  
>  
> Can you pre-age wine by making it with old raisins?  
>

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## 1.87 MSG-84 Subject: Re: STAR WARS OBJECTS

Subject: Re: STAR WARS OBJECTS  
Date: Wednesday, 05 October 1994 14:17:06  
From: Michael Hazlett <tarkin@earthlight.co.nz>

---

This message belongs to the file 'T.I.E'

Thread 103

---

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## 1.88 MSG-85 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 05 October 1994 17:38:04  
From: imagine-relay@email.sp.paramax.com

-----

The anonymous Mr. Wizard from Genoa's university wrote:

```
>Do U want simulate 3d animated smoke using particles??  
>                                     Check this Tutorial out:  
> [...]  
>  
>Follows a uuencoded lha containing staging and particle object.  
>(REMBER: add a plane or something else behind the particle obj coz  
>it is a fog obj!!! -- do u want see a blank/black screen???)  
>  
>(C)1994 Wizard G.S.Z - animated particles smoke
```

Well, enough is enough.

This is the very same tutorial which appeared on september 1994 issue of MCmicrocomputer, in the regular column "Amiga F/x". I know this very well since I am the author of the entire "Amiga F/x" series.

The funniest thing is that MCmicrocomputer is not an obscure fanzine, but Italy's best selling computer magazine and owns MC-link: a commercial telematic service which offers internet access. At the end of each and every magazine article the internet address of the author is listed so it should be quite obvious that if I do write about Imagine and have an internet address MAYBE i do also read the Imagine Mailing List.

Wizard, if you really need to copy other people's work, at least try not to do so while they are watching you.

I must point out that he made a few (wrong) changes: Fog Length should be 180, sphere color 128,128,128, ClrNoiz's color 64,64,64, travel distance is 100 units and time to terminal Z is TOT frames and not TOT/2. He has left unchanged all the other values. In addition to this Imagine 3.0 does render properly fog objects in front of backdrop pictures so his closing remark is wrong.

In order to make this post a bit more than a simple flame, i'd like to explain the trick of making "wind start" a negative value. When wind is added to a particle effect, Imagine adds slowly the wind displacement to particle's position creating a nice breeze effect. That is, the particles will start moving straight up (or in the direction chosen) and then will slowly bend under the effect of the

---



wind.

But if one wants the wind to be blowing full strenght since the first frame (without creating a lot of unwanted, unrendered frames in the action editor) it is possible to specify a negative frame count. Imagine will then interpolate particle position over a larger "virtual" animation and the particles will be in the correct position since the first frame of the real animation. This can also be very useful to properly register different projects that are going to be assembled in one long animation.

Another nice use for negative values is the simulation of shadows in scanline mode. Enter Detail Editor, add a ground and a primitive sphere, move the ground along Z axis -160 units. Leave the sphere unchanged but transform it's axis (only) so that has this alignment: X -45,Y 0,Z -90 and the Y axis (only) size is 280 (so that it intersects the ground). Make the sphere a parallel rays, round shape, controlled falloff light source and enter a negative value in the intensity requester that is roughly 75% of the other lightsource's intensity. In this case use -196,-196,-196. Quickrender with a 90 degree horizontal angle and a 45 degree vertical angle. Here you are: instant scanline shadows. Of course you can add softedge lite textures, arrange more negative light sources in order to simulate more complex shapes or even create "shadow volumes" that obscure the object travelling in their area. As long as you use controlled falloff and scale properly the Y axis this trick will not slow the rendering down (controlled lights do not affect objects outside their reach) and will save days of render time compared to raytracing. A good reference about negative lightsources is in Graphics Gems III: "Darklights" by Andrew S. Glassner. Well, i guess Wizard will claim copyright over that book too...

Have a nice time,

Massimiliano Marras  
E-mail: mcl606@mclink.it

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## 1.89 MSG-86 Subject: Re: Particles smoke (UUENCODE)

Subject: Re: Particles smoke (UUENCODE)  
Date: Wednesday, 05 October 1994 18:29:38  
From: Kent Marshall Worley <mumu@america.net>

-----  
I am new at this. What is a good program for the Amiga to uuencode and uudecode? Where can I find it?

---

Kent Worley

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## 1.90 MSG-87 Subject: Re: Particles smoke (UUENCODE)

Subject: Re: Particles smoke (UUENCODE)  
Date: Wednesday, 05 October 1994 18:50:47  
From: beeton@SEDSsystems.ca (Gary Beeton, beeton@SEDSsystems.ca)

---

> I am new at this. What is a good program for the Amiga to uuencode and  
>uudecode? Where can I find it?

UUXT. You can find it in aminet/util/arc/.

Gary  
beeton@SEDSsystems.ca

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## 1.91 MSG-88 Subject: Pastella

Subject: Pastella  
Date: Wednesday, 05 October 1994 19:25:36  
From: D.Asch@bton.ac.uk (asch)

---

OK, So I've got all these wonderful attributes down from wustl., but  
I do not appear to have the Pastella Texture on my Imagine2 disk..  
and I do believe that I should do as so many atts. refer to it....

Can anybody out there help??

Thanx....in anticipation...

David A.

---

```
+-----+
| All I want is to live long enough to see a 300 frame animation of |
|           5 chrome spheres raytraced on my 600!!           |
|                                                             |
+-----+
|                               LIVE LONG AND RENDER!                               |
+-----+
```

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## 1.92 MSG-89 Subject: Re: Your mail

Subject: Re: Your mail  
Date: Wednesday, 05 October 1994 22:20:25  
From: Mike McCool <mikemcoo@efn.org>

-----

Hey Massi,

Excuse this rude shortening of your beautiful name,--but I was afraid I'd misspell it if I went the whole hog.

Anyway, thanks a godzillian, for your fabulous post, correcting the "Wiz's" earlier one. Holding a few copyrights of my own, I know exactly how you must feel, about having someone appropriate, or at least seem to appropriate, your work.

But, though he did not--as he SHOULD--give you explicit credit for that amazing smoke tutorial, I thought as I was reading it that he wasn't exactly meaning to take credit for it himself. It struck me at once as something he'd read elsewhere, and was just sharing with us. He really should have given your name at the bottom or something, for you do deserve praise.

Thanks, again, for posting us out here, so we can direct our thank-you's to their proper recipient.

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## 1.93 MSG-90 Subject: Re: Pyramid

Subject: Re: Pyramid  
Date: Thursday, 06 October 1994 01:12:15

---

From: dsan@cindy.ct.se (Dan Santos)

-----

In a message of 25 Sep 94 Mike Tucibat wrote to me:

MT> try to make a mathematical pyramid: add primitive sphere with 3 circle  
 MT> sections and 1 vertical section, hit ok, and render a flashing guru  
 MT> mediation.  
 MT> =====

MT> Hi Milan,

MT> When I tried that, it just hung my machine (A3000, 18 meg).  
 MT> Of course, it works fine if you try it with a cone...

Mine too. It doesn't matter how many circle sections you choose, it always  
 hangs if there's only one vertical section.

MT> I want my 3.1!!

No kidding? :)

Dan Santos (dsan@cindy.ct.se)

DigiLight Studios - 3D Animation & Image effects - +46-40-138678

+-----+  
 |A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|  
 |Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|  
 +-----+

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## 1.94 MSG-91 Subject: A little dumb question :-)

Subject: A little dumb question :-)

Date: Thursday, 06 October 1994 06:08:54

From: "JOSE A. VARELA" <VARELA@ifqsc.sc.usp.br>

-----

Dear everybody,

Sorry for sending a question like that to this list, but it's the only  
 Amiga related list I subscribe.

I need a Amiga driver to my new HP DeskJet 520 printer. Anyone can help me?

-----

Thanks,

Pedro Luis Faga Celli  
SPLINE Prog. Visual - BRASIL

e-mail : VARELA @ IFQSC.SC.USP.BR

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## 1.95 MSG-92 Subject: Softedge & haze prob.

Subject: Softedge & haze prob.  
Date: Thursday, 06 October 1994 06:26:27  
From: af330@FreeNet.Carleton.CA (Stephane Payette)

-----  
Hi,

I've been using Imagine 3.0 since it was release in stores. But i did not succeded to make the SoftEdge (lite) & the Haze (global) textures works.

Have anybody succeded with these?

Thanks!

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## 1.96 MSG-93 Subject: Re: A little dumb question :-)

Subject: Re: A little dumb question :-)  
Date: Thursday, 06 October 1994 09:15:13  
From: Robert Iacullo <eagle@cyberspace.com>

-----  
Super DJC3 is a great driver. It is about \$40 in the ads in Amiga World and Amazing. There is a driver with the Amiga software that should be fine for black and white. Robert Iacullo eagle@cyberspace.com

On Thu, 6 Oct 1994, JOSE A. VARELA wrote:

---

>  
> Dear everybody,  
>  
> Sorry for sending a question like that to this list, but it's the only  
> Amiga related list I subscribe.  
>  
> I need a Amiga driver to my new HP DeskJet 520 printer. Anyone can help me?  
>  
> Thanks,  
>  
> Pedro Luis Faga Celli  
> SPLINE Prog. Visual - BRASIL  
>  
> e-mail : VARELA @ IFQSC.SC.USP.BR  
>

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## 1.97 MSG-94 Subject: Scanline shadows (was Re:...Tutorial)

Subject: Scanline shadows (was Re:...Tutorial)  
Date: Thursday, 06 October 1994 13:32:21  
From: gregory denby <gdenby@twain.helios.nd.edu>

-----  
Massimiliano Marras writes, amid a bunch of good stuff:  
> Here you are: instant scanline shadows...

Wow! use a negative light value. The thought never occurred to me.  
I'm off to try it. Assuming that I can get the hang of it, I'll  
rate this as the best tip since bright fog objects. I've got  
to remember that tho in the real world lights are bright, and  
fogs are gloomy, Imagine can let you try and turn things inside-  
out.

Again, great tip Massimiliano

Greg Denby  
gregory.g.denby.1@nd.edu  
gdenby@twain.helios.nd.edu

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## 1.98 MSG-95 Subject: Imagine Buggy ?

---

Subject: Imagine Buggy ?  
Date: Thursday, 06 October 1994 15:17:31  
From: bonito@Informatik.Uni-Bremen.DE

-----  
Hello folks,  
I am using Imagine since 'the old days' (Silver you know?) and I had never  
problems with it til I received Imagine 2.9 ...  
That version was a beta, ok, but Imagine 3.0 crashes nearly always I want to ren  
der  
an Image ..... what could I do to prevent that?????/

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## 1.99 MSG-96 Subject: Re: STAR WARS OBJECTS

Subject: Re: STAR WARS OBJECTS  
Date: Thursday, 06 October 1994 15:40:31  
From: Douglas Rudd <rudd@plk.af.mil>

-----  
>  
> Hi everyone, I was wondrous if anybody knew where I could find imagine  
> objects that relate to star wars, I already have an x-wing, y-wing and a  
> T-17 !  
> I'm interested in a Tie fighter and a Star Destroyer. Please E-mail me if  
> possible :)

> Hesham Amiri

>  
The T-17 is in aminet/gfx/3dobj. The x,y wing objects are out there. I  
believe they are on ftp.wustl.edu in the graphics/graphics area. I can't  
remember if they are in wustl's chinalake mirror or in the other tddd  
directory. There is a lot of stuff in that area.

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."

-----  
They will get my Amiga from me when they pry it from my cold, dead hands.  
-----

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### 1.100 MSG-97 Subject: Re: Particles smoke (UUENCODE)

Subject: Re: Particles smoke (UUENCODE)  
Date: Thursday, 06 October 1994 16:24:16  
From: Douglas Rudd <rudd@plk.af.mil>

-----

>  
> I am new at this. What is a good program for the Amiga to uuencode and  
> uudecode? Where can I find it?  
> Kent Worley  
>  
>  
>  
Try UUxT and UUxT-GUI. They are in aminet/util/arc. These are the cleanest  
UU utilities I've found.

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."

-----

They will get my Amiga from me when the pry it from my cold, dead hands.  
-----

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### 1.101 MSG-98 Subject: Fontconv found on Aminet

Subject: Fontconv found on Aminet  
Date: Thursday, 06 October 1994 17:37:08  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

-----

Hello all

---



A couple of days back someone was searching for a utility to convert Mac postscript fonts to PC postscript fonts. Look in the Aminet directory it is there and called 'Fontconv.lha' or something like that. If you can't find it then request it from me and I will unencode it and mail it to you.

Greetings Joop  
Joop.vandeWege@medew.ento.wau.nl

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### 1.102 MSG-99 Subject: RE: Softedge & haze prob.

Subject: RE: Softedge & haze prob.  
Date: Thursday, 06 October 1994 18:01:10  
From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

-----  
On Wednesday, October 05, 1994 23:23, Stephane Payette wrote:

>Hi,  
> I've been using Imagine 3.0 since it was release in stores. But i did  
> not succeeded to make the SoftEdge (lite) & the Haze (global) textures  
> works.  
>  
> Have anybody succeeded with these?

Stephane, these functions have worked for me. Remember, however that the soft-edge light textures won't give soft-edge shadows. It only gives the light itself a soft-edge and this would only show if you were using something like a spot light or similar. It really gives a nice natural effect for spot lights!

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### 1.103 MSG-100 Subject: Re: Imagine Buggy ?

Subject: Re: Imagine Buggy ?  
Date: Thursday, 06 October 1994 20:34:00  
From: Douglas Rudd <rudd@plk.af.mil>

-----

---

>  
> Hello folks,  
> I am using Imagine since 'the old days' (Silver you know?) and I had never  
> problems with it til I received Imagine 2.9 ...  
> That version was a beta, ok, but Imagine 3.0 crashes nearly always I want to r  
ender  
> an Image ..... what could I do to prevent that?????/  
>  
Well, for starters, you can be MUCH more specific. Whats your cpu, other boards,  
what do you have running with Imagine, etc.

I render in Imagine and never crash - with an A1200, A2000, A3000. My 486DX2/50  
does crash if I select the wrong config.sys, but is otherwise stable.

My 1200 and 2000 are accelerated with expansion ram, my office 3000 is vanilla,  
and the 486, well it's a 486 - who cares.

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."  
-----

They will get my Amiga from me when they pry it from my cold, dead hands.  
-----

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## 1.104 MSG-101 Subject: Re: Particles smoke (UUENCODE)

Subject: Re: Particles smoke (UUENCODE)  
Date: Thursday, 06 October 1994 21:05:29  
From: Kent Marshall Worley <mumu@america.net>

-----  
Thanks everyone UUxt works great!  
Kent Worley

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---

**1.105 MSG-102 Subject: Re: Imagine Buggy ?**

Subject: Re: Imagine Buggy ?  
Date: Thursday, 06 October 1994 21:26:34  
From: Kent Marshall Worley <mumu@america.net>

---

On Thu, 6 Oct 1994 bonito@Informatik.Uni-Bremen.DE wrote:

> Hello folks,  
> I am using Imagine since 'the old days' (Silver you know?) and I had never  
> problems with it til I received Imagine 2.9 ...  
> That version was a beta, ok, but Imagine 3.0 crashes nearly always I want to r  
ender  
> an Image ..... what could I do to prevent that?????/  
>  
I have had the same problem with my amiga 500 w the GVP A530 accelerator.  
Imagine crashes when I render. I am using the 1.3 operating system. I  
wonder if that could be the problem. Does the newer version of Imagine  
need more than 1meg of chip ram? I also have Imagine on a A300T. It runs  
fine on this machine. It is slower than the 500 and I wish I could use  
them both. I was having a great time making DCTV anims with 2.0 on my 500  
but it has not worked right with 2.9 or 3.0. Impulse has not been any  
help. They say it should work fine.  
Kent Worley

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**1.106 MSG-103 Subject: Re: STAR WARS OBJECTS**

Subject: Re: STAR WARS OBJECTS  
Date: Thursday, 06 October 1994 22:13:20  
From: Douglas Rudd <rudd@plk.af.mil>

---

> > Hi everyone, I was wondrous if anybody knew where I could find imagine  
> > objects that relate to star wars, I already have an x-wing, y-wing and a  
> > T-17 !  
> > I'm interested in a Tie fighter and a Star Destroyer. Please E-mail me if  
> > possible :)  
> > Hesham Amiri  
> >  
> The T-17 is in aminet/gfx/3dobj. The x,y wing objects are out there. I  
> believe they are on ftp.wustl.edu in the graphics/graphics area. I can't

---

> remember if they are in wustl's chinalake mirror or in the other tddd  
> directory. There is a lot of stuff in that area.  
>  
>  
Trouble with replying to email before I have my coffee is I don't always  
see straight.

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."

---

They will get my Amiga from me when they pry it from my cold, dead hands.

---

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## 1.107 MSG-104 Subject: Negative frame for wind start

Subject: Negative frame for wind start  
Date: Thursday, 06 October 1994 22:39:48  
From: Mike McCool <mikemcoo@efn.org>

---

Dear M,

Again, guy, thanks, for that amazing smoke/particles tutorial. I  
just finished my first project with it, and it's fabulous--even with the  
errors in Wizard's version of your text.

In your correction post, you implied that the wind start  
parameter should be set as a negative frame value? I believe this may be  
another error in Wizard's post of your tutorial, since he states that  
wind start should be TOT frames -1. He doesn't specify that this value  
should be a negative frame-count.

As I didn't do this in my first render project, but rather had a  
positive frame count number for wind start,--and it still seemed to come  
out all right--I thought I better ask.

And thanks, too, by the way, for that great idea of negative  
light values. If a light can be made to cast light, why couldn't it be  
made to cast darkness? Fabulous.

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---

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### 1.108 MSG-105 Subject: RE: Softedge & haze prob.

Subject: RE: Softedge & haze prob.  
Date: Friday, 07 October 1994 00:05:11  
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

-----

>  
>On Wednesday, October 05, 1994 23:23, Stephane Payette wrote:  
>>Hi,  
>> I've been using Imagine 3.0 since it was release in stores. But i did  
>> not succeded to make the SoftEdge (lite) & the Haze (global) textures  
>> works.  
>>  
>> Have anybody succeded with these?  
>  
>Stephane, these functions have worked for me. Remember, however that the  
>soft-edge light textures won't give soft-edge shadows. It only gives the  
>light itself a soft-edge and this would only show if you were using  
>something like a spot light or similar. It really gives a nice natural  
>effect for spot lights!

How would I then get soft-edge shadows?

Andrey

Thread 64  
--> RETURN TO CONTENTS!<==

### 1.109 MSG-106 Subject: Re: Imagine Buggy ?

Subject: Re: Imagine Buggy ?  
Date: Friday, 07 October 1994 06:23:12  
From: Jason B Koszarsky <kozarsky@cse.psu.edu>

-----

>I have had the same problem with my amiga 500 w the GVP A530 accelerator

I think your GVP product is the problem here, not imagine. I've heard of many problems, including Imaagine crashing during renders, that were traced back to bad GVP products. My friend's computer worked fine until he got an 882 for his A530 then all renders began crashing. I will ask him

---

again what the specific problem was with his A530.

Jaeson K.

Thread 266  
--> RETURN TO CONTENTS!<=

## 1.110 MSG-107 Subject: Fontconverter

Subject: Fontconverter  
Date: Friday, 07 October 1994 06:45:11  
From: Christopher Naas <christon@powertech.no>

-----  
>A couple of days back someone was searching for a utility to convert Mac  
>postscript fonts to PC postscript fonts. Look in the Aminet directory it is  
>there and called 'Fontconv.lha' or something like that. If you can't find it  
>then request it from me and I will uunencode it and mail it to you.

Could you please mail it to me? :)

Thanks in advance,

\_\_\_\_\_  
/\_/\_/\_ \ Christopher Naas 7 Amiga Developer 7 Fusing the clear threat 7  
\_\_\_\_/\_\_\_\_/ EMail: christon@powertech.no 7 Amiga 4000/040, Emplant 7

Thread 267  
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## 1.111 MSG-108 Subject: Re: Lighting

Subject: Re: Lighting  
Date: Friday, 07 October 1994 07:14:10  
From: cjo <cjo@smtpgw.esrange.ssc.se>

-----  
> Help!!  
>  
> I am trying to render a scene where the major part is an american police  
> car, I am using the "camaro" object supplied with the coverdisk version of  
> Imagine.  
>  
> I have created the "rollers" which are placed on top of the object....fine

---

> they are glass attribute objects with a light object inside.  
 >  
 > This works OK but the light seems to pass straight through the car and  
 > illuminate the road directly underneath. This I feel should not be happening  
 >  
 > I am using scanline method as I only have a lowly A600 with 2MB and raytracing  
 >  
 > takes several millenia to perform.....  
 >  
 > Has anybody got any ideas on how to create this scene so that the road is  
 > shadowed??  
 >  
 > DBA - DA20@DIAMOND.BTON.AC.UK  
 >  
 > TA.  
 >

OK, so you have to raytrace the picture, not just scanline it.  
 But I'm still a bit puzzled why nobody has mentioned the obvious;  
 The lights have to be able to cast shadows!!

When rendering my very first scene in Imagine (in fact in ANY tracing  
 program) I didn't know that lightsources does not cast shadows by default.  
 That made my scenes look rather wierd. And I just couldn't figure out why ;)

So, make sure that your lights can cast shadows. (You edit the light  
 parameters from the action-editor.)

```
-----
|  Conny Joensson   |  Swedish Space Corp. Estringe   |
|  Kiruna          |  Satellite operations - Telecom Div. |
|  Sweden          |  cjo@smtpgw.esrange.ssc.se         |
-----
```

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## 1.112 MSG-109 Subject: Newton's Law

Subject: Newton's Law  
 Date: Friday, 07 October 1994 09:27:51  
 From: Ryan Hoyle <rhoyle@amisk.cs.ualberta.ca>

-----

Does anyone have any idea when Newton's law is going to be released for Amiga's  
 Imagine 3.0? I live in Edmonton, Alberta, Canada and I haven't been able to get  
 any info here. Also, any ideas on it's price would be great too.

Another thing, A while back I saw soome mention of a Bones tutorial. Was I imag  
 ining it or is there one? If there is could some please repost it for as I'm go

---

ing out of my mind trying to figure it out.

Also, is Steve Worley (or anyone) going to be releasing such a thing as a book called Understanding Imagine 3.0 (or something along those lines)?

Sorry about all the questions (I have more), but I'm knew so I'm a bit behind.

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### 1.113 MSG-110 Subject: Re: Softedge & haze prob.

Subject: Re: Softedge & haze prob.  
Date: Friday, 07 October 1994 10:06:25  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
> Hi,  
> I've been using Imagine 3.0 since it was release in stores. But i did  
> not succeded to make the SoftEdge (lite) & the Haze (global) textures  
> works.  
>  
> Have anybody succeded with these?

Try looking on disk 1 for the fixed versions, use them instead of the ones you are using now.

=RRW=

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### 1.114 MSG-111 Subject: Re: Lighting

Subject: Re: Lighting  
Date: Friday, 07 October 1994 10:44:53  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----

---



> OK, so you have to raytrace the picture, not just scanline it.  
 > But I'm still a bit puzzled why nobody has mentioned the obvious;  
 > The lights have to be able to cast shadows!!

Well, be puzzled no more as I did tell him this in reply to a private message he sent me. Heres a snip of it:

> Thanks for the info, unfortunately I did try it using RayTrace and it still  
 > happened!! I do not try this often as the quarterscreen render I did took  
 > 5 hours to complete!!

Raytracing didn't work? It has to..I've done such a thing many times myself and it works great..did you set your light to cast shadows??

Well, just thought I'd ease your mind. Though I haven't heard back from him as to whether it did the trick for his light and shadow...

=RRW=

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## 1.115 MSG-112 Subject: Negative Fun.

Subject: Negative Fun.  
 Date: Friday, 07 October 1994 11:46:21  
 From: Massimiliano Marras <MC1606@mclink.it>

-----  
 Da: mikemcoo@efn.org

> since he states that wind start should be TOT frames -1. He  
 > doesn't specify that this value should be a negative frame-count.

Actually he correctly states  $TOT * (-1)$ , that is TOT frames multiplied by -1 (negated) which is the heart of the negative value trick.

I'll try to explain this graphically; let's say your particle effect moves the particles straight up over 50 frames and you add the wind effect as usually it would be done, from frame 0 to frame 50. The result would be something like this:

```
|      |      |      |      \
|      |      |      |      \
/_____Wind
```

				\	\	Direction
				\	\	
				\	\	
				\	\	
#01	#10	#25	#40	#50		Frames

That is, the wind effect would be applied at zero strenght in the first frame and at full strenght in the last.

Instead, you may want to start your animation with the wind already blowing full strenght, expecially if you are working on a complex animation splitted among different Imagine Projects that must match.

To do this simply specify a negative start frame count (-50 in this example) and Imagine will perform the above calculations in the negative frames (that do not exist) giving you the fully applied effect since frame 1 of the real animation.

>positive frame count [...] it still seemed to come out all right

Yes, the 3D turbulent smoke will work with or without the negative frame trick whose only purpose is to give the user (a lot) more control over the timing of the animation.

> that great idea of negative light values

Actually the idea is not mine, it is documented in Glassner's article and i remember having read about it somewhere a few years before. Unfortunately until Imagine 3.0 with Litetextures and shapeable lightsources come out, it was of little use. By the way, i forgot to mention that the "no lens flare" flag should be set (unless the very psichedelic effect resulting is desirable) and that you can only crete darklights in Detail Editor, since Action prevents the user from adding negative values.

Again, have a nice time and enjoy darklights. :)

Massimiliano

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## 1.116 MSG-113 Subject: IMAGINE 3.0

Subject: IMAGINE 3.0  
 Date: Friday, 07 October 1994 13:02:34  
 From: SARA ZDENEK - FEL <SARA1@fenix.zcu.cz>

-----

I have AMIGA 1200 with 2 megs. Can I run Imagine 3.0 on this configuration (without coprocessor) ???

Thread 154  
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### 1.117 MSG-114 Subject: GURU problem (Imagine v2.0)

Subject: GURU problem (Imagine v2.0)  
Date: Friday, 07 October 1994 18:03:16  
From: KRZYSZTOF KORSKI <SZULD@ucinvl.uci.agh.edu.pl>

-----

Help me imagineers!  
Lately I got GURU :'( while generating (there was 68% complete!).  
My project consisted of two parallel flats with high filter values  
and other objects (also behind the "glass" )  
I suspect one gadget: MULTIPLY REFLECTIONS in preferences  
but it not always works. How to get rid of such error.  
Where is the bug, in my knowledge of Imagine or in.....Imagine v.2.0?

Krzysztof Korsi,  
szuld@ucinvl.uci.agh.edu.pl

Thread 311  
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### 1.118 MSG-115 Subject: Re: 3.1 Newsletter in Australia

Subject: Re: 3.1 Newsletter in Australia  
Date: Friday, 07 October 1994 18:03:58  
From: Daniel\_Dacey@kumear.megalink.com.au (Daniel Dacey)

-----

Also received my copy about 1 week ago. No mention of the Newsletter though.

Daniel Dacey

-- Via DLG Pro v1.0

---

Thread 129  
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## 1.119 MSG-116 Subject: Bug List

Subject: Bug List  
Date: Friday, 07 October 1994 18:46:14  
From: Waland J F <walaj@essex.ac.uk>

-----  
Hi, I'm back after my summer vac, and so want to catch up on a few things.  
(I've got the archive files from aminet but they are a bit heavy going!)

Anyway, is there a bug list for Imagine 3.0 on the amiga???

Is there any way of loading in fonts, as all the PS fonts I have tried, don't load (only tried a few though ;-))

Have any news letters been sent out? I've heard nothing from Impulse since I got my copy.

thanks in advance,  
jon

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## 1.120 MSG-117 Subject: Imagine 3.1 Screen Size

Subject: Imagine 3.1 Screen Size  
Date: Friday, 07 October 1994 19:58:40  
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

-----  
Got my Imagine 3.1! Greeeeaaattt!!! Opened it up...640x400 screen size...waaahhhhh:^( Thanks to the IML, I am spoiled after all this time, using full overscan size Imagine screens for V2.0, V2.9, and V3.0, I can't go back to that teeny, tiny 640x400 screen. So, I quickly fired up my File X and started snooping. Yes, it lives!!!  
Here it is for the NTSC Amiga:

To change Horizontal size, edit location DCBA9 -  
Original value in hex = 80, screen width = 640  
New value in hex = D0, screen width = 720

---

To change Vertical size, edit location 10757 -  
 Original value in hex = 64, screen height = 400  
 New value in hex = 78, screen height = 480

I was never able to get my vertical size any larger than 480 with the previous byte hack for V3.0, but my monitor can't really handle any more than maximum overscan which is 720x480. Never could get it promoted successfully with E.S.P. on my Spectrum 800x600, so the NTSC Hi-res interlace full overscan is just fine for me. Also, the aspect ratio for 720x480 is closer to 640x400 compared to 800x600. But, if you have success with 800x600, I would sure be interested in hearing from you.

Also, get File X. Forget NewZap. File X gives you hexadecimal addressing, standard file requestors, pull down menus, plus it has a really cool hex<->dec<->oct<->binary pop-up calculator.

```

_|\|*****<<<-ooOoo->>>*****|/_
 *
 * I have a terabyte appetite on a kilobyte budget! *
 *
<< - Kwantum Kid, Inventor of the SCRAM, >>
 * Semi-Conscious Redundant Access Memory *
 *
_*****<<<-xxXxx->>>*****_
/| |

```

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## 1.121 MSG-118 Subject: DEAR IMPULSE,

Subject: DEAR IMPULSE,  
 Date: Friday, 07 October 1994 21:44:25  
 From: wilmart@cnam.fr (Henri Wilmart)

-----  
 Suggestions for new releases.

Object Name  
 -----

\* I would like to see the name of the selected object directly when I pick it (not only inside the attributes requester).

Camera Tracking  
 -----

\* When I select an object, with the mouse for example, I would like to have the ability to track this object directly (no object name requester).  
 The object is selected by the mouse and not by his name.

---

In the Stage Editor  
-----

- \* The ability to modify the ATTRIBUTES of an object and the GLOBAL ACTOR in the Stage Editor.

PLEASE IMPROVE THE AMIGA IMAGINE RELIABILITY  
-----

- \* TOO MANY CRASHES, too many Enforcer hits.  
My configuration is A2000, GVP A3001/33, GVP SCSI controller.
- \* The message "Texture not found" without reason.

Finally  
-----

- \* I would like to use the editors when Imagine compute an Image.

THANKS FOR YOUR ATTENTION

Henri Wilmart  
wilmart@cnam.fr

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## 1.122 MSG-119 Subject: Re: Negative Fun.

Subject: Re: Negative Fun.  
Date: Friday, 07 October 1994 21:52:33  
From: Mjourdan@aol.com

-----  
Has anyone using the PC version of 3.0 been able to get negative lighting to work, or is this only functional on the Amiga version? I have 3.0 PC and cannot get negative lighting to function.

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## 1.123 MSG-120 Subject: Re: Imagine 3.1 Screen Size

---

Subject: Re: Imagine 3.1 Screen Size  
Date: Friday, 07 October 1994 21:55:56  
From: kkalnasy@bvulads.loral.com (Kent Kalnasy)

-----  
At 9:29 PM 10/7/94, Stethem Ted 5721 wrote:  
> Got my Imagine 3.1! Greeeaaattt!!! Opened it up...640x400 screen  
>size...waaahhhh:^(

Amazing. After all this time, all this bitching and moaning about the lack of display database support, with the offers of code for display database support, with so many users hacking the binaries to get a larger display, Impulse \*still\* does nothing to address this need.

Amazing. Let me guess -- they still use custom requesters, don't they? This is not to knock the advances that they have made. I appreciate the improved and added features, and will be ordering 3.1, but I can only wonder why these basic items haven't been addressed.

-----  
Kent Kalnasy (speaking only for me) kkalnasy@bvulads.loral.com  
Loral Advanced Distributed Simulation, Inc. Bellevue, Washington  
-----

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## 1.124 MSG-121 Subject: Re: LW PC ported???

Subject: Re: LW PC ported???  
Date: Friday, 07 October 1994 22:23:01  
From: Daniel 'Mega' <MEGA@maracana.lci.ufrj.br>

-----  
Lightwave on Windows = Lazywave

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

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---

## 1.125 MSG-122 Subject: Brushmaps on ground object

Subject: Brushmaps on ground object  
Date: Friday, 07 October 1994 22:46:50  
From: Andrew Conway <conway@astro.gla.ac.uk>

---

Dear People,  
I'm having trouble positioning a 640x512 brushmap on the ground object.  
I've tried every axis scaling combination I can think of and I cannot get  
the whole image mapped onto the ground. Before I throw my bald head back  
singing "OFCOURSE!!!" in two weeks time can someone please help me out  
thanks  
Andrew

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## 1.126 MSG-123 Subject: Amazing et al

Subject: Amazing et al  
Date: Saturday, 08 October 1994 00:18:18  
From: KEN\_ROBERTSON@robelle.com

---

I think that Impulse's attitude may be that of "if it ain't  
broke, don't fix it".

I would guess that they get pretty excited about writing new advancements  
in the rendering/object design engines, and don't have the time to  
implement those two features.

Some possible reasons that the ASL requestor has not been implemented:

1. See the main reason above.
2. The ASL requestors require certain data structures, their own  
requestors may have COMPLETELY different data structures that  
Imagine, at a low-level, is dependant upon. (This may not be  
the best design!)
3. Impulse would prefer that the requestors look the same, no matter  
the platform Imagine is running on.

Just a thot.

PS: I tried the global lens flare that came with 3.1, and although the  
default settings looked kind of neat, I sure wouldn't use the FX for stills.  
The halos sure look great in HAM-8! Excellent shading, Impulse!

---



\KenR

-----  
"This is easy - it's UNIX!"  
- Jurassic Park, the Movie  
-----

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## 1.127 MSG-124 Subject: Imagine 3.1 Screen Size

Subject: Imagine 3.1 Screen Size  
Date: Saturday, 08 October 1994 02:53:46  
From: torgeir.holm@tbc.bbs.no (Torgeir Holm)

-----  
>Got my Imagine 3.1! Greeeaaattt!!! Opened it up...640x400 screen  
>size...waaahhhhh:^( Thanks to the IML, I am spoiled after all this tim  
[...]  
>Here it is for the NTSC Amiga:

>To change Horizontal size, edit location DCBA9 -  
>Original value in hex = 80, screen width = 640  
>New value in hex = D0, screen width = 720

The position for PAL versions is right next to it: DCBA4

Change from 0280 (640) to ie. 02B4 (692) or 02D0 (720)

>To change Vertical size, edit location 10757 -  
>Original value in hex = 64, screen height = 400  
>New value in hex = 78, screen height = 480

Sorry people, Couldn't find this :(

Anyone? (Joop dit the trick for 3.0)

Torge!r

torgeir.holm@tbc.bbs.no

-----  
+-----+  
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |  
+-----+

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## 1.128 MSG-125 Subject: Brush Maps

Subject: Brush Maps  
Date: Saturday, 08 October 1994 06:33:03  
From: Dave\_Thomas@mindlink.bc.ca (Dave Thomas)

-----  
Hi! This is probably a pretty basic question, but I can't seem to find an answer anywhere.

I have a brush map that I want to place on an object (like a decal.) Is there a way to make some areas of the brush transparent? I've tried many different methods, making the transparent areas black or white, layering a transparency map over the decal, etc. but no luck. Is there some way to do this that I've overlooked?

I'm using Imagine 3.0 on an Amiga. Thanks!

--

TTFN,  
Dave

-----/  
/  
Dave\_Thomas@mindlink.bc.ca  
\X/  
-----

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## 1.129 MSG-126 Subject: Amazing et al

Subject: Amazing et al  
Date: Saturday, 08 October 1994 07:27:52  
From: mriivers@tbag.tscs.com (Michael Rivers)

-----  
K> I think that Impulse's attitude may be that of "if it ain't  
K> broke, don't fix it".

Their file requester \_IS\_ broken. Sorting: 'Z' come before 'a', why, to lazy

---

to write appropriate code.

K> Some possible reasons that the ASL requestor has not been implemented:  
[..]

K> 2. The ASL requestors require certain data structures, their own  
K> requestors may have COMPLETELY different data structures that  
K> Imagine, at a low-level, is dependant upon. (This may not be  
K> the best design!)

5-20 min. to hack in some code.

(all I need is the function prototype & data structures and I  
could write the code myself)

K> 3. Impulse would prefer that the requestors look the same, no matter  
K> the platform Imagine is running on.

I'd prefer the file requester be the standard one used by the OS.  
(I also prefer an interface consistant with the OS (snowballs chance...))

K> Just a thot.

Mine too.

```
-----
| Commodore failure. Press mouse button to continue |
| Guru Meditation $83500000 Task : $00000CBM |
-----
```

A4000/060/90mhz WOW! this is fast.  
140 Mips 50 Mflops.

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## 1.130 MSG-127 Subject: Amazing et al

Subject: Amazing et al  
Date: Saturday, 08 October 1994 08:52:59  
From: torgeir.holm@tbc.bbs.no (Torgeir Holm)

```
-----
>Some possible reasons that the ASL requestor has not been implemented:
>1. See the main reason above.
>2. The ASL requestors require certain data structures, their own
>requestors may have COMPLETELY different data structures that
>Imagine, at a low-level, is dependant upon. (This may not be
>the best design!)
>3. Impulse would prefer that the requestors look the same, no matter
>the platform Imagine is running on.:
```

ASL requesters were atually implemented for 3.0, but the impulse gang  
thought it looked 'like hell', so they removed them. I was told this

---

a while back when I called to see if 3.0 was shipping.

I guess they didn't look too good with the rest of the GUI having a totally different style. Maybe it's time to go style guide compliant?

>Just a thot.

>PS: I tried the global lens flare that came with 3.1, and although the  
>default settings looked kind of neat, I sure wouldn't use the FX for st  
>The halos sure look great in HAM-8! Excellent shading, Impulse!

You can get a pretty nice effect with only round flares, and no edges.  
Reduce the sizes quite a bit as vell, but add more flares.

Anyone have some random numbers that create nice colored flares?

Torge!r

torgeir.holm@tbc.bbs.no

-----

```
+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+
```

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### 1.131 MSG-128 Subject: Re: DEAR IMPULSE,

Subject: Re: DEAR IMPULSE,  
Date: Saturday, 08 October 1994 10:22:11  
From: Bush Doktor <sppcarso@ultrix.uor.edu>

-----  
On Fri, 7 Oct 1994, Henri Wilmart wrote:

> \* TOO MANY CRASHES, too many Enforcer hits.  
> My configuration is A2000, GVP A3001/33, GVP SCSI controller.

Your problem here is probably the GVP controller, its given alot  
of other people problems also. I can't remember the last time 3.0  
crashed on me & like most people, I've tried some very stupid stuff. :-)  
Running out of memory has been the only crashes I've gotten.

> \* I would like to use the editors when Imagine compute an Image.

That would be nice, but I imagine it would really affect rendering  
speeds.

---

```

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```

```

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==> RETURN TO CONTENTS!<==

```

Subject: Brush Maps  
Date: Saturday, 08 October 1994 14:32:43  
From: torgeir.holm@tbc.bbs.no (Torgeir Holm)

>Hi! This is probably a pretty basic question, but I can't seem to find  
>answer anywhere.

>I have a brush map that I want to place on an object (like a decal.) I  
>there a way to make some areas of the brush transparent? I've tried ma  
>different methods, making the transparent areas black or white, layerin  
>transparency map over the decal, etc. but no luck. Is there some way t  
>this that I've overlooked?

>I'm using Imagine 3.0 on an Amiga. Thanks!

Piece of cake: Jast make sure the areas you want to be transparent are  
color 0 (first color in the palette). Then click on the Use Genlock  
button in the brushmap requester. This will map only the areas you want,  
and leave the background unchanged in other areas.

Torge!r

torgeir.holm@tbc.bbs.no

-----  
+-----+  
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |  
+-----+

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## 1.134 MSG-131 Subject: BIG picture. How to xfer to Mac?

Subject: BIG picture. How to xfer to Mac?  
Date: Saturday, 08 October 1994 16:30:28  
From: Mikael\_Ostergren@p36.anet.bbs.bad.se (Mikael Ostergren)

-----  
Hello girls and boys!

A little while ago I asked about a Mac Adobel to PC Adobel converter.  
Everything is ok now. I found both Amiga and PC tools to do the work.

To the main questions:

I've just made a picture that is rader large, or may be we should call it huge.  
The traced image size is width=2970 height=2100 and filesize=19MB.

Is the width and height enough to make a professional color print on A3(42x59.

---

4 cm) I think this is about 5 pixels/mm, enough?. The image is going to be used as a cover page on a A4 report.

In which way should I move this image to the Mac at the printing-work?

```
.--
| FidoNet: 2:201/411.36  Internet: Mikael_Ostergren@p36.anet.bbs.bad.se |
| CompuServe 100303,2    Internet: micce@aktiv.se (work)             |
|                                                                |
--'
```

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### 1.135 MSG-132 Subject: Mac Adobe font to Imagine 3.0

Subject: Mac Adobe font to Imagine 3.0  
Date: Saturday, 08 October 1994 16:56:57  
From: Mikael\_Ostergren@p36.anet.bbs.bad.se (Mikael Ostergren)

---

In a message of 04 Oct 94 Joop.vandeWege@MEDEW.ENTO.WAU.NL wrote to me:

```
>> Is there any one out there who is able to tell me how to convert a
>> Macintosh Adobe type 1 font so it work with Imagine 3.0? I need a QUICK
>> answer.
```

```
JvM> This might be very easy if you have Pagestream2 because it comes with
JvM> a font convert (fc) utility which does exactly what you want. Let me
JvM> guess, you don't have PageStream2. I don't know exactly what the
JvM> status of this program is. I though that I have seen it on Aminet OR
JvM> on FredFish. I'll check it out.
JvM> If you only need to convert a couple of fonts and you don't have
JvM> problems sending big mails, just send them to me and I'll convert them
JvM> and you'll get them back next day.
```

I found solution via WWW, In the MS-DOS Fonts FAQ. So I downloaded a program called REFONT14.ZIP and ran it on my 8086 emulator(60MHz Pentium) at work :-). But I'm going to have a look around for an Amiga converter that does the same. I'll keep you informed.

Thank you!

```
.--
| FidoNet: 2:201/411.36  Internet: Mikael_Ostergren@p36.anet.bbs.bad.se |
| CompuServe 100303,2    Internet: micce@aktiv.se (work)             |
|                                                                |
--'
```

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--> RETURN TO CONTENTS!<=

---

**1.136 MSG-133 Subject: Re: Amazing et al**

Subject: Re: Amazing et al  
Date: Saturday, 08 October 1994 17:24:28  
From: Charles Blaquiere <blaq@io.org>

---

On Sat, 8 Oct 1994, Michael Rivers wrote:

> Their file requester \_IS\_ broken. Sorting: 'Z' come before 'a', why, to lazy  
> to write appropriate code.

Do what I do: turn it to your advantage! When I work on a project, all "temp" files start with a lowercase letter. Only when an object is ready does it get promoted to an uppercase initial. This allows me to neatly segregate objects to the top or bottom of the file requester list.

> 5-20 min. to hack in some code.  
> (all I need is the function prototype & data structures and I  
> could write the code myself)

I have a hunch that Impulse's interface elements, such as requesters, text-input fields, and so on, are so tightly woven into the code that it would take a complete rewrite to change them. At least that's the impression I got from a reply from Mike H.

I would certainly like to see an upgrade that addresses user-interface basics though, and have told Mike H. several times over the years.

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**1.137 MSG-134 Subject: Re: Amazing et al**

Subject: Re: Amazing et al  
Date: Saturday, 08 October 1994 19:58:13  
From: Gerard Menendez <gpm@netcom.com>

---

On Sat, 8 Oct 1994, Charles Blaquiere wrote:

>  
> I would certainly like to see an upgrade that addresses user-interface  
> basics though, and have told Mike H. several times over the years.  
>

---



I certainly do appreciate the way gadgets in the non-file requesters erase what was already there if you just type in a new number and press return. Great tip on file naming.

Gerard

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### 1.138 MSG-135 Subject: Re: Brush Maps

Subject: Re: Brush Maps  
Date: Sunday, 09 October 1994 01:19:38  
From: williamp@triode.apana.org.au

---

> I have a brush map that I want to place on an object (like a decal.) Is  
> there a way to make some areas of the brush transparent? I've tried many  
> different methods, making the transparent areas black or white, layering a  
> transparency map over the decal, etc. but no luck. Is there some way to do  
> this that I've overlooked?

Use the genlock button on the brush requester with the image you want to decal having colour 0 as the transparent area. Don't use 24bit IFFs.

DPaint works well at creating the decal images.

....William John Porter  
williamp@triode.apana.org.au

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### 1.139 MSG-136 Subject: Re: Amazing et al

Subject: Re: Amazing et al  
Date: Sunday, 09 October 1994 08:37:59  
From: mrrivers@tbag.tscs.com (Michael Rivers)

---

---

[reasons why ASL file reqs aren't in Imagine]  
 TH> I guess they didn't look too good with the rest of the GUI having a  
 TH> totally different style. Maybe it's time to go style guide compliant?

If Impulse had, at the very minimum, opened the screen with the WB2 3-D look, the ASL would have looked fine. But Imagine opens a screen that uses the Amiga's monochrome windowing system which is why the editors window borders and requester's like the Memory and 'Overwrite existing file' requesters are just black and grey and why the ASL 'looked like hell'. IMO ASL(monochrome or not) is still better than Imagines file req.

(BTW I've written my own system hack which makes Imagine open the screen with the WB2 3-D look and the windows and requesters look \*MUCH\* better)

---

```
| Commodore failure. Press mouse button to continue |
| Guru Meditation  $83500000      Task : $00000CBM    |
```

---

```
      A4000/060/90mhz WOW! this is fast.
      140 Mips  50 Mflops.
```

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## 1.140 MSG-137 Subject: Particle smoke problems

Subject: Particle smoke problems  
 Date: Sunday, 09 October 1994 09:55:36  
 From: Rodney McNeel <rodman@infinity.ccsi.com>

---

Hi there. I'm having a problem w/ the particle smoke tutorial recently posted here. When I set up the project and attempt to render, I get an error message "object error: edge uses same point twice"

ok

"setup\_phongs: logic error #0"

then it continues to render but extremely slowly. I got 10% in around 4 hours before I aborted due to impatience. I have an A-2000 w/ a 2630 board at 25mhz and 4megs 32bit ram with an 8meg 16bit ram board.(total usable 8megs ram 1meg chip) Any suggestions?

rodman@infinity.ccsi.com

Thread 60

---

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### 1.141 MSG-138 Subject: Re:particle smoke prob

Subject: Re:particle smoke prob  
Date: Sunday, 09 October 1994 13:54:34  
From: Rodney McNeel <rodman@infinity.ccsi.com>

---

After changing size to random, project is rendering normally, but Still am getting object error as in previous message each frame. Makes rendering animation a real pain.

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### 1.142 MSG-139 Subject: Amazing et al

Subject: Amazing et al  
Date: Sunday, 09 October 1994 18:52:51  
From: torgeir.holm@tbc.bbs.no (Torgeir Holm)

---

>If Impulse had, at the very minimum, opened the screen with the  
>WB2 3-D look, the ASL would have looked fine. But Imagine opens  
>a screen that uses the Amiga's monochrome windowing system which  
>is why the editors window borders and requester's like the Memory  
>and 'Overwrite existing file' requesters are just black and grey  
>and why the ASL 'looked like hell'. IMO ASL(monochrome or not) is  
>still better than Imagines file req.

I redrew the imagine GUI in Dpaint to see what it would look like if it complied to the C= Styleguide. It made we wonder why they haven't done this ages ago.

I would think the requesters would be faster as well if they used standard OS windows. The ones they use now aren't really the fastest.

If they did this, and also replaced some of the browse buttons (like the states field in the object info in action) with real OS cycle gadgets (that would work with CycleToMenu), and also put these in for track to object etc., it would greatly improve the program (phew, some sentence).

>(BTW I've written my own system hack which makes Imagine open the scree

---

>with the WB2 3-D look and the windows and requesters look \*MUCH\* better

Were could I get this? Would it work for the Pal version? Maybe you could uuenode it and post it if there is a lot of requests for it.

>A4000/060/90mhz WOW! this is fast. >140 Mips 50 Mflops.  
Dream on :-)

Torge!r

torgeir.holm@tbc.bbs.no

-----  
+-----+  
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |  
+-----+

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## 1.143 MSG-140 Subject: Re: Amazing et al

Subject: Re: Amazing et al  
Date: Sunday, 09 October 1994 19:15:05  
From: kxsl56@psu.edu (Kaspar Stromme)

-----  
<stuff deleted>

>BTW I've written my own system hack which makes Imagine open the screen  
>with the WB2 3-D look and the windows and requesters look \*MUCH\* better

Can I say "UUEncode"?  
Somebody should hack Imagine to run under ECS Productivity mode.

-----  
Kaspar Stromme 40mhz68030/'882;9MB;340MB  
kxsl56@email.psu.edu DCTV true-color system

PC-MAC = PoliticalCorrect-MindAbsentComputing  
-----

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**1.144 MSG-141 Subject: Re: Imagine Buggy ?**

Subject: Re: Imagine Buggy ?  
Date: Sunday, 09 October 1994 22:54:09  
From: Kent Marshall Worley <mumu@america.net>

---

On Thu, 6 Oct 1994, Jason B Koszarsky wrote:

> I think your GVP product is the problem here, not imagine. I've heard of  
> many problems, including Imagine crashing during renders, that were  
> traced back to bad GVP products. My friend's computer worked fine until  
> he got an 882 for his A530 then all renders began crashing. I will ask him  
> again what the specific problem was with his A530.

>  
> Jaeson K.

I hope that isn't the case. It did work fine with 2.0 and the 882. I like the 1.3 hypothesis better. I will upgrade to 2.0 when I get a chance. I would like some of that info about the A530. GVP said it should work fine. ha ha

Kent

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**1.145 MSG-142 Subject: Re: Bug List**

Subject: Re: Bug List  
Date: Sunday, 09 October 1994 23:13:28  
From: Kent Marshall Worley <mumu@america.net>

---

> Is there any way of loading in fonts, as all the PS fonts I have tried, don't

> load (only tried a few though ;-))

> jon

I have gotten a few to work with 3.0 so it does work. I have seen some discussion and lists here about ones that work.

Kent

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---

**1.146 MSG-143 Subject: RE:Fontconv found on Aminet**

Subject: RE:Fontconv found on Aminet  
Date: Monday, 10 October 1994 00:23:07  
From: =?ISO-2022-JP?B?GyRAOF5MIyEhTTU7XRsoSg==?= <QFF03412@niftyserve

-----  
Hello Joop

>> Look in the Aminet directory it is  
>>there and called 'Fontconv.lha' or something like that. If you can't find it

>>then request it from me and I will uunencode it and mail it to you.

Thats sound Good!  
Now I just find FontConverter.  
Cause I never made of Imagine object from special made of Mac Type1 Font.  
Please send me mail, uunecoded 'Fontconv.lha'.  
My mail address : QFF03412@niftyserve.or.jp

Sorry, my poor english.

Hiroshi Gomi  
QFF03412@niftyserve.or.jp

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**1.147 MSG-144 Subject: Sorry Could Not Find Subject!**

Date: Monday, 10 October 1994 01:13:11  
From: imagine-relay@email.sp.paramax.com

-----  
Hi all!

Can anyone tell me how to subscribe to the LightWave newslst?  
I have seen several mentions of it's existence, and would like to keep  
an eye on what's happening on that front. I subscribe to LightWave Pro  
magazine and have found a lot of tips that have translated well to  
Imagine. Hopefully the Newslst will be of interest, too!

Thanks in advance!

\*\*\*\*\* Paul \*\*\*\*\*

---

chiron1@delphi.com

Contains no user servicable parts.

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## 1.148 MSG-145 Subject: Re: Brush Maps

Subject: Re: Brush Maps  
Date: Monday, 10 October 1994 01:22:54  
From: Kent Marshall Worley <mumu@america.net>

-----

>  
> Use the genlock button on the brush requester with the image you want to  
> decal having colour 0 as the transparent area. Don't use 24bit IFFs.  
>  
I have used 24 bit brush maps but you need to create a filter map first.  
Take the 24 bit brush map and convert it to a black and white image. The  
black part will allow the 24 bit map to apply the white part will be  
transparent.  
Kent Worley

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## 1.149 MSG-146 Subject: Re: Amazing et al

Subject: Re: Amazing et al  
Date: Monday, 10 October 1994 05:02:08  
From: Roger Straub <straub@csn.org>

-----

On Sun, 9 Oct 1994, Torgeir Holm wrote:

> I redrew the imagine GUI in Dpaint to see what it would look like if it  
> complied to the C= Styleguide. It made we wonder why they haven't done  
> this ages ago.  
>  
> I would think the requesters would be faster as well if they used  
> standard OS windows. The ones they use now aren't really the fastest.

---

>

I think Impulse used their own interface because of compatibility problems with MS-DOS users. They can't use the ASL requesters.

See ya,  
Roger

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## 1.150 MSG-147 Subject: Re: Imagine Buggy ?

Subject: Re: Imagine Buggy ?  
Date: Monday, 10 October 1994 05:32:40  
From: kxs156@psu.edu (Kaspar Stromme)

-----

I had the following problem after adding an '882 to my GVP A530. Imagine, and other programs, would crash during writes to the hard-disk. Only Imagine would do it without fail, the other programs were less predictable. The same project, which rendered to ram: would crash when rendered to the HD. After consulting with GVP (72662.51@compuserve.com) I sent the unit in for inspection, and they replaced the drive controller. This solved all problems. If you pursue the "GVP fault-theory" feel free to use #94/02048 as a reference (my return number).

-----

Kaspar Stromme	40mhz68030/'882; 9MB; 340MB
kxs156@email.psu.edu	DCTV true-color system

PC-MAC = PoliticalCorrect-MindAbsentComputing

-----

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## 1.151 MSG-148 Subject: Rendering Times

Subject: Rendering Times  
Date: Monday, 10 October 1994 06:21:38  
From: Ryan Hoyle <rhoyle@amisk.cs.ualberta.ca>

-----

---



Hi, I'm trying to render an animation of 3 chrome spheres and a piece of text. In the animation the text is orbiting one of the spheres while one of the other spheres orbits the last sphere. The problem is that it is taking 16 hours just to generate 67 percent of one frame. Is this right? Is there any way to make it go faster? I've tried cutting it down to one sphere but it doesn't seem to make a difference. I'm running Imagine 3.0 on an Amiga 3000/030/25mhz with 6megs of ram. Thanks.

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## 1.152 MSG-149 Subject: Re: Amazing et al

Subject: Re: Amazing et al  
Date: Monday, 10 October 1994 07:18:37  
From: Donald DeCosta <dond@crl.com>

-----  
On Fri, 7 Oct 1994 KEN\_ROBERTSON@robelle.com wrote:

> I think that Impulse's attitude may be that of "if it ain't  
> broke, don't fix it".  
>  
> I would guess that they get pretty excited about writing new advancements  
> in the rendering/object design engines, and don't have the time to  
> implement (GUI Changes)

After spending some time with Imagine 2.0 on MS-DOS I'd have to say this is the reason... The folks at Impulse are having too much fun playing with Imagine to care about things like interfaces...

For you Amiga folks who have never seen Imagine on a PC, here are some fun examples:

The Rendering Subprojects requestor lets you select HAM as a preview mode, I'd have to say HAM isn't very useful on a DOS Box.

You can also elect to "USE FIRECRACKER 24", I don't think Impulse has released an ISA (AT Bus) version of that!

When you attempt to play an FLC animation, the error requestor tells you "ANIM format not supported"

I think it's obvious that if Impulse didn't bother to hire some JR High kid to go through source code and change the text in requestors and error messages they ain't gonna bother with ASL requestors!

DonD@CRL.com

---

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### 1.153 MSG-150 Subject: IMAGINE 3.0

Subject: IMAGINE 3.0  
Date: Monday, 10 October 1994 09:55:37  
From: cjo <cjo@smtpgw.esrange.ssc.se>

-----  
Sara Zdenek wrote;  
>I have AMIGA 1200 with 2 megs. Can I run Imagine 3.0 on this  
>configuration (without coprocesor) ???

Sure you can run it.  
But you won't be able to do any complicated stuff with only 2 megs.  
I have seen somewhere that 6 megs are a minimum and 9 megs are recommended  
in order to use the program properly.

As for the FPU; well, it helps. It makes rendering a lot faster, but it is  
not necessary for the program to run.

I think a Blizzard-accelerator would help you (1220 or 1230).

-----  
Conny Joensson	Swedish Space Corp. Esrange
Kiruna	Satellite operations - Telecom Div.
Sweden	cjo@smtpgw.esrange.ssc.se
-----

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### 1.154 MSG-151 Subject: Re: Imagine Buggy ?

Subject: Re: Imagine Buggy ?  
Date: Monday, 10 October 1994 10:11:25  
From: cjo <cjo@smtpgw.esrange.ssc.se>

-----  
Various persons have been discussing crashes;  
>>I have had the same problem with my amiga 500 w the GVP A530 accelerator.

---

>I think your GVP product is the problem here, not imagine. I've heard of  
>many problems, including Imaagine crashing during renders, that were  
>traced back to bad GVP products. My friend's computer worked fine until  
>he got an 882 for his A530 then all renders began crashing. I will ask him  
>again what the specific problem was with his A530.

I've been runing Imagine on a A500 (1 Mb chip) with a GVP A530 (8 Mb fast  
and 882 FPU) without any problem at all. But (as opposed to one of the  
previous posters on this subject) I'm using OS 2.04.

```
-----  
|   Conny Joensson   |   Swedish Space Corp. Estrate   |  
|   Kiruna           |   Satellite operations - Telecom Div.   |  
|   Sweden           |   cjo@smtpgw.esrange.ssc.se             |  
-----
```

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## 1.155 MSG-152 Subject: Re: Imagine Buggy ?

Subject: Re: Imagine Buggy ?  
Date: Monday, 10 October 1994 11:03:27  
From: Bush Doktor <sppcarso@ultrix.uor.edu>

-----  
On Sun, 9 Oct 1994, Kaspar Stromme wrote:

> I had the following problem after adding an '882 to my GVP A530.  
> Imagine, and other programs, would crash during writes to the hard-disk.  
> Only Imagine would do it without fail, the other programs were less  
> predictable.

Yes, this guy's problem is the gvp controller. Everyone I know that  
had this controller had problems... especialy with imagine. He's gotta  
update the chips or it'll jack up his HD bad.

BUSH DOKTOR sppcarso@ultrix.uor.edu

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## 1.156 MSG-153 Subject: Re: Rendering Times

Subject: Re: Rendering Times  
Date: Monday, 10 October 1994 13:24:24

---

From: gregory denby <gdenby@twain.helios.nd.edu>

---

Ryan Hoyle says:

>The problem is that it is taking 16 hours just to generate 67 percent of  
>one frame...

For three chrome balls and a logo, I'd say that was tooooo long. I've got an '030 25 w. 8 M and I'd expect something around a few hours.

So, here are the possible culprits I can think of:

You have other tasks running, and Imagine priority happens to be lower than them (not likely)

Your chrome balls are reflective, and the number of possible reflections is too high. Check the Preferences listing RSDF. The default is eight, but you could probably get away with 3.

The Preferences setting for EDLE is too low, like 0 or 1. Turn it up to ten or twenty or thirty for quicker times, but poorer antialiasing. Somehow your render size is huge, like 6400 x 4000.

You may have your objects and world size badly mismatched. If the world is large, but the objects are small, or have lots of small detail, as the logo might, Imagine will spend a lot of time trying to locate all the objects to zero. Either scale the objects up to near the size of the world, or make the world size dynamic by setting it to zero.

If you happen to have several transparent objects interacting with reflective ones, rendering time goes way up.

Oh, yeah. Do you have an FPU. I can't give any solid figures, but a performance increase of 50% to 200% seems to result from having an FPU.

Although it wouldn't reflect the moving text properly, you could use the global brush option to fake reflect the environment.

Are you using a huge number of lights? Like a few hundred? Hmmmm, don't suppose so.

Hope this helps,

Greg Denby

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## 1.157 MSG-154 Subject: Imagine 3.0 No-interlace ?

Subject: Imagine 3.0 No-interlace ?

Date: Monday, 10 October 1994 20:22:42

From: roecker@lesosun1.epfl.ch (Christian Roecker)

---

---

Hi !

An old user of Imagine 2.0, but new to IML, I have upgraded to 3.0 but cannot manage to have it work in no-interlaced mode. I have seen a few patches to modify the screen size, but nothing about no-interlace, like the command nolace in the version 2.0. My hard is A500+, GVP A530 8M and a MULTISCAN monitor. (WB 2.1 or 3.0 soft)

Can anybody give me advice on how to patch the program (v 3.0) to get a good resolution and no-interlace ?

Thanks.

Ch. Roecker

e-mail: roecker@lesosun1.epfl.ch

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## 1.158 MSG-155 Subject: Re: Rendering Times

Subject: Re: Rendering Times

Date: Monday, 10 October 1994 21:48:40

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

---

Ryan wrote

>

> Hi, I'm trying to render an animation of 3 chrome spheres and a piece of text  
> . In the animation the text is orbiting one of the spheres while one of the  
> other spheres orbits the last sphere. The problem is that it is taking 16 hours  
> just to generate 6  
Try to set Global size to 0,0,0

Day Message: if programs could be bugless, the programmers would be homeless

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

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## 1.159 MSG-156 Subject: Re: Negative frame for wind start

---

Subject: Re: Negative frame for wind start  
Date: Monday, 10 October 1994 22:35:16  
From: Kent Marshall Worley <mumu@america.net>

---

> In your correction post, you implied that the wind start  
> parameter should be set as a negative frame value? I believe this may be  
> another error in Wizard's post of your tutorial, since he states that  
> wind start should be TOT frames -1. He doesn't specify that this value  
> should be a negative frame-count.

>  
> As I didn't do this in my first render project, but rather had a  
> positive frame count number for wind start,--and it still seemed to come  
> out all right--I thought I better ask.  
>

I have a quick question about the particle effect. I downloaded the  
UUENCODE tutorial but I was unable to get the particle effect to load.  
Apparently Imagine treats effects differently in the file requester. I  
cannot get to a point where I can the path to where my effects are on my  
computer. I can do this fine with objects, textures and brushes.

Kent Worley

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## 1.160 MSG-157 Subject: Re:Amazing et al

Subject: Re:Amazing et al  
Date: Tuesday, 11 October 1994 01:54:28  
From: mrrivers@tbag.tscs.com (Michael Rivers)

---

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## 1.161 MSG-158 Subject: RenderingTimesII

Subject: RenderingTimesII  
Date: Tuesday, 11 October 1994 02:32:08  
From: Ryan Hoyle <rhoyle@amisk.cs.ualberta.ca>

---

-----

I sure hope this works, I've never done this before. I've sent up my project of the spheres problem. I've tried everything that's been suggested and in its present state it takes 14 hours to get 31.50% done. That's on an amiga 3000 /030/25 w/6megs ram, 65 megs free on a Quantum 240meg HD with no other programs running and the project was loaded after a fresh boot of the system. I've done some other highreflectivity projects that worked great so I don't know what I've done differently this time. My reflections level is set to 8 but I don't think it should make that much difference in what I'm doing here. And my antialiasing is set to 35.

The project is a UUEncoded lha file. The only problem you should have is with the rendering paths since there are no brushes or textures. Just be sure to place it in the projects directory in a directory called StateProjects. If anyone can spot the problem I would be most grateful, thank you.

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## 1.162 MSG-159 Subject: How to use PS fonts with Imagine

Subject: How to use PS fonts with Imagine  
Date: Tuesday, 11 October 1994 10:44:02  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

-----

Hello All,

This is a repost of a message I sent during the summer. It explains which fonts can be used with Imagine and how to convert if they don't.

Hi there LOGO makers,

Somebody asked last week which Postscript fonts can be used with Imagine. 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!

TypeSmith:  
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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## 1.163 MSG-160 Subject: FPU EMULATOR

Subject: FPU EMULATOR  
Date: Tuesday, 11 October 1994 14:59:21  
From: cristian@Italy.Sun.COM (Cristian Gavazzeni - Sorint)

-----  
From cristian@anguilla Mon Oct 10 13:05:18 1994  
Hi dear renderers !

I'm running...Hm..I'm trying to run Imagine 3.0 on 486SX olivetti , so my  
problem is that I Have not the FPU integrated.  
Is there any workaround in order to run Imagine without a Math-coprocessor ?  
(I think no).  
Is there any FPU-Emulator for MS-DOS around on the Internet ?

Thanks in Advance!

Chris.

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**1.164 MSG-161 Subject: Sorry Could Not Find Subject!**

Date: Tuesday, 11 October 1994 18:29:03  
From: imagine-relay@email.sp.paramax.com

-----  
This message belongs to the file 'Respect.lha'

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**1.165 MSG-162 Subject: Mirror**

Subject: Mirror  
Date: Tuesday, 11 October 1994 20:03:22  
From: Sebastien Cormier <scormier@uoguelph.ca>

-----  
Hi! I'm a relatively new user to Imagine 2.0 and am trying to create a mirror like surface. I can't seem to get the attributes just right. Can anyone suggest some settings????

Thanx

Sebby

```
+ - - - -  
| . . . .  
| . # O # O  
| . . # O .  
| . . # O .  
| . . # . .
```

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**1.166 MSG-163 Subject: Amazing et al**

Subject: Amazing et al  
Date: Tuesday, 11 October 1994 20:38:38  
From: torgeir.holm@tbc.bbs.no (Torgeir Holm)

-----

---

>> I redrew the imagine GUI in Dpaint to see what it would look like if  
>> complied to the C= Styleguide. It made we wonder why they haven't don  
>> this ages ago.  
>>  
>> I would think the requesters would be faster as well if they used  
>> standard OS windows. The ones they use now aren't really the fastest.  
>>

>I think Impulse used their own interface because of compatibility  
>problems with MS-DOS users. They can't use the ASL requesters.

I dont't think the user interfaces have to be similar. If you look at  
Real3D, the windows version follows the windows look, and the amiga  
version is fully style guide compliant. Still the the two versiona are  
compatible, and you can move projects between them without problems.

Impulse are denying the amiga users all the benefits we could get  
from a Style Guide user interface, because this will not be identical on  
the PC. And I don't like it.

Torge!r

torgeir.holm@tbc.bbs.no

-----  
+-----+  
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |  
+-----+

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## 1.167 MSG-164 Subject: Respect.lha (have some for others)

Subject: Respect.lha (have some for others)  
Date: Tuesday, 11 October 1994 22:44:00  
From: Andrew Nunn <apn@moby.demon.co.uk.demon.co.uk>

-----  
Hi all,

Well when it reached me it had lost it's header so I don't know who is  
responsible, but whoever sent out the uuencoded bones tutorial and  
respect.lha, PULEEEEEZE dont do it again. The respect.lha project won't  
even load into the Stage Editor unless we all go to the trouble of creating  
a device grafx and a load of subdirectories.

---

I have just therefore spent a lot of time and my own money downloading something that I didn't want.

Some uuencodes such as Milan's textures I can take but 3000+ lines is just too much. If you wanted respect from your peers, forget it.

Andrew Nunn  
apn@moby.demon.co.uk

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## 1.168 MSG-165 Subject: Re Smoke particles

Subject: Re Smoke particles  
Date: Wednesday, 12 October 1994 04:03:37  
From: D.Haines@unsw.edu.au

-----  
Howdy.

The smoke particle tutorial is quite astonishing. There where a few things that have taken me by surprise - like the use of cube particles for smoke and also the large size of these particles etc When I saw the results of a test render, of one of the frames, I was really taken a back - this animation was looking much more realistic than I expected, in fact I was quite surprised to see the smoke look like smoke and not some stylized look more common with particle animations.

All the talk that went down about textures on particles- here is an example of where a colour noize texture is applied to a particle animation and yet I thought it was fairly well agreed that textures dont work on particle systems - with all this in mind, I went and took the colour nz texture off of the object and went for a re-render and low and behold it had changed completely mmmm this leads me to think that yes, textures do have an effect on particles - perhaps limited to emmission mode.

The other thing was, that I was surprised at how slow the render took in Scanline- must say never seen the renderer get so bogged down- maybe whoever dreamed this tutorial up is on a Pentium etc

Has anyone else found the render times to be slow slow slow. Or am I messing up somewhere.

One thing that I did find was that changing the size of the particles seemed to be where the slow down occurs - any takers

I am rendering on a fairly vanilla setup Amiga 030 at 28mhz with plenty of ram etc

Even if this turns out to be a very slow thing to do, a simple and straight forward tutorial such as this has given me great insight into what actually

---

happens with emmision and particles. THANX

David Haines  
College of Fine Arts  
Phone: +61 +2 +339-9555  
Fax: +61 +2 +339-9506

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--> RETURN TO CONTENTS!<=

### 1.169 MSG-166 Subject: V2.0->3.0 format changes ?

Subject: V2.0->3.0 format changes ?  
Date: Wednesday, 12 October 1994 05:25:02  
From: wolfram schwenzer <schwenzr@golem.nemeter.dinoco.de>

-----  
Hi imagineers (esp. the PC version owners),

As Imagine won't respond and Phil Shaddock (the author of the Imagine manual) pointed out that Mike Miller (the author of space.imp project) has switched to 3ds (makes me think if I should follow ...) here's to you all:

Apparently there was a switch (or several ?) between version 2.0 and 3.0 of the format encodings in the project files; proof: Mike Miller's wonderful fighter sequence (in the space.imp project) of "3D Modeling Lab" (disk 1) builds smoothly under version 2.0 and crashes in version 3.0. (The book of the Waite Group contains the PC 2.0 version and I bought the upgrade directly from Imagine)

As Imagine apparently won't lay open the structures of their different formats (though there seems to be some information about the object chunk IFF encoding available but not officially i.e. in the manual) one depends completely on them holding the formats stable - what they DON'T !!!

As I was planning to use Imagine for a long-term project i.e. building a 3-DBase of architectural primitives I feel very uneasy and have stopped development, even considered switching to a product with an "open" structure (i.e. real3D).

As long as Imagine seems even unwilling to inform Steve Worley (of ESSENCE fame) about internal coding structures (there was a letter saying so in this mailing list) I have to regard them as a bunch of youngsters with the attitude "this is my toy and I won't allow other boys to play with it".

Hope the fans prove me wrong and can explain to me how to solve the problem. I am used to build my work on REAL tools (like POSTSCRIPT, ANSI C and X-Windows)

---

which are well documented AND stable and won't loose my resources on products where users depend upon the mercy of their Creators.

W.S.

P.S. O'course IMAGINE is a fine tool - but how do you use a wrench that's shapeshifting every now and then (or even worse: which won't fit around the same tube you worked upon last year ?)

--

wolfram schwenzer  
Internet : schwenzr@nemeter.dinoco.DE

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## 1.170 MSG-167 Subject: Fire demo on aminet

Subject: Fire demo on aminet  
Date: Wednesday, 12 October 1994 06:51:54  
From: Mike McCool <mikemcoo@efn.org>

-----  
Y'all have probably all seen this by now. I'm usually the last kid on the block. But it's pretty cool looking, and small enough even us snail pace 2400 baudsters can manage it.

It's down at aminet/gfx/anim and it's titled 3D-FIRE.lzh

Word to the wise: there's no mention of the fact that it just happens to be in FLC format, so those of us without AGA machines get to boogie-woogie it into playing with MainActor. Even in that crude translation, it comes out pretty cool.

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## 1.171 MSG-168 Subject: Re: V2.0->3.0 format changes ?

Subject: Re: V2.0->3.0 format changes ?  
Date: Wednesday, 12 October 1994 17:22:01  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

---

---

If you need to load old projects, do the following: Open the project and go straight to the action editor and do a save. Now you can enter the stage editor without crashes or hangs.

Greetz Joop

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### 1.172 MSG-169 Subject: Re: V2.0->3.0 format changes ?

Subject: Re: V2.0->3.0 format changes ?  
Date: Wednesday, 12 October 1994 19:44:00  
From: Edwin Phillips <flaregun@strauss.udel.edu>

---

On Mon, 10 Oct 1994, wolfram schwenzer wrote:

> Hi imagineers (esp. the PC version owners),  
>  
> As Imagine won't respond and Phil Shaddock (the author of the Imagine manual)  
> pointed out that Mike Miller (the author of space.imp project) has switched to  
> 3ds (makes me think if I should follow ...) here's to you all:  
>  
> Apparently there was a switch (or several ?) between version 2.0 and 3.0 of the  
> format encodings in the project files; proof: Mike Miller's wonderful  
> fighter sequence (in the space.imp project) of "3D Modeling Lab" (disk 1)  
> builds smoothly under version 2.0 and crashes in version 3.0. (The book of the  
  
> Waite Group contains the PC 2.0 version and I bought the upgrade directly  
> from Imagine)  
>  
> As Imagine apparently won't lay open the structures of their different formats  
  
> (though there seems to be some information about the object chunk IFF encoding  
  
> available but not officially i.e. in the manual) one depends completely on  
> them holding the formats stable - what they DON'T !!!  
>

Yes! I think that Imagine should go public with their formats.

---

> As I was planning to use Imagine for a long-term project i.e. building a 3-Database  
 > of architectural primitives I feel very uneasy and have stopped development,  
 > even considered switching to a product with an "open" structure (i.e. real3D).

>  
 > As long as Imagine seems even unwilling to inform Steve Worley (of ESSENCE fame)  
 > about internal coding structures (there was a letter saying so in this mailing  
 > list) I have to regard them as a bunch of youngsters with the attitude "this is  
 > my toy and I won't allow other boys to play with it".  
 >

Steve Worley wrote a spec. on the older formats (v2.0 and prev.). I guess we're gonna have trouble making any free utilities for v3.0 and up. That's a shame. Money, money, money... blehhhh!

> Hope the fans prove me wrong and can explain to me how to solve the problem.  
 > I am used to build my work on REAL tools (like POSTSCRIPT, ANSI C and X-Windows)  
 > which are well documented AND stable and won't lose my resources on products  
 > where users depend upon the mercy of their Creators.  
 >

Me too! I hate "magic"/undocumented un-standards! :(

> W.S.  
 >  
 > P.S. O'course IMAGINE is a fine tool - but how do you use a wrench that's  
 > shapeshifting every now and then (or even worse: which won't fit around the same  
 > tube you worked upon last year ?)  
 >  
 >  
 >  
 > --  
 > wolfram schwenzer  
 > Internet : schwenzr@nemeter.dinoco.DE  
 >  
 >

```

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

```

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## 1.173 MSG-170 Subject: Re: BIG picture. How to xfer to Mac?

Subject: Re: BIG picture. How to xfer to Mac?  
Date: Thursday, 13 October 1994 08:54:29  
From: Mikael\_Ostergren@p36.anet.bbs.bad.se (Mikael Ostergren)

-----

In a message of 10 Oct 94 Donald DeCosta wrote to me:

DD> From: Donald DeCosta <dond@crl.com>  
DD> To: Mikael Ostergren <Mikael\_Ostergren@p36.anet.bbs.bad.se>  
DD> On Sat, 8 Oct 1994, Mikael Ostergren wrote:

>> Hello girls and boys!

>> A little while ago I asked about a Mac Adobel to PC Adobel converter.  
>> Everything is ok now. I found both Amiga and PC tools to do the work.

DD> Would you mind a quick summary to the list (or to me personally?)

On the PC(x86) I found a tool called REFONT14.ZIP and for the Amiga some one told me to look for a util called fontconv.lha. The Amiga program was on AmiNet and the PC converter, don't remember the address, on a FTP site. The address to the FTP site was found in the PC\_MSDOS\_FONT\_FAQ via WWW.

.--  
| FidoNet: 2:201/411.36 Internet: Mikael\_Ostergren@p36.anet.bbs.bad.se |  
| CompuServe 100303,2 Internet: micce@aktiv.se (work) |  
--'

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## 1.174 MSG-171 Subject: WarpEngine and Imagine

Subject: WarpEngine and Imagine  
Date: Thursday, 13 October 1994 08:54:36  
From: MIKEL@Tecmania.tms.mc.org (Michael Wirth)

-----

Hi,  
I'm working on an A3000/25 with Imagine 3.0 and want to upgrade my Amiga with a 68040-Board. What comes to my mind is the WarpEngine and the Cyberstorm040, but the Cyberstorm040 is not yet available for the A3000. The WarpEngine should be available these days in Germany, is the WarpEngine/A3000 available now in the USA?

---



My question is, what rendering-speed can I expect from a WarpEngine with 40 MHz?

How many times faster will Imagine render my scenes?

I think I've read in a magazine, that Imagine is 5-6 times faster on an A4000/040 than on an A3000, so can I expect 8-10 times shorter render-times with a WarpEngine 40 MHz?

Does anybody have a WarpEngine in an A3000 or A4000/030 who can compare the rendering-speed with an without WarpEngine directly?

Many thanks in advance...

-----  
Michael Wirth (mikel@tecmania.rara.sub.org)  
-----

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## 1.175 MSG-172 Subject: Re: LW PC ported???

Subject: Re: LW PC ported???  
Date: Thursday, 13 October 1994 08:56:56  
From: Derek Hardison <derekjh@pd.org>

-----  
RE: redraw times -- Amiga vs IBM  
My experience in direct comparison between A4000 and 486/66/ stealth video card was that the Stealth was 4 times faster in redraw. I still bought lots of Amigas -- but I did lust after the redraw speed.  
Where's my 060 !!!!!!! Motorola -- you listennenenen??

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

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**1.176 MSG-173 Subject: Re: Brush Maps**

Subject: Re: Brush Maps  
Date: Thursday, 13 October 1994 09:00:08  
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

-----

Has anybody noticed or had a problem with overlapping brushmap objects producing black areas where they overlap? I use the filter map/color brush map technique quite a bit, especially for foliage, which was working fine in V2.0. Of course, this was totally broken in V2.9. It is supposed to be fixed in V3.0/V3.1 but now I am running into this overlap/black area problem.

What I do is take a primitive plane, apply a filter map and a color map, say of a leaf, and the area that is not part of the leaf is transparent.

OK, fine, works in scanline and trace. Now, take another leaf filter/brushmap object and place it in the foreground in front of the previous filter/brushmap leaf object and the area that overlaps in the view produces a black area in scanline mode. In trace mode, it is OK. I sure hope this is not another bug in the continuing fix the brushmap/break the brushmap/fix the brushmap/oops, brushmap not totally fixed/fix the fixed brushmap/ oops, the fixed brushmap is still partially broken/ fix the fixed brushmap that wasn't totally fixed/ and so on.

-----  
From: imagine-relay

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**1.177 MSG-174 Subject: Fw:Re: V2.0->3.0 format changes ?**

Subject: Fw:Re: V2.0->3.0 format changes ?  
Date: Thursday, 13 October 1994 09:01:58  
From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

-----

Wolfram,

Re. format changes,

> Steve Worley wrote a spec. on the older formats (v2.0 and  
>prev.). I guess we're gonna have trouble making any free utilites for v3.0  
>and up. That's a shame. Money, money, money... blehhhh!

I'm not sure if this is the sort of thing you're looking for, but I've recently sent an update to Glenn Lewis (author of T3DLIB) which allows the staging file compiler/decompiler to handle both Imagine 2.0 and Imagine 3.0

---

staging files. I don't know when he is planning on releasing it.

Rob

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

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### 1.178 MSG-175 Subject: Re: V2.0->3.0 format changes ?

Subject: Re: V2.0->3.0 format changes ?  
 Date: Thursday, 13 October 1994 09:02:32  
 From: changc9@rpi.edu (Cedric Georges Chang)

-----

On Oct 12, 9:14am, Edwin Phillips wrote:

> Yes! I think that Imagine should go public with their formats.  
 >  
 > Steve Worley wrote a spec. on the older formats (v2.0 and  
 > prev.). I guess we're gonna have trouble making any free utilites for v3.0  
 > and up. That's a shame. Money, money, money... blehhhh!

Imagine HAS made the specs for texture formats public. The official reason they released them so late was because they wanted to wait until Imagine 3.0 was finished in case they decided to make any last minute changes in the format. As far as making free utilities, there have already been several PD textures posted in this mailing list.

Cedric

--

```
-----
Cedric Chang           Mechanical Engineer           // Amiga 3000 '040
changc9@rpi.edu        Rensselaer Polytechnic Institute \X/ EGS Piccolo
-----
```

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### 1.179 MSG-176 Subject: ModePromoting

Subject: ModePromoting  
 Date: Thursday, 13 October 1994 09:03:27

---

From: kxs156@psu.edu (Kaspar Stromme)

---

I am really interested in the mode-promotion utility for Imagine mentioned on the list earlier this week. As far as I recall it was a 14k file. Compared to much of the UUencoded stuff I have received lately (including 6 copies of the brightmap etc textures) I see no reason why this small utility couldn't be posted to the list.

ks

---

Kaspar Stromme  
kxs156@email.psu.edu

40mhz68030/'882;9MB;340MB  
DCTV true-color system

PC-MAC = PoliticalCorrect-MindAbsentComputing

---

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## 1.180 MSG-177 Subject: Re: V2.0->3.0 format changes ?

Subject: Re: V2.0->3.0 format changes ?  
Date: Thursday, 13 October 1994 09:09:43  
From: Edwin Phillips <flaregun@strauss.udel.edu>

---

On Wed, 12 Oct 1994, Cedric Georges Chang wrote:

> On Oct 12, 9:14am, Edwin Phillips wrote:  
> > Yes! I think that Imagine should go public with their formats.  
> >  
> > Steve Worley wrote a spec. on the older formats (v2.0 and  
> > prev.). I guess we're gonna have trouble making any free utilites for v3.0  
  
> > and up. That's a shame. Money, money, money... blehhhh!  
>  
> Imagine HAS made the specs for texture formats public. The official reason  
> they released them so late was because they wanted to wait until Imagine 3.0  
> was finished in case they decided to make any last minute changes in the  
> format. As far as making free utilities, there have already been several  
> PD textures posted in this mailing list.  
>

Where are they? Spec.'s for the OBJ, staging files, textures, attribute files, etc... ???

Does anyone know if the format for ANM is the same as ANM's that can be created with Deluxe Paint Animation (Electronic Arts)? Also, this

---

program (PC/MSDOS) creates LBM files. Are these the same as the amiga ILBM files? It'd be nice if they were. DPA will also save in PCX, an brush format PCC (which seems to just be a non-320x200x256 PCX file) and an 'animated brush' format. Has anyone used these formats with Imagine?

Thanks,  
Ed

Imagine PC Version 2.0

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

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## 1.181 MSG-178 Subject: ModePro uploaded to Aminet

Subject: ModePro uploaded to Aminet  
Date: Thursday, 13 October 1994 12:26:30  
From: cbh@vision.auc.dk (Christian Hoej)

-----  
Hi All suffering Imagineers!

I have uploaded the ModePromotion utility Michael Rivers (mrivers@tbag.tscs.com) mentioned earlier this week. It will give Imagine the 3D-look of WB 2+. It needs WB 3.x and might work with WB 2.1.

You can find it on Aminet in a couple of days. The filenames are:

ModePro.lha  
ModePro.readme

Christian Hoj

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## 1.182 MSG-179 Subject: LBM format (Was :Re: V2.0->3.0 format changes ?)

Subject: LBM format (Was :Re: V2.0->3.0 format changes ?)  
Date: Thursday, 13 October 1994 12:57:29  
From: "Frank.VanDerAuwera" <fvdauwer@psws.uia.ac.be>

---

---

On Wed, 12 Oct 1994, Edwin Phillips wrote:

```

.....8< 8<
> can be created with Deluxe Paint Animation (Electronic Arts)? Also, this
> program (PC/MSDOS) creates LBM files. Are these the same as the amiga
> ILBM files? .....8.8< 8< .....
>
> /*****
>
> /* Ed Phillips flaregun@strauss.udel.edu University of Delaware */
>
> /* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */
>
> /*****/
>
Well, I don't know about the LBM files specifically created by Imagine
PC, but the "LBM" attachment is a more or less standard way for PC
programs to identify Amiga-type ILBM files, yes. The graphic workshop,
for example, uses the2 same LBM tag.

```

Frank Van der Auwera  
University of Antwerp library

fvdauwer@uia.ac.be  
fauwera@lib.ua.ac.be

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## 1.183 MSG-180 Subject: Brightmap.itx

Subject: Brightmap.itx  
Date: Thursday, 13 October 1994 16:08:18  
From: SOCJROB1@liverpool-john-moores.ac.uk (JOHN ROBINSON)

---

So, after several days of trying, I still can't work out how to use Milan's Brightmap texture. In fact, I'm not even sure what it's for. I assume it's used in conjunction with a brushmap and creates unshaded areas by keying of a particular colour on the brushmap...am I right or wrong??!

John Robinson socjrobl@uk.ac.livjm  
John-Moores University, Liverpool, UK.

---

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## 1.184 MSG-181 Subject: Re: LW PC ported???

Subject: Re: LW PC ported???  
Date: Thursday, 13 October 1994 17:45:42  
From: changc9@rpi.edu (Cedric Georges Chang)

-----  
On Oct 12, 10:30pm, Derek Hardison wrote:

> My experience in direct comparison between A4000 and 486/66/ stealth  
> video card was that the Stealth was 4 times faster in redraw. I still  
> bought lots of Amigas -- but I did lust after the redraw speed.

I am not sure about the effects on an A4000 since it has the AGA chipset, but  
on my A3000, just by adding a Piccolo 24 bit graphics card, redraw times  
are much faster.

Cedric  
--

-----  
Cedric Chang                      Mechanical Engineer                      // Amiga 3000 '040  
changc9@rpi.edu      Rensselaer Polytechnic Institute      \X/    EGS Piccolo  
-----

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## 1.185 MSG-182 Subject: Re: LBM format (Was :Re: V2.0->3.0 format changes ?)

Subject: Re: LBM format (Was :Re: V2.0->3.0 format changes ?)  
Date: Thursday, 13 October 1994 18:48:03  
From: Stephen Wilkinson <wilks@lbm.com>

-----  
On Oct 13, 10:46am, Frank.VanDerAuwera wrote:

> Subject: LBM format (Was :Re: V2.0->3.0 format changes ?)  
> On Wed, 12 Oct 1994, Edwin Phillips wrote:  
> > can be created with Deluxe Paint Animation (Electronic Arts)? Also, this  
> > program (PC/MSDOS) creates LBM files. Are these the same as the amiga  
> > ILBM files? .....8.8<      8< .....  
> >

---

```
[snip]
> >
> Well, I don't know about the LBM files specifically created by Imagine
> PC, but the "LBM" attachment is a more or less standard way for PC
> programs to identify Amiga-type ILBM files, yes. The graphic workshop,
> for example, uses the2 same LBM tag.
[snip]
>-- End of excerpt from Frank.VanDerAuwera
```

LBM Files on the PC are not quite the same as ILBM files on the Amiga. They almost always have a depth field in the BMHD of 8 and they are in a "Chunky" format rather than the usual Amiga interleaved bitmaps. In summary, same file structure, different data format within the BODY chunk.

Stephen

---

Stephen Wilkinson      wilks@lbm.com  
 Sr. Software Engineer  
 LB&M Associates

"Programming is like pinball. The reward for doing it well is the opportunity to do it again."

---

```
#define OPINION               (myown)
#define COMPANYOPINION (~myown)
```

This message created using 87% recycled neuro-transmitters

--

Stephen

---

Stephen Wilkinson      wilks@lbm.com  
 Sr. Software Engineer  
 LB&M Associates

"Programming is like pinball. The reward for doing it well is the opportunity to do it again."

---

```
#define OPINION               (myown)
#define COMPANYOPINION (~myown)
```

This message created using 87% recycled neuro-transmitters

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## 1.186    MSG-183 Subject: DIGIMAX - why does the offer last so little time ?

Subject: DIGIMAX - why does the offer last so little time ?  
 Date:      Thursday, 13 October 1994 19:54:49  
 From:      MICHAEL RICHARDS <mhr@aber.ac.uk>

-----

Dear All.

---



Just going to vent a little spleen here - I hope you don't mind - I'll clear up afterwards. Its October 13th and I've just received my first Imagine newsletter in which Impulse seem to want us to spend more money with them.

Okay, this 3D digitiser looks pretty cool, \$500 - very nice indeed, but the offer ended on OCTOBER 1ST. Now if I want it I have to pay \$1000. What is the point of shipping details about an offer that has already ended ?

This isn't good enough, either Impulse starts realising there \*IS\* a world outside the USA or they won't get any business. Is it possible to either ship the newsletter by airmail or to give some extra time for those of us in the outside world to order the goods ? Impulse mention their commitment several times in the letter, well there seems to be very little of it in evidence.

Mike.

You can reach Mike Richards at the following address ... (if you're that desperate).

mhr@aber.ac.uk

```

/@\          \|/
'-\ \  _____ - 0 -
   \|/ \ / \ / \| \ _
   \_i / \ | \_____/ /
      | |=| |-----/
-----hn/--hn/-----

```

---- Why not drop me a line ...? -----

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## 1.187 MSG-184 Subject: PCHG format

Subject: PCHG format  
 Date: Thursday, 13 October 1994 23:21:17  
 From: Mike McCool <mikemccool@efn.org>

Hey guys, guyas,

I was at our local amiga user's group meeting last night, and a fellow was displaying some pix in this format. I'd seen it before, even played with it a little in an old version of HamLab I've got--but he was displaying pix in Hi-Res HAM interlace mode on his 3000 (ECS), and they looked like AGA. It was quite brilliant. Made my mouth water.

Anybody tried this format? Can it be animated? It must be a much newer version of HamLab+ that he was using to do the conversions, because when I went back and looked at my version, there was no way in hell to make it show anything in Hi-Res Ham. I'd always thought these two formats were mutually exclusive.

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### 1.188 MSG-185 Subject: Re: DIGIMAX - why does the offer last so little time ?

Subject: Re: DIGIMAX - why does the offer last so little time ?  
Date: Thursday, 13 October 1994 23:31:17  
From: Douglas Rudd <rudd@plk.af.mil>

-----

>  
> Okay, this 3D digitiser looks pretty cool, \$500 - very nice  
> indeed, but the offer ended on OCTOBER 1ST. Now if I want it I have to  
> pay \$1000. What is the point of shipping details about an offer that  
> has already ended ?  
>  
Drop them a line or email Mike Halverson (76004.1767@compuserve.com).  
Don't flame, just explain. I doubt he is all that ridged, and I am sure  
he would extend the offer for all international customers.

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."

-----

They will get my Amiga from me when they pry it from my cold, dead hands.  
-----

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### 1.189 MSG-186 Subject: Re: DIGIMAX - why does the offer last so little time ?

Subject: Re: DIGIMAX - why does the offer last so little time ?  
Date: Thursday, 13 October 1994 23:54:40  
From: joec@ensoniq.com (Joe Cotellese)

-----

---

> Ths isn't good enough, either Impulse starts realising there  
>\*IS\* a world outside the USA or they won't get any business. Is it  
>possible to either ship the newsletter by airmail or to give some  
>extra time for those of us in the outside world to order the goods ?  
>Impulse mention their commitment several times in the letter, well  
>there seems to be very little of it in evidence.  
>  
>  
Actually, Mike I just received my newsletter last week as well. I still haven't gotten enough information about it though like how does it digitize, what is the resolution. All I have heard so far is "it's easy, it's great, buy it".

If anyone has any HARD specs on this thing I would love to see it.

Joe Cotellesse

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## 1.190 MSG-187 Subject: Re: PCHG format

Subject: Re: PCHG format  
Date: Friday, 14 October 1994 00:59:14  
From: kkalnasy@bvu-lads.loral.com (Kent Kalnasy)

-----  
At 1:00 PM 10/13/94, Mike McCool wrote:

>Hey guys, guyas,  
>  
> I was at our local amiga user's group meeting last night, and a  
>fellow was displaying some pix in this format. I'd seen it before, even  
>played with it a little in an old version of HamLab I've got--but he was  
>displaying pix in Hi-Res HAM interlace mode on his 3000 (ECS), and they  
>looked like AGA. It was quite brilliant. Made my mouth water.  
>  
> Anybody tried this format? Can it be animated? It must be a much  
>newer version of HamLab+ that he was using to do the conversions, because  
>when I went back and looked at my version, there was no way in hell to  
>make it show anything in Hi-Res Ham. I'd always thought these two formats  
>were mutually exclusive.

Created by Sebastiano Vigna of Italy, PCHG allows for separate palettes for each scan line. The general idea was tried before, but the other formats were crude and limited compared to PCHG. Depending on the image, PCHG can be the ultimate format for image display on an ECS system. Unfortunately, other than HamLab+, few packages support it. Mostra, also from Seba, will display PCHG pictures. I don't know if it can be animated, but I suspect not. It is well designed and documented.

---

---

Kent Kalnasy (speaking only for me) kkalnasy@bvu-lads.loral.com  
Loral Advanced Distributed Simulation, Inc. Bellevue, Washington

---

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## 1.191 MSG-188 Subject: Re: Amazing et al

Subject: Re: Amazing et al  
Date: Friday, 14 October 1994 01:33:47  
From: joec@ensoniq.com (Joe Cotellesse)

---

>  
>>> I redrew the imagine GUI in Dpaint to see what it would look like if  
>>> complied to the C= Styleguide. It made we wonder why they haven't don  
>>> this ages ago.  
>>>  
>>> I would think the requesters would be faster as well if they used  
>>> standard OS windows. The ones they use now aren't really the fastest.  
>>>  
>  
>>I think Impulse used their own interface because of compatibility  
>>problems with MS-DOS users. They can't use the ASL requesters.  
>  
>I dont't think the user interfaces have to be similar. If you look at  
>Real3D, the windows version follows the windows look, and the amiga  
>version is fully style guide compliant. Still the the two versiona are  
>compatible, and you can move projects between them without problems.  
>  
>Impulse are denying the amiga users all the benefits we could get  
>from a Style Guide user interface, because this will not be identical on  
>the PC. And I don't like it.

Actually, using a PC all day long and then using Imagine for the PC at night  
I gota tell you that I really don't care if the Amiga and PC versions are  
identical. The interface should be a seperate layer from the renderer.  
That way when they port it to other OS's they can make the interface  
consistant with the rest of that environment.

Obviously, alot can be said for reusing code, I am using a re-targetable app  
framework at work. BUT when my code is retargeted to other systems it keeps  
the fundamental layout (where possible) of that system (i.e., one set of  
code for the MAC and PC. The PC version looks like Windows and the Mac  
looks like a Mac.)

The Imagine interface (sadly) is showing signs of age. I believe it will

---

remain successful on the Amiga platform but when put up against other PC based renderers I think it may come up short.

Anyway, just my 3 cents (inflation) worth.

Joe Cotellesse

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## 1.192 MSG-189 Subject: RE: DIGIMAX - why does the offer last so little time ?

Subject: RE: DIGIMAX - why does the offer last so little time ?  
Date: Friday, 14 October 1994 02:33:06  
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

-----

Well, I live in the USA and I didn't get my newsletter until September 28, so that is not too far away from the October 1st expiration date. Actually, when I called Impulse to sign up for the upgrade plan (about 4 weeks prior to receiving the newsletter), I asked about the Digimax offer and they said the deal was good 30 days from the receipt of the newsletter. Whether they honor this or not is another matter. Impulse said their first lot of Digimax was almost sold out anyway (back then), supposedly about 100 units or so, from advance orders, so the newsletter offer would have to come from the second lot anyway. Impulse has stated that they will only reply to written customer response and questions, so that may be your best bet to see if they will honor the "30 days from receipt of the newsletter" offer. It may seem like a pain in the butt, but it is only the cost of a stamp and waiting for snailmail. Also, another option is if you have or know somebody with a Compuserve account and have them ask Impulse there. Apparently, Impulse considers the Compuserve forum a more professional customer communication medium and you may get an answer faster there.

The Digimax looks pretty cool and it would be very competitive with current digitizers on the market. But there is not enough information regarding its operation to suit me. According to Impulse, it is a "no-brainer", therefore no need for specifications. This bothers me a little since most digitizers on the market require a point-by-point digitization and require a program to create the polygons from the individual points and I would like to know more details how the Digimax is doing these things. The Digimax looks like a little lathe with the digitizer probe on a turn-screw on one side. I doubt that you can just turn the object on the chuck, have the probe finger travel the length of the object and automatically create a polygon object. So do you turn the object like 2 degrees, then push a button and the point is digitized, then turn the object another 2 degrees, push the button again, and so on? Heck, if there is a program that will read these individual points and turn them into a polygon mesh, that alone would be really interesting and valuable. Also, it seems a little too limited in the range of objects that could be

---

digitized. The example shows a car model being digitized which would be ideal but what about more organic shapes like a human hand? Or a dinosaur? It would take a model first of all, then an axis of rotation would have to be determined, and there would be a lot of places where the probe would have a difficult time making contact with the surface. Of course, this is all speculation on my part, not ever having seen it in operation. I just don't like this idea of buying a pig-in-the-poke. Just my over-inflated \$.02 worth. CYA!!!

-----

From: imagine-relay

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### 1.193 MSG-190 Subject: Re: DIGIMAX - why does the offer last so little time ?

Subject: Re: DIGIMAX - why does the offer last so little time ?  
Date: Friday, 14 October 1994 05:32:39  
From: Kent Marshall Worley <mumu@america.net>

-----

On Thu, 13 Oct 1994, MICHAEL RICHARDS wrote:

> Dear All.

>

> Just going to vent a little spleen here - I hope you don't  
> mind - I'll clear up afterwards. Its October 13th and I've just  
> received my first Imagine newsletter in which Impulse seem to want  
> us to spend more money with them.

>

> Okay, this 3D digitiser looks pretty cool, \$500 - very nice  
> indeed, but the offer ended on OCTOBER 1ST. Now if I want it I have to  
> pay \$1000. What is the point of shipping details about an offer that  
> has already ended ?

>

I am in Atlanta GA. USA and I still haven't recieved a newsletter. I had to call them to order my 3.1 upgrade. Once they got that 100\$ they got the software to me real quick.

I agree their newsletter is a joke. They should spend their time and energy on better things. Maybe they could post the newsletter on the IML and I am sure it would spread through local BBS's much faster than their current newsletter does.

Kent Worley

one more thing about the newsletter. I have had Imagine since 2.0 came out and I have recieved 2 newsletters. wow.

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## 1.194 MSG-191 Subject: Re: PCHG format

Subject: Re: PCHG format  
Date: Friday, 14 October 1994 05:39:41  
From: Mike McCool <mikemcoo@efn.org>

---

Thanks, Kent, for your feedback about pchg format. It sure looked great on this fellow's 3000. At first I assumed he had a graphics board in, because it was showing on a multi-sync monitor, and it looked that good.

But to calm my skeptical heart, he copied out one of the pic files and imported it to another machine at club, an A600, and it looked exactly the same, and as good.

And he was using ViewTek to display the pix. I believe he was even getting the proprietary viewer in DOpus to display them, as well. Seems like he also had AdPro running in the background, and it was recognizing and describing the pix as they were viewed in the foreground.

I have AdPro 2.3, and even 2.5, though I haven't installed it yet. I can find only vague reference to pchg format. I didn't think to copy one of the fellow's pix, so I could bring it home and try it out on my machine, to see what AdPro said about it. And my version of HamLab+ isn't registered. It's the demo version, and, though it claims to be intact but for a 500+ pixel-limit for pic size, I sure can't get it to display that HiRes Ham Laced image.

There's the tantalizing feeling that, since all these other operators recognize the format, it may be animatable. (Superview will also display pchg pix. That makes sense, since its author also developed HamLab+).

And in case this seems far afield from Imagine, the object is to display my imagine movies in this amazing format, at least till my 24-bit ship comes in.

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## 1.195 MSG-192 Subject: Re bright

Subject: Re bright  
Date: Friday, 14 October 1994 09:02:12

---

From: D.Haines@unsw.edu.au

---

Howdy all

Yes, I too have had trouble with Milans bright texture, any one figure it out.  
Milan, you out there, got any hints.

SOME ONE SAVE THE AMIGA QUICKLY ! ITS TAKING TOO LONG ....

David Haines  
College of Fine Arts  
Phone: +61 +2 +339-9555  
Fax: +61 +2 +339-9506

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## 1.196 MSG-193 Subject: Re: DIGIMAX - why does the offer last so little time ?

Subject: Re: DIGIMAX - why does the offer last so little time ?  
Date: Friday, 14 October 1994 09:18:19  
From: plucas@vt.edu (Perry Lucas)

---

> one more thing about the news letter. I have had Imagine since 2.0 came  
> out and I have recieved 2 newsletters. wow.

ha, I have had it since 1.0 and only have received 4 newsletters and I still  
haven't gotten the latest one...

BTW: Does anyone out there have their own documentation on Imagine.  
I haven't really played with it all that much, I am just starting to get  
into it,  
but I am finding that even their new revised manual still has its major  
lackings to it...Their almost their, but still falling short on the manual  
department...

Perry Lucas  
plucas@vt.edu  
"Imagine 3.0 pc"

---



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### 1.197 MSG-194 Subject: V.3.0

Subject: V.3.0  
Date: Friday, 14 October 1994 13:18:29  
From: Zdenek SARA - FEL <SARA1@fenix.zcu.cz>

---

I'm user of Imagine 2.0. Can You advice me where can I get  
Imagine 3.0 and what's about its price ?

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### 1.198 MSG-195 Subject: Re: V.3.0

Subject: Re: V.3.0  
Date: Friday, 14 October 1994 17:03:56  
From: plucas@vt.edu (Perry Lucas)

---

> I'm user of Imagine 2.0. Can You advice me where can I get  
>Imagine 3.0 and what's about its price ?

Through Impulse for \$100.00

Perry Lucas  
plucas@vt.edu

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### 1.199 MSG-196 Subject: Re: DIGIMAX - why does the offer last so little time ?

Subject: Re: DIGIMAX - why does the offer last so little time ?  
Date: Friday, 14 October 1994 18:41:41  
From: joec@ensoniq.com (Joe Cotellesse)

---

---

> I am in Atlanta GA. USA and I still haven't recieved a newsletter. I had  
>to call them to order my 3.1 upgrade. Once they got that 100\$ they got  
>the software to me real quick.  
> I agree their newsletter is a joke. The should spend their time and  
>energy on better things.  
>

I wouldn't be too hard on them Kent. I would rather get some information about new products then nothing. For all of our complaints at least they have some method of communicating to there users. Most companies do not.

Joe Cotellese

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## 1.200 MSG-197 Subject: RE: BRUSH MAPS

Subject: RE: BRUSH MAPS  
Date: Friday, 14 October 1994 22:55:43  
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

---

Greg,

Thanks for this information! It seems that no matter how much I look over the preferences, there is always some setting that I have overlooked or don't fully understand its purpose. This was a big one for me and I am sure glad it is not a bug.

-Ted

-----  
From: greg.tsadilas

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## 1.201 MSG-198 Subject: Re:brush map overlap

Subject: Re:brush map overlap  
Date: Saturday, 15 October 1994 00:33:16

---

From: ANIEMANN <aniemann@rbml01.rbcm.gov.bc.ca>

---

to Stethem Ted:

YES!! had same problem with overlapping transparent areas showing up a black. That was in version 3.0. The project was dropped at the time, and I have not had time to investigate further. I was going to phone Impulse but never got around to it. Nice to see you having the same problem.  
andy

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## 1.202 MSG-199 Subject: Re: DIGIMAX - why does the offer last so little time ?

Subject: Re: DIGIMAX - why does the offer last so little time ?  
Date: Saturday, 15 October 1994 04:57:36  
From: John Prusinski <jprusins@cybergrafix.com>

---

> Just going to vent a little spleen here - I hope you don't  
> mind - I'll clear up afterwards. Its October 13th and I've just  
> received my first Imagine newsletter in which Impulse seem to want  
> us to spend more money with them.  
>  
>  
> Ths isn't good enough, either Impulse starts realising there  
> \*IS\* a world outside the USA or they won't get any business. Is it  
> possible to either ship the newsletter by airmail or to give some  
> extra time for those of us in the outside world to order the goods ?  
> Impulse mention their commitment several times in the letter, well  
> there seems to be very little of it in evidence.  
>  
> Mike.  
>

Mike, count your blessings if you receive a newsletter at all! I've owned almost every Impulse 3D product since Silver in 1988, and last year I got dropped off the mailing list for the newsletter for no apparent reason. I called several times over a period of months and each time was told I would be re-instated, but I never got another newsletter. The last time I called I was told I would have to put my request in writing in case I was just pretending to be who I said I was! I wrote a (probably over-) annoyed letter to Mike Halvorson about this, and he had the courtesy to

---

call me back personally about it. However, I STILL have never received another newsletter... I've given up. If Impulse wants me to buy anything else, they're probably going to have to show up on my doorstep with it!

--

```
-----
| John Prusinski           | "Consciousness is no better |
| jprusins@cybergrafix.com | than the quality of the    |
|                           | codes that convey it."     |
|                           | - T. McKenna               |
|                           |                             |
-----
```

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### 1.203 MSG-200 Subject: Alpha texture revisited.

Subject: Alpha texture revisited.  
Date: Saturday, 15 October 1994 09:51:07  
From: mdrivers@tbag.tscs.com (Michael Rivers)

-----  
Just curious, what did those of you who recieved the Alpha texture think of it and the 4 other textures? Were they at all usefull? Any problems?

(please don't spare my feelings, if you think they're crap, just say so! :^)

BTW I've got 2 more in the works.  
(BrightWhite makes white bright(won't work with colors :( )  
& Flare creates a 'flare' around the textures axis(this one is neat))

```
-----
| Commodore failure. Press mouse button to continue |
| Guru Meditation $83500000 Task : $00000CBM        |
|-----
```

A4000/060/90mhz WOW! this is fast.  
140 Mips 50 Mflops.

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### 1.204 MSG-201 Subject: Command Line Parameters

---

Subject: Command Line Parameters  
Date: Saturday, 15 October 1994 10:33:33  
From: CaptKurt@aol.com

-----  
Imagineers,

While I realize that this has been hashed over many times, I thought that I would add my two cents worth.

Imagine would be much more easy to use if it could accept command line parameters into the Project Editor. While I realize that this would not give you Arexx users, the power that you want, it would give some control. It would also be easy to implement on the Amiga as well as the PC.

Some parameters could be 1) what project&sub-project to open, 2) what range to select, 3) render, 4) make into an anim, 5) turn off video display, 6) ???

With even these few parameters, both Arexx scrips and DOS batch file could be written to automate renderings, and movie creation. This would make Imagine begin to rival other programs which do have these features.

Kurt

P.S. Does anyone know if Imagine can be run using a monochrome video display. I am setting up a computer that will only render, I do all display, modeling, etc on another machine. If possible I do not want to have to buy a vga card just to sit in the machine (it will not even have a monitor)

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## 1.205 MSG-202 Subject: Re: Imagine 4 Everybody!

Subject: Re: Imagine 4 Everybody!  
Date: Sunday, 16 October 1994 03:36:32  
From: Charles Blaquiere <bla@io.org>

-----  
On Mon, 3 Oct 1994, Michael Rivers wrote:

> In the Stage: display the object's path(when using a path object or  
> just tweening between frames) like Lightwave, with dots showing where the  
> object will be in preceding and following frames, with the new spline  
> movements it is a pain to tell where the object will be between keys(sometime  
> the object just shoots off into never never land).

---

Michael, here's a way to get more or less what you want: turn on Bluing, and turn off any unwanted layers. Then move to the previous frame and back, or to the next frame and back. Clumsy? Well, a bit. But it'll let you have (half of) your cake without having to wait months for an upgrade that may address this.

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## 1.206 MSG-203 Subject: Re: Mirror

Subject: Re: Mirror  
Date: Sunday, 16 October 1994 04:04:35  
From: Charles Blaquiere <blaq@io.org>

-----  
Sebastien,

well, I'm certainly not the one with the best, honed-to-perfection mirror attributes, but since 4 days have elapsed and you haven't got an answer, I'll give in and stick my neck out.

A mirror is highly reflective, so "Reflect" should be set very high. However, metals tend to have a bluish tint, and the glass in front of the mirror tends to have a greenish tint. This means your object should reflect more green and blue, so (240,255,250) would be a good start. Leave Filter and object color at (0,0,0). Presto, you have a mirror.

Of course, remember that a mirror, glass, or metal object have to have something to reflect! Your mirror, suspended alone in Imagine's black, empty workspace, will reflect... well, black empty space. In Trace mode, simply add objects around your mirror and make sure their reflection would be seen from the camera. In scanline, you must use a reflection map, which is an image that simulates the world surrounding the object. Reflection maps can be loaded into an object's Attributes/Add Brush requester (Imagine 3.0/3.1 only, select Reflection), or in the Action editor's Globals Actor bar (Global reflection map). Since Scanline is many, many times faster than Trace, many Imagineers -- and MOST of the ones who do animation, as opposed to single still frames, use every trick in the book to avoid Trace altogether.

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## 1.207 MSG-204 Subject: Re: Wizard'S Tutorial

---

Subject: Re: Wizard'S Tutorial  
Date: Sunday, 16 October 1994 04:24:33  
From: Charles Blaquiere <blaq@io.org>

-----  
Massimiliano,

What a message! Not only a swashbuckling reply to Wizard, but some important information, including an astounding "fake shadows" trick. Where have you been hiding all this time? I am duly impressed and am bowing as far down as my computer desk will allow.

I'm Intensely looking forward to more enlightening material from a true Imagine wizard. B^)

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## 1.208 MSG-205 Subject: TDDDinfo.lha where ?

Subject: TDDDinfo.lha where ?  
Date: Sunday, 16 October 1994 04:54:46  
From: wolfram schwenzer <schwenzr@golem.nemeter.dinoco.de>

-----  
Hi Netters,

Having tried in vain to find it on the usual aminet-sites (wuarchive.wustl.edu & its mirrors ftp.doc.ic.ac.uk , freebsd.cdrom.com) I'm still in need of TDDDinfo.lha which should contain format information for Imagine files (Yes I' ve found the TDDDlib's, but I need the raw info to understand how to code a model generator).

Any other hints for Info about Imagine's data formats are also highly welcome.

Thanks.

W.S.

--  
wolfram schwenzer  
Internet : schwenzr@nemeter.dinoco.DE

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**1.209 MSG-206 Subject: Amazing et al**

Subject: Amazing et al  
Date: Sunday, 16 October 1994 08:27:41  
From: torgeir.holm@tbc.bbs.no (Torgeir Holm)

-----  
>Actually, using a PC all day long and then using Imagine for the PC at  
>I gota tell you that I really don't care if the Amiga and PC versions a  
>identical. The interface should be a seperate layer from the renderer.  
>That way when they port it to other OS's they can make the interface  
>consistant with the rest of that environment.

>Obviously, alot can be said for reusing code, I am using a re-targetabl  
>framework at work. BUT when my code is retargeted to other systems it k  
>the fundamental layout (where possible) of that system (i.e., one set o  
>code for the MAC and PC. The PC version looks like Windows and the Mac  
>looks like a Mac.)

That's How it should be.

>The Imagine interface (sadly) is showing signs of age. I believe it wi  
>remain successful on the Amiga platform but when put up against other P  
>based renderers I think it may come up short.

Comparing GUIs with LightWave and Real3D, imagine looks really  
bad. If they don't do anything soon, impulse will lose a lot of users.  
The interface of Real3D is really great. It works in much the same way  
as Wavefront.

Torgeir

torgeir.holm@tbc.bbs.no

-----  
+-----+  
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |  
+-----+

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**1.210 MSG-207 Subject: Re Smoke Particles**

Subject: Re Smoke Particles  
Date: Sunday, 16 October 1994 20:48:10  
From: Massimiliano Marras <MC1606@mclink.it>

---



---

D.Haines@unsw.edu.au wrote "Re Smoke particles":

> the use of cube particles for smoke and also the large size of these  
 > particles [...] the smoke look like smoke and not some stylized look  
 > [...]  
 > One thing that I did find was that changing the size of the particles  
 > seemed to be where the slow down occurs - any takers

When designing particle effects it is important to keep the face count down. Cubes are handy for they never show up as triangles no matter what camera angle you use and most of the time their appearance is more like an hexagon. This means that when made foggy they will look like blobs and not solid shapes.

Making them so big grants that they will intersect even with a low number of actual particles. And it is this self intersection that gives such a realistic effect: fog objects cancels one each other when they overlap and this leads to a fairly random chopping of corners that smooths the overall appearance.

Reducing the size of the particles reduces the number of intersections and speeds up the rendering but be careful since making them too small will lead towards the classical "spray of dots" look.

> I thought it was fairly well agreed that textures dont work on particle  
 > systems -

Textures do work, but there are a few caveats regarding brushmaps.

First of all you should be very careful with brush axis placement. Imagine's particles use the original object's faces only as position references but they are built out of a different set of faces and this can lead to many troubles.

Try this: add a default primitive plane in the Detail Editor, add to it a color brushmap and quickrender. The plane will be colored.

Now go to the particle requester and make the plane a particle object (default cubes will do). Quickrender the plane again, and the brushmap will be gone.

Why? Because the brushmap projection space does still intersect the original flat faces but not the particles whose faces are now shifted towards the observer.

SIDE VIEW

Z	Z
I <-Flat plane	< > <-Faces of the particles
I	< > that replace the plane
I	< >
I	< >

---

X-Y

^

|

Brushmap Y Axis  
intersects faces

X-Y

^

|

Brushmap Y Axis does not  
intersect those new faces

Select Attributes/Brushmap Info/Edit Axis. You will see that the brush axis covers only the plane and the horrible ascii diagram above should help in "seeing" where the particles are (that is, where they will be when rendered).

Now move the brush axis back in local Y (let's say 100 units) and then scale it so that it intersect the plane again and extends a bit further. Accept changes and go back to quickrender. Now the particles will be colored.

Of course if you apply a particle F/x that moves the particles outside of the colored volume determined by the positive octant of the brush axis they will fall back to the default color of the object.

Likewise it is not possible to "tack" a brushmap onto particles because they are made out of a new set of faces and tacking works by translating the "DEFAULT" projection method onto the new geometry. Attempting to do so may seem to work but the particles will be uniformly colored. This is ok for long distance shots, but looks fake when it comes to close up.

There are no problems with solid textures, because they extend in all directions and color everything.

> how slow the render took in Scanline- must say never seen the renderer  
> get so bogged down- maybe whoever dreamed this tutorial up is on a  
> Pentium etc

This kind of thing is surely slow but my rendering times (standard A4000/040) in 320x240 with EDLE set at 20 and 2/3 of the screen covered by the particles are around ten minutes/frame (9:45 minutes). Assuming you have an FPU your lores rendering times should be at most 20 minutes/frame, otherwise there is something wrong. (Btw, I use Essence's Blobc texture and not Clrnoiz).

The nine minutes figure above can be improved a lot by not rendering the actual sphere that emits the particles. In most cases the sphere can and should be hidden inside a chimney or volcano or whatever and only the smoke flow will be seen. This simple change lowers the render time from 9:45 to 6:44 minutes because the sphere alone contains 528 (number of faces of a default primitive sphere) \* 12 (cube faces)... 6336 extra faces totally useless.

Hope this helps, and sorry for the delay but there is only a weekend in a week. :-)

On a side note, I'd like to thank everybody for their kind words regarding this tutorial and the darklights trick.

---

Happy rendering,

Massimiliano

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## 1.211 MSG-208 Subject: Re: FX summary

Subject: Re: FX summary  
Date: Sunday, 16 October 1994 21:59:17  
From: dsan@cindy.ct.se (Dan Santos)

-----  
In a message of 04 Oct 94 gregory denby wrote to me:

gd> plus a better LensFlare. Looks like the intent is to save some work  
gd> with image processors. I've tried "Toon FX" and have managed to get  
gd> something a bit like a dpaint anim.

Does it look cartoonish like with black edges around the rendered objects? Or  
is it just the effect you get using bright (unshaded) objects?

gd> bye, Greg Denby

Dan Santos (dsan@cindy.ct.se)  
DigiLight Studios - 3D Animation & Image effects - +46-40-138678  
+-----+  
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|  
|Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|  
+-----+

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## 1.212 MSG-209 Subject: Re: Imagine 4 everybody!

Subject: Re: Imagine 4 everybody!  
Date: Sunday, 16 October 1994 22:25:03  
From: dsan@cindy.ct.se (Dan Santos)

-----

---

In a message of 03 Oct 94 Douglas Rudd wrote to me:

DR> Good point. I believe if the "WIZ" should stop whining and look at what  
 DR> Imagine does have. If you take any of those packages to which he  
 DR> compared Imagine, and compared it to all the rest, including Imagine,  
 DR> how would they fare? No one 3D redering package can be all things to all  
 DR> people, and cost under \$35K (some cost about that much and still miss  
 DR> the mark). Imagine offers A LOT OF BANG FOR THE BUCK! It could do more-  
 DR> a lot more - and it will, in time.

For now I'd like Imagine 3.2 to have a transformation window in the spline editor for more precise positioning and alignment of knotpoints. Grid snapping should also work in the same editor.

Dan Santos (dsan@cindy.ct.se)

DigiLight Studios - 3D Animation & Image effects - +46-40-138678

```
+-----+
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|
|Real 3D 2/Imagine 3|Liberty, Elastic Reality   |Sony D2/1"C/BetaSP VTRs|
+-----+
```

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## 1.213 MSG-210 Subject: Re: Imagine -> Lightwave

Subject: Re: Imagine -> Lightwave

Date: Sunday, 16 October 1994 23:36:05

From: Anders\_Lattermann@p24.anet.bbs.bad.se (Anders Lattermann)

-----

I've heard that Interchange Plus does a good conversion between Imagine and Lightwave. Anybody have more info on this subject?

Thanks!

/Anders Lattermann

```
FidoNet: 2:201/411.24      !      PointBreak - Stockholm - Sweden
AmigaNet: 39:164/100.24    !      A3000/14/105 + SQ88C & 17xSQ800
InterNet: Latte@p24.anet.bbs.bad.se !      I want my mouse back...
```

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**1.214 MSG-211 Subject: DKB3128 compatibility question**

Subject: DKB3128 compatibility question  
Date: Sunday, 16 October 1994 23:55:59  
From: NICHOLS SCOTT CONRAD <nicholss@magellan.Colorado.EDU>

-----

Hi all

has anyone used the DKB 3128 RAM expansion card with Imagine and/or OpalVision without any problems? I'm thinking of buying one.

Thanks for the response,

Scott  
nicholss@magellan.colorado.edu

Oh, BTW, I have an A3000 SuperKickStart, OS 2.1, will there be any problems with older chips, SCSI, etc..?

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**1.215 MSG-212 Subject: Re documentation.**

Subject: Re documentation.  
Date: Monday, 17 October 1994 01:16:00  
From: D.Haines@unsw.edu.au

-----

Dear Perry

Print out some of the stuff off of the list and within a couple of weeks you will have an incredible amount of documentation - there are some old books which have sold out, but look for Understanding Imagine 2.0 by Steve Worley - its the most usefull and will get things happening there is another ( older ) Imagine related book o ( forgotten the title ) it is tutorial based. Even though its 2.0 it will still be very very usefull.

An electronic version of steves book that was key ware, would be amazing. Is he doing a 3.0 version?

If you are in the states then you are well served with good magazines, the one I liked when I was there was the Video toaster users magazine which although often lightwave oriented had some very usefull tips for 3d in general.

---

See ya

DAVID

David Haines  
College of Fine Arts  
Phone: +61 +2 +339-9555  
Fax: +61 +2 +339-9506

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## 1.216 MSG-213 Subject: Re: Re Smoke Particles

Subject: Re: Re Smoke Particles  
Date: Monday, 17 October 1994 03:35:40  
From: Charles Blaquiere <blaq@io.org>

-----  
Massimiliano,

I have not experimented with particles yet. I understand the theory behind them, but not the effect of every field in the particle F/X requester. So, I must ask: why are bits of the smoke disappearing \*poof\* every few frames? Does the emission effect create particles with a definite lifespan? Did you choose this setting to reduce the total number of particles, or to simulate the smoke thinning out at the top of the flume, or for some other reason? I'm asking because even though I was impressed with the quality of the smoke, I didn't appreciate having parts of it disappear suddenly -- that ruined the effect for me.

You know, with your negative light trick, all we need now is for Impulse to implement Filter Maps for lights, and we could create brushmaps from the profile of an object, set them as filter maps for a negative light, and cast realistic, fuzzy-edged shadows -- not just circular or rectangular ones. It would not replace automatic Shadow Mapping, but would be a step in that direction. Let's keep our fingers crossed.

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## 1.217 MSG-214 Subject: Re: Imagine -> Lightwave

---

Subject: Re: Imagine -> Lightwave  
Date: Monday, 17 October 1994 05:05:24  
From: James Alex Brooks <jamesb@clark.net>

---

On Sun, 16 Oct 1994, Anders Lattermann wrote:

>  
> I've heard that Interchange Plus does a good conversion between Imagine and  
> Lightwave. Anybody have more info on this subject?

I have Interchange 3.0 and it has done a pretty good job for me. It has manage to convert most of Imagine objects into LW format with very little work. Just my 2-cents.

James "Alex" Brooks  
{The Lightwave Animator}

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## 1.218 MSG-215 Subject: Re: Imagine 4 everybody!

Subject: Re: Imagine 4 everybody!  
Date: Monday, 17 October 1994 05:49:25  
From: Jason B Koszarsky <kozarsky@cse.psu.edu>

---

I would like a SOLID Newmode for perspective. In this mode, you would only see the points visible to you that would be shown in a normal solid display mode.

Scalable backdrops in Globals. Also, all the Globals data requester setup should be modified. Colour sliders should be provided. There should be buttons(like in object attributes) to change ambient, horizon, +/- Zenith, and Fog colours.

When I say scalable backdrops, I mean that whatever the res of the image, it should be scaled to fit the res of the rendered image.

Jaeson K.

---

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## 1.219 MSG-216 Subject: Spiky text

Subject: Spiky text  
Date: Monday, 17 October 1994 07:16:03  
From: Charles Blaquiere <blaq@io.org>

---

I decided to sit down and fool around with Imagine's modeler tonight -- always a recipe for a good time. My experiment gave rise to a tip, and a question.

First, the question: I seem to remember that Fracture will not only split faces, but interpolate their normal so that each triangle is split into 4 smaller triangles, and the 4 triangles don't all have the same normal as the original. For example, fracturing a sphere would result in a more rounded sphere, not just the same sphere with 4 times the faces. Unfortunately, this doesn't seem to work. I tried earlier versions of Imagine, and it still didn't work. This means I'm doing something wrong, but what? Surely I didn't dream this up?!?

Now, the tip: Create a word in the spline editor, extrude it and save. In Detail, pick each \_object\_ in turn and fracture it. Now the trick: enter a scaling factor of 0.5. This turns each letter into a spiky version, still recognizable, but certainly weird! You'll need to kern the letters to make up for the scaling effect. I don't know how useful this is, but someone on the mailing list may find the effect to be just what they were looking for. And you know? I was right. Sitting down in front of Imagine always results in a good time.

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## 1.220 MSG-217 Subject: Re: BIG picture. How to xfer to Mac?

Subject: Re: BIG picture. How to xfer to Mac?  
Date: Monday, 17 October 1994 09:53:14  
From: cjo <cjo@smtpgw.esrange.ssc.se>

---



>A little while ago I asked about a Mac Adobel to PC Adobel converter.  
>Everything is ok now. I found both Amiga and PC tools to do the work.

Where? When? How? I'd like to know!

```
-----  
|   Conny Joensson   |   Swedish Space Corp. Erange   |  
|   Kiruna           |   Satellite operations - Telecom Div.   |  
|   Sweden           |   cjo@smtpgw.esrange.ssc.se             |  
-----
```

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## 1.221 MSG-218 Subject: Re: Wizard'S Tutorial

Subject: Re: Wizard'S Tutorial  
Date: Monday, 17 October 1994 10:27:12  
From: perkins@isty-info.uvsq.fr (Sebastien PERKINS)

-----  
what is this thing aboout negative shadows ? could somebody re-mail the post ???

thanks,

Seb

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## 1.222 MSG-219 Subject: Explosions

Subject: Explosions  
Date: Monday, 17 October 1994 11:39:46  
From: perkins@isty-info.uvsq.fr (Sebastien PERKINS)

-----  
hi, i'm looking for an anim of an explosion, so that i could map it on a sphere,  
or whatever ... Does anybody know where I could find one or does somebody have  
one in stock ?

---

thanks,

Seb

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## 1.223 MSG-220 Subject: Re: FX Summary

Subject: Re: FX Summary  
Date: Monday, 17 October 1994 15:00:08  
From: gregory denby <gdenby@twain.helios.nd.edu>

-----  
Dan Santos asks about the Tonn FX:

> Does it look cartoonish like with black edges around the rendered objects?

My first experiment with Toon was disappointing. The effect uses edge detection to place the black lines, not the outer lines of the object wire frame. That is, there is a threshold for color change which triggers the line placement. This means, for instance, that an obj. being shaded by a strong light will be broken up into bright and dark parts. The fx didn't seem very valuable to me in that respect. However, after a little thought, I cranked the ambient light up to flatten out everything, and managed to get the outlines to follow the object's outsides. However, since the final result looked much like a simple DPaint anim, but a bit more irregular, I'm not certain what use I might find for it. I suppose it might be good for a chuckle if the fx faded away to reveal a complete ray traced scene.

As a by-the-way, it appears that the new lens flare will be obscured by objects, as long as they are not in any way "fog". I made a "planet," by placing colrnoiz on a sphere. When I added a bit of fog to haze the surface, blam! lens flares shooting through to the dark side. Oops.

Greg Denby  
gregory.g.denby.1@nd.edu  
gdenby@twain.helios.nd.edu

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## 1.224 MSG-221 Subject: Re: Bug List

---

Subject: Re: Bug List  
Date: Monday, 17 October 1994 15:04:52  
From: cjo <cjo@smtpgw.esrange.ssc.se>

-----  
J F Waland wrote;

>Is there any way of loading in fonts, as all the PS fonts I have tried, don't  
>load (only tried a few though ;-))

There are LOADS of PS-fonts on Aminet (AT1Fonts-xxx.lha).  
Every archive contains a certain category of fonts (like SanSerif etc).  
There are some 15-20 archives.  
Not all fonts can be loaded by Imagine 3.0 (in fact, most can't but there  
are enough that will) unless you use a program like TypeSmith to convert  
them.

-----  
Conny Joensson	Swedish Space Corp. Estring
Kiruna	Satellite operations - Telecom Div.
Sweden	cjo@smtpgw.esrange.ssc.se
-----

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## 1.225 MSG-222 Subject: Re: Imagine 4 everybody!

Subject: Re: Imagine 4 everybody!  
Date: Monday, 17 October 1994 17:20:56  
From: cjo <cjo@smtpgw.esrange.ssc.se>

-----  
Dan Santos wrote;

>For now I'd like Imagine 3.2 to have a transformation window in the spline  
>editor for more precise positioning and alignment of knotpoints. Grid snapping  
>should also work in the same editor.

YES YES YES YES YES !!!!!!!!!!!  
That is something that I REALY miss. I need it!!!

Impulse! PLEASE!?!  
  
-----

Conny Joensson	Swedish Space Corp. Estring
Kiruna	Satellite operations - Telecom Div.
Sweden	cjo@smtpgw.esrange.ssc.se
-----

---

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## 1.226 MSG-223 Subject: Re: TDDInfo.lha where ?

Subject: Re: TDDInfo.lha where ?  
Date: Monday, 17 October 1994 19:26:44  
From: setzer@comm.mot.com (Thomas Setzer)

-----  
> Hi Netters,  
>  
> Having tried in vain to find it on the usual aminet-sites (wuarhive.wustl.edu  
> & its mirrors ftp.doc.ic.ac.uk , freebsd.cdrom.com) I'm still in need  
> of TDDInfo.lha which should contain format information for Imagine files  
> (Yes I' ve found the TDDlib's, but I need the raw info to understand how  
> to code a model generator).  
> Any other hints for Info about Imagine's data formats are also highly welcome.  
>

I've been playing with this a bit, so I'll stop lurking long enough to  
answer...

From Glenn Lewis:

Yes, the object format is public, but horribly out-of-date.  
I include a "TDDNew.doc" file in my T3DLIB R42 release (on Aminet in  
gfx/3d) that describes it as best as possible... I have tried to  
update parts that are missing.

Back to me:

I can't remember is this was in reference to the information that Impulse  
released or not. Check it out.

Impulses version of this doc is called im3texdoc.lha and should be on Aminet  
in gfx/3d. It contains the texture and object programming information.  
^^^^^^^^^^^^^^^^^^^^

And just checking tddinfo.lha is in the same directory. Theres also some  
other goodies in that dir...

Tom Setzer  
setzer@ssd.comm.mot.com

"And of course, I'm a genius, so people are naturally drawn to my fiery  
intellect. Their admiration overwhelms their envy!" - Calvin

---

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## 1.227 MSG-224 Subject: Re: Imagine -> Lightwave

Subject: Re: Imagine -> Lightwave  
Date: Monday, 17 October 1994 19:26:44  
From: Kent Marshall Worley <mumu@america.net>

---

On Sun, 16 Oct 1994, Anders Lattermann wrote:

>  
> I've heard that Interchange Plus does a good conversion between Imagine and  
> Lightwave. Anybody have more info on this subject?  
>  
> Thanks!  
>  
> /Anders Lattermann

> FidoNet: 2:201/411.24 ! PointBreak - Stockholm - Sweden  
> AmigaNet: 39:164/100.24 ! A3000/14/105 + SQ88C & 17xSQ800  
> InterNet: Latte@p24.anet.bbs.bad.se ! I want my mouse back...  
>

I do not know about interchange, I use pixel 3D pro. I have found that when you convert Lightwave objects you have to run a merge command on them in Imagine or they will not phong shade. Other than that it works fine.  
Kent Worley

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## 1.228 MSG-225 Subject: Re: Imagine 4 everybody!

Subject: Re: Imagine 4 everybody!  
Date: Monday, 17 October 1994 20:39:49  
From: Kent Marshall Worley <mumu@america.net>

---

>  
> For now I'd like Imagine 3.2 to have a transformation window in the spline  
> editor for more precise positioning and alignment of knotpoints. Grid snapping

---

> should also work in the same editor.  
 >  
 > Dan Santos (dsan@cindy.ct.se)  
 > DigiLight Studios - 3D Animation & Image effects - +46-40-138678  
 > +-----+-----+-----+-----+  
 > |A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|  
 > |Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|  
 > +-----+-----+-----+-----+  
 >  
 Here is a 3.2 upgrade I was thinking might be nice. I would like to see something like the find requester that is in the stage editor implemented in the action editor. Maybe some scroll gadgets like up and down arrows at the top and bottem of the scroll bar. I find it difficult moving through the action editor with that bar.  
 Kent Worley

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## 1.229 MSG-226 Subject: Imagine 3.xxx ???

Subject: Imagine 3.xxx ???  
 Date: Monday, 17 October 1994 22:04:51  
 From: perkins@isty-info.uvsq.fr (Sebastien PERKINS)

-----  
 sorry to ask, but've been off the IML for a few months. What version of Imagine is shipping now, I have 3.0 but quite a few people seem to be talking about 3.1 !!!

so, what's up ?

Seb

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## 1.230 MSG-227 Subject: Re: Imagine 3.xxx ???

Subject: Re: Imagine 3.xxx ???  
 Date: Tuesday, 18 October 1994 04:19:06  
 From: Roger Straub <straub@csn.org>

-----

---

On Mon, 17 Oct 1994, Sebastien PERKINS wrote:

>  
> sorry to ask, but've been off the IML for a few months. What version of Imagin  
e is shipping now, I have 3.0 but quite a few people seem to be talking about 3.  
1 !!!  
>  
> so, what's up ?  
>  
> Seb  
>  
Well, the people who signed up for the Constant Update Program have the  
latest version -- 3.1. The rest of us have 3.0.

See ya,  
Roger

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## 1.231 MSG-228 Subject: Re: Imagine -> Lightwave

Subject: Re: Imagine -> Lightwave  
Date: Tuesday, 18 October 1994 05:48:52  
From: Anders\_Lattermann@p24.anet.bbs.bad.se (Anders Lattermann)

-----  
In a message of 17 Oct 94 James Alex Brooks wrote to me:

>> I've heard that Interchange Plus does a good conversion between Imagine  
>> and Lightwave. Anybody have more info on this subject?

JAB> I have Interchance 3.0 and it has done a pretty good job for me. It  
JAB> has manage to convert most of Imagine objects into LW format with very  
JAB> little work. Just my 2-cents.

Does it fix to keep grouped objects as different objects also in Lightwave?  
Where can I get it? Price?

Thanks!

/Anders Lattermann

FidoNet: 2:201/411.24 ! PointBreak - Stockholm - Sweden  
AmigaNet: 39:164/100.24 ! A3000/14/105 + SQ88C & 17xSQ800  
InterNet: Latte@p24.anet.bbs.bad.se ! I want my mouse back...

---

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### 1.232 MSG-229 Subject: Re re Amazing et al

Subject: Re re Amazing et al  
Date: Tuesday, 18 October 1994 06:02:35  
From: D.Haines@unsw.edu.au

---

Well howdy,  
All the talk of interface styles is really very subjective, personally I like Imagines interface and the colours are customisable and so I change mine around when I get bored with it. Sure it would be nice to see some changes as there is always room for modification - however give me rendering power and features over looks any day, I thought real3ds interface is grose in a stock sorta configuration and the only possibility of making it useable is to completely customize it which i beleive is possible. As for competing with the others -the only thing thats really gonna make imagine compete effectively is for it to be jammed pack with stuff which it is doing. I for one am quite happy with its look. Bye the way ALIAS has about the ugliest looking interface of em all.

David Haines  
College of Fine Arts  
Phone: +61 +2 +339-9555  
Fax: +61 +2 +339-9506

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### 1.233 MSG-230 Subject: Re newsletter in OZ

Subject: Re newsletter in OZ  
Date: Tuesday, 18 October 1994 06:47:26  
From: D.Haines@unsw.edu.au

---

Howdy

---





=20

=20

\* Offline Orbit 0.70b \* ...Sleep is a poor substitute for Raytracing.=  
..  
=FF=FF=FF=FF

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### 1.235 MSG-232 Subject: Textures-description

Subject: Textures-description  
Date: Tuesday, 18 October 1994 09:57:22  
From: cjo <cjo@smtpgw.esrange.ssc.se>

-----  
What happened to the discussion about texture-descriptions  
(AmigaGuide or whatever)?

There were at least a couple of IML-ers that had made their own  
descriptions (Randy Wall was one of them I think).  
Can any of the files be found somewhere public?

-----  
Conny Joensson	Swedish Space Corp. Esrange
Kiruna	Satellite operations - Telecom Div.
Sweden	cjo@smtpgw.esrange.ssc.se
-----

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### 1.236 MSG-233 Subject: Re: Imagine -> Lightwave

Subject: Re: Imagine -> Lightwave  
Date: Tuesday, 18 October 1994 16:07:03  
From: srp@gcxl.ssd.csd.harris.com (Stephen Pietrowicz)

-----

> JAB> I have Interchange 3.0 and it has done a pretty good job for me. It  
> JAB> has manage to convert most of Imagine objects into LW format with very  
> JAB> little work. Just my 2-cents.  
>  
> Does it fix to keep grouped objects as different objects also in Lightwave?  
> Where can I get it?

Yes. Call 414-674-5200 for more info.

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### 1.237 MSG-234 Subject: Re: Imagine -> Lightwave

Subject: Re: Imagine -> Lightwave  
Date: Tuesday, 18 October 1994 17:42:20  
From: Douglas Rudd <rudd@plk.af.mil>

-----  
>  
>  
> I've heard that Interchange Plus does a good conversion between Imagine and  
> Lightwave. Anybody have more info on this subject?  
>  
> Thanks!  
>  
> /Anders Lattermann  
>  
Yes. Going from Imagine to LW it works very well. To do the reverse, you  
will need to merge the object in the detail editor after conversion.

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."  
-----

They will get my Amiga from me when they pry it from my cold, dead hands.  
-----

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### 1.238 MSG-235 Subject: Imagn Anims with ViewTek

---

Subject: Imagn Anims with ViewTek  
Date: Tuesday, 18 October 1994 19:55:16  
From: Mike McCool <mikemcoo@efn.org>

-----  
Hey y'all,

I've been using VT 1.3 for bookoo years it seems like, and I decided to upgrade to the new spiffy 2.0, with that anim7 capability. But now, I can't get VT to load an entire Imagine anim and play it from ram.

Even using the bufsize, I can't get it to do any more than load big hunks. Any of you imagitarians, like Torgeir Holme or Shakti Benvenuto know how to tweak VT to get it load to the limit of your ram? I've got 16 megs, and used to be able to play 14-meg imagine renderings with no sweat.

Thanks ungodly.

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## 1.239 MSG-236 Subject: OBJ and textures for 2.0

Subject: OBJ and textures for 2.0  
Date: Tuesday, 18 October 1994 20:07:20  
From: Edwin Phillips <flaregun@strauss.udel.edu>

-----  
Does anyone have/know where I can get the OBJ file spec. and the texture file spec. for PC V2.0? I just found the 3.0 OBJ and textures specs. on avalon, in pub/format\_specs/t3d\_doc?.txt. It seems to be directly from Impulse dated 5/94.

I was reading about the 3.0 texture file format and it appears that Impulse used Metaware High-C to compile the textures (w/Pharlap's DOS extender). Did V2.0 use the same method? It would be nice to see some of the new textures from IML available for the PC versions. :)

Thanks,  
Ed

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

---

There's never enough time to raytrace...

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## 1.240 MSG-237 Subject: InterChange

Subject: InterChange  
Date: Wednesday, 19 October 1994 05:21:04  
From: John Foust - Syndesis Corporation <76004.1763@compuserve.com>

---

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## 1.241 MSG-238 Subject: Imagn Anims with ViewTek

Subject: Imagn Anims with ViewTek  
Date: Wednesday, 19 October 1994 08:30:42  
From: torgeir.holm@tbc.bbs.no (Torgeir Holm)

---

>Hey y'all,

>I've been using VT 1.3 for bookoo years it seems like, and I  
>decided to upgrade to the new spiffy 2.0, with that anim7 capability.  
>But now, I can't get VT to load an entire Imagine anim and play it from  
>ram.

>Even using the bufsize, I can't get it to do any more than load  
>big hunks. Any of you imagitarians, like Torgeir Holme or Shakti  
>Benvenuto know how to tweak VT to get it load to the limit of your ram?  
>I've got 16 megs, and used to be able to play 14-meg imagine renderings  
>with no sweat.

Sure Mike :)

Just add the argument ND after the anim name:

vt thing.anim ND cont

ND means No Disk. To force it to play from HD add DI instead.

---

I have a button set up in DOpus called VTarg. It is configured like this:

```
AmigaDos VT {f} {RsEnter Viewtek Arguments}
```

When you select an image or an anim and press this button, you will be presented with a requester asking you for the arguments you wish to append to the command. Saves me a trip into the shell :)

BTW: I'm using VT 2.1 It's been around for a while, and should be on aminet as well..

Torge!r

torgeir.holm@tbc.bbs.no

```
-----
+-----+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+-----+
```

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## 1.242 MSG-239 Subject: Imagine 3.x No-interlace ?

Subject: Imagine 3.x No-interlace ?  
Date: Wednesday, 19 October 1994 10:53:08  
From: roecker@lesosun1.epfl.ch (Christian Roecker)

-----  
Hi again!

I posted this message a few days ago, but with not much success, so I try again, having seen that another IML user suggested a patch to open Imagine in productivity mode, which would suit my needs perfectly.

An old user of Imagine 2.0, but new to IML, I have upgraded to 3.0 but cannot manage to have it work in no-interlaced mode. I have seen a few patches to modify the screen size, but nothing about no-interlace, like the command nolace in the version 2.0. The Prefs does not seem to offer any help either. My hard is A500+, GVP A530 8M and a MULTISCAN monitor. (WB 2.1 or 3.0 soft)

---

Can anybody give me advice on how to patch the program (v 3.0) to get a good resolution and no-interlace ?  
For instance Productivity.

Thanks in advance.

Ch. Roecker

e-mail: roecker@lesosun1.epfl.ch

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## 1.243 MSG-240 Subject: Re: Imagine 3.0 Screen Size

Subject: Re: Imagine 3.0 Screen Size  
Date: Wednesday, 19 October 1994 11:24:34  
From: jamiek@hwcces.demon.co.uk (Jamie Knight)

-----  
At the risk of covering old ground, can anyone tell me how to hack the 3.0 (PAL Amiga) screen size? I've seen posts for 3.1, but not 3.0.

I tried using KCommodity to force Imagine into overscan, but when I select a picked object (or vice versa, I cant remember) a corrupted layer of garbage appears on the screen when the color changed - presumably Imagine has a hidden screen buffer whose size also needs to be changed).

-----+-----  
Jamie Knight | jamiek@hwcces.demon.co.uk  
Environmental Services Computer Support |  
Hereford & Worcester County Council | Place mildly amusing quote,  
Worcester, UK | phrase or opinion here..  
All views are my own, etc, etc |

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## 1.244 MSG-241 Subject: Avalon address

Subject: Avalon address  
Date: Wednesday, 19 October 1994 12:59:58

---

From: Tommy Carlsson <e90tca@efd.lth.se>

---

Can anybody help me with the address to the Avalon site?

Thanks  
T.C

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## 1.245 MSG-242 Subject: Newsletters

Subject: Newsletters  
Date: Wednesday, 19 October 1994 16:20:47  
From: Allen=Richard%sysadmin%eci@larry.cdsar.af.mil

---

Just a note about the newsletter. I just received my copy on the 18th of this month, and I live in ALABAMA!!! This was the first newsletter I've received in about two years, and I've been registered since 2.0 first came out.

Rich Allen  
rico%sysadmin@larry.cdsar.af.mil

I want my MtG

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## 1.246 MSG-243 Subject: Avalon

Subject: Avalon  
Date: Wednesday, 19 October 1994 17:08:42  
From: H.Heberle@trier.fh-rpl.de

---





best wishes,

Steve

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## 1.248 MSG-245 Subject: Re Imagine 3.x No-interlace ?

Subject: Re Imagine 3.x No-interlace ?  
Date: Thursday, 20 October 1994 00:19:39  
From: kxs156@psu.edu (Kaspar Stromme)

---

What you need to do is get ModePro.lha from the aminet. Its in boot/util I believe. This great little commodity lets you attempt to force any program to another screenmode. Some work, some don't, but most importantly Imagine does work.

I promoted successfully to Productivity, unfortunately with ECS chips it's a 4 color mode, so the colors are messed up. (Darned Imagine runs in 16) So, another way to get around the lace "problem" is to promote to a 640x400 HI-RES screen. Remember to select Autoscroll and you're set. Imagine now opens on 2 hires screens that you scroll up and down when needed. It might be my imagination, but I think screen updates are faster. Since you have a multiscan you can also use Euro36 Hires-laced to reduce flicker (supposedly, I haven't tried it)

My dream/vision is to put a 24-bit gfx card in a slingshot between the A500 and the A530, and promote to 1024x768, and watch my anims in 24-bit color...

---

Kaspar Stromme	40mhz68030/'882;9MB;340MB
kxs156@email.psu.edu	DCTV true-color system

PC-MAC = PoliticalCorrect-MindAbsentComputing

---

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## 1.249 MSG-246 Subject: Various questions...

Subject: Various questions...  
Date: Thursday, 20 October 1994 02:46:13  
From: David Nagy <davenagy@netcom.com>

---

---

Hi everyone,

I'm new to the IML but have been rendering since the 'Turbo Silver' days. It's certainly nice to be able to hobnob with other users. (Hmmm, that sounds a little sinister...) My apologies if the following questions have been covered already.

I use Steve's 'Forge' program and love it. Has anyone wrote a config file for Forge that allows it to 'understand' the new Imagine3.0 textures? What I mean is: Forge knows what the 'default' settings are and for all the Essense textures. (Along with info on how to set up the sliders) Is there a file that allows Forge to easily manipulate Impulse's latest textures?

Question 2: From time to time, while doing raytraces, I will see my object(s) disappear over the course of an animation. What's happening? I'm familiar with the World Size issue, and this doesn't SEEM to be the problem. I've had a situation where an object is sitting still with the camera moving around it where the object was 'eaten' a little at a time. As if an invisible, moving Wall-of-Annihilation(tm) was passing through the area... No, I wasn't morphing my world size.

Question 3: In addition to Imagine3.0 for my Amiga, I went and grabbed the free Imagine2.0 (PC version) that comes with the 3D Modeling Lab book. Wow, my 486'66 is MUCH faster than my A3000... Visions of using the PC as a dedicated renderer danced thru my head. Unfortunately, Imagine is a real memory-hog on my PC. I don't foresee myself being able to afford buying more memory soon. Would Imagine3.0 (PC) run any better than Im2.0 has so far on my 8meg PC? Or is 16megs really the minimum advisable for the PC version?

Thanks in advance,

Dave Nagy  
25 mHz A3000 14meg ram, 4000meg HD  
DCTV/Magic Lantern

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## 1.250 MSG-247 Subject: Re: Various questions...

Subject: Re: Various questions...  
Date: Thursday, 20 October 1994 05:32:34  
From: changc9@rpi.edu (Cedric Georges Chang)

---



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## 1.252 MSG-249 Subject: Re: Various questions...

Subject: Re: Various questions...  
Date: Thursday, 20 October 1994 07:56:45  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

---

> Question 2: From time to time, while doing raytraces, I will see my  
> object(s) disappear over the course of an animation. What's happening?  
> I'm familiar with the World Size issue, and this doesn't SEEM to be the  
> problem. I've had a situation where an object is sitting still with the  
> camera moving around it where the object was 'eaten' a little at a time.  
> As if an invisible, moving Wall-of-Annihilation(tm) was passing through  
> the area... No, I wasn't morphing my world size.

I don't know if this is your problem but I have had such things happen  
when I was running low on memory..

=RRW=

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## 1.253 MSG-250 Subject: Font

Subject: Font  
Date: Thursday, 20 October 1994 10:53:30  
From: cjo <cjo@smtpgw.esrange.ssc.se>

---

I'm trying to make my company's logo as an Imagine object.  
It's using a font called "Cable Outline".  
Have anybody seen this Adobe-Type-1-font somewhere?

---

	Conny Joensson		Swedish Space Corp. Esrange	
	Kiruna		Satellite operations - Telecom Div.	
	Sweden		cjo@smtpgw.esrange.ssc.se	

---

---

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## 1.254 MSG-251 Subject: Re: Various questions...

Subject: Re: Various questions...  
Date: Thursday, 20 October 1994 12:28:55  
From: James Alex Brooks <jamesb@clark.net>

---

On Wed, 19 Oct 1994, David Nagy wrote:

>  
> Question 2: From time to time, while doing raytraces, I will see my  
> object(s) disappear over the course of an animation. What's happening?  
> I'm familiar with the World Size issue, and this doesn't SEEM to be the  
> problem. I've had a situation where an object is sitting still with the  
> camera moving around it where the object was 'eaten' a little at a time.  
> As if an invisible, moving Wall-of-Annihilation(tm) was passing through  
> the area... No, I wasn't morphing my world size.

I am just throwin this at you. Could it be yoour palettes. I was doing  
a small anim and for the life of me one of my objects would either  
'blink', disappear and it seem at the time was to LOCK the palette if  
possible. Just my 2-cents worth. Hope this helps.

James "Alex" Brooks  
{The Lightwave/Imagine Animator}

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## 1.255 MSG-252 Subject: Looking for lens-flare texture

Subject: Looking for lens-flare texture  
Date: Thursday, 20 October 1994 13:55:02  
From: 129275 J PADFIELD <CS9H4PJQ@swansea.ac.uk>

---

---

The reason this will not work is because the Radial texture is from Imagine 3.0. These new textures will not work with Imagine 2.

I upgraded to version 3 through Amiga Format at a cost of stlg95 and I consider it a great improvement over V2 ( I don't know if you can still upgrade though.

Cheers, Pudds (Stranger, Legend and Martyr).

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## 1.256 MSG-253 Subject: Imagine->Lightwave

Subject: Imagine->Lightwave  
Date: Thursday, 20 October 1994 15:06:39  
From: SOCJROB1@liverpool-john-moores.ac.uk (JOHN ROBINSON)

---

>  
>  
> I've heard that Interchange Plus does a good conversion between Imagine and  
> Lightwave. Anybody have more info on this subject?  
>  
> Thanks!  
>  
> /Anders Lattermann

I have no info on Interchange, I don't think there's a distributor for it in the UK, but the new issue of Amiga Format (just bought it a couple of minutes ago) is giving away Pixel Pro 3D on the serious coverdisk....Presumably this is the same kind of deal they did with Impulse with Imagine 2.0, seeing as version 2 of Pixel Pro is imminent. I just hope it doesn't turn out to be version 1.0, which, I think, didn't actually work properly!

John.

John Robinson, John Moores University, Liverpool, UK.

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**1.257 MSG-254 Subject: Looking for a Lens-Flare texture**

Subject: Looking for a Lens-Flare texture  
Date: Thursday, 20 October 1994 15:10:34  
From: David Gill <D.A.Gill@qmw.ac.uk>

-----  
Hi,

On this months Amiga Format (UK magazine) subscribers disk there was a lens-flare imagine object. It is supposed to give a 'Lightwave' type lens flare effect.

The problem is when I try to use it I get the message can't load Textures/Radial.

I tried to change the texture in the attributes screen, but I can't seem to be able to do it. It just wants Textures/Radial.

I am using Imagine 2.0 which came out free on the Amiga Format cover disk a few months ago. It did not come with any textures and so thats why I think I am unable to change the texture of this effect.

Can anybody either

- 1) Tell me how to change a texture properly.
- 2) Tell me where I can get the 'Radial' texture from if it is public domain. (or where I can get any textures)
- 3) Tell me where I can find a lens flare object complete with textures/brush maps etc.

Thanks in advance for any help

David

Queen Mary & Westfield College	Tel: + 071 975 5530
Electronic Engineering Dept.	Fax: + 081 981 0259
University of London	
Mile End Road	Email: d.a.gill@qmw.ac.uk
LONDON, E1 4NS, ENGLAND	

For "PGP PUBLIC KEY BLOCK" finger daveg@osprey.elec.qmw.ac.uk



**1.258 MSG-255 Subject: Missing Attribs in the Attribs directory**

Subject: Missing Attribs in the Attribs directory  
Date: Thursday, 20 October 1994 20:09:35  
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

-----  
Hi, I've got Imagine 3.0 for the Amiga, and just looked in my attribs dir, and only found 'oakwood.atr'. In the manual on page 158, it says that I should have '... a standard set of attribs such as gold, frosted glass, cloth and fog ...'  
Does anybody have these?

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**1.259 MSG-256 Subject: RE: Textures**

Subject: RE: Textures  
Date: Thursday, 20 October 1994 20:33:46  
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

-----  
The word "textures" as used for Imagine are actually algorithmic textures i.e. computed. The word "textures" for most PeeCee 3D programs e.g. 3D Studio, are known in Imagine as "brushmaps" which are actually 2D images. You can use the .rgb "textures" as brushmaps in Imagine but they will have to be converted into a format that Imagine PeeCee will accept like .TGA or .TIFF. A good PD program for this is Display found at various ftp sites as displ80 or disp20. BTW, those .rgb images at avalon are pretty lo-rez and might only be marginal for use as brushmaps for Imagine.

-----  
From: imagine-relay

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**1.260 MSG-257 Subject: Re: Imagine Feature**

Subject: Re: Imagine Feature  
Date: Friday, 21 October 1994 12:46:43  
From: jamiek@hwcces.demon.co.uk (Jamie Knight)

---

---

> As a future enhanced feature of the Extrude tool, I think it would be a  
 > good idea if you could control the scaling using an envelope. What I mean  
 > is when you Extrude you could optionally open a window containing an  
 > envelope. If you had selected 50 segments, a 50-segment line would appear  
 > in the window. Each handle on the line represents a segment. You would be  
 > able to grab any point(s) and adjust the scaling by moving them up or down.  
 > Similarly, you could adjust the distance between the points by moving them  
 > closer or farther apart.

Yes, yes, yes. You mean something like the form editor's "spacer"  
 view? Excellent idea. I seem to be the only person in the  
 universe who doesn't understand the form editor properly, so  
 this new feature could even replace forms with some simple objects.

To change the subject, can someone tell me where the IML archives  
 are, specifically ones with info on hacking 3.0's screen size?

---

Jamie Knight	jamiek@hwcces.demon.co.uk
Environmental Services Computer Support	
Hereford & Worcester County Council	Place mildly amusing quote,
Worcester, UK	phrase or opinion here..
All views are my own, etc, etc	

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## 1.261 MSG-258 Subject: RE: Imagine Feature

Subject: RE: Imagine Feature  
 Date: Friday, 21 October 1994 17:30:49  
 From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

---

On Thursday, October 20, 1994 15:18, Shinobi wrote:

>-----  
 >---  
 >Before I put this all on paper and fire it off to the gang at Impulse, I  
 >thought I'd tap the collective brain power of the IML.  
 >  
 >As a future enhanced feature of the Extrude tool, I think it would be a  
 >good idea if you could control the scaling using an envelope. What I mean  
 >is when you Extrude you could optionally open a window containing an  
 >envelope. If you had selected 50 segments, a 50-segment line would appear  
 >[...]  
 >This idea came to me when I was thinking about extruding a disk along a

---

>complex path, such as a network of sewer pipes. If I could control the  
>extrusion from the beginning to include funnels to larger or smaller pipes,  
>pipe connectors, etc. this would make my life a lot easier. Similarly, if  
>[...]

Actually that is a good idea for non circular extrudes.  
The idea of pipes can be easily accomplished another way however. Add an  
Axis, select it, Select Add Lines, and draw the "envelope" vertically which  
describes the shape of your pipes. Then simply select the object, (select  
Extrude for 3.0) and Spin! ...The same way you make a wine glass.

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## 1.262 MSG-259 Subject: Re: Imagine->Lightwave

Subject: Re: Imagine->Lightwave  
Date: Friday, 21 October 1994 17:43:29  
From: "Eugene R. Heitman" <geneh@firefly.prairienet.org>

-----  
On Thu, 20 Oct 1994, JOHN ROBINSON wrote:

>  
> I have no info on Interchange, I don't think there's a distributor for it in  
> the UK, but the new issue of Amiga Format (just bought it a couple of minutes  
> ago) is giving away Pixel Pro 3D on the serious coverdisk....Presumably this  
> is the same kind of deal they did with Impulse with Imagine 2.0, seeing as  
> version 2 of Pixel Pro is imminent. I just hope it doesn't turn out to be  
> version 1.0, which, I think, didn't actually work properly!  
>  
> John.  
>  
> John Robinson, John Moores University, Liverpool, UK.  
>  
>  
Pixel 3D Pro 2.0 is already out and has been available for a couple of  
months.

Gene Heitman

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## 1.263 MSG-260 Subject: Re: Imagine 3.x No-interlace

---

Subject: Re: Imagine 3.x No-interlace  
Date: Saturday, 22 October 1994 15:21:37  
From: Jason B Koszarsky <kozarsky@cse.psu.edu>

-----  
>Imagine 3.x can't be put on a 640 x 200(256) non-interlaced

I tried the MODEPRO program and got imagine into every screenmode available to my 3000. 640x200(16) non-lace worked fine. Putting Imagine on a large scrolling virtual screen is neat but I don't know if I'd use it much, maybe.

Jaeson K.

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## 1.264 MSG-261 Subject: FW: Imagine->Lightwave

Subject: FW: Imagine->Lightwave  
Date: Saturday, 22 October 1994 15:49:34  
From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

-----  
On Thursday, October 20, 1994 11:14, JOHN ROBINSON wrote:

>-----  
>---  
>>[...]  
>ago) is giving away Pixel Pro 3D on the serious coverdisk....Presumably  
>this  
>is the same kind of deal they did with Impulse with Imagine 2.0, seeing as  
>version 2 of Pixel Pro is imminent. I just hope it doesn't turn out to be  
>version 1.0, which, I think, didn't actually work properly!

I strongly doubt that this will be version 2 of PixPro. I upgraded from version 1 to 2 for \$100 just a couple of months ago (don't depress me!). Version one works, but not half as well as version 2. Pixpro 2 has much stronger format support and, most importantly it can load ANY Postscript file, not just fonts (can't save Postscript tho). For AGA users, it does a neat quick render of your objects in full color with great looking results using a z-buffering technique (no textures). My main use, however, is for converting company logos from scanned images (bitmaps) to 3d objects. I'm not clear as to if interchange converts bitmaps to 3d?

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## 1.265 MSG-262 Subject: Re: Textures (at avalon)

Subject: Re: Textures (at avalon)  
Date: Saturday, 22 October 1994 15:49:38  
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

-----

The word "textures" in Imagine means "algorithmic textures" so they are actually computed. The .rgb "textures" at Avalon are what is known to Imagine as "brushmaps". In the PeeCee 3D world, like 3D Studio, the word "textures" are actually referring to "brushmaps". So, you can use those "textures" at Avalon with Imagine but as "brushmaps", but not in their .rgb form. You will need to convert them into a format that Imagine PeeCee will accept, like .TIFF or .TGA. There is a very good PD program for this called

Display usually found as displ80 or disp20 at various ftp sites. BTW, those

.rgb textures at Avalon are pretty low rez, not really great for Imagine brushmaps.

-----  
From: imagine-relay

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## 1.266 MSG-263 Subject: Re: APEX Publishing

Subject: Re: APEX Publishing  
Date: Saturday, 22 October 1994 15:53:30  
From: Mike McCool <mikemcoo@efn.org>

-----  
spworley@netcom.com

On Thu, 20 Oct 1994, Kevin Hobbs wrote:

>  
> Anyone know how to get in touch with Mr. Worley? Thanks.  
>  
>

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## 1.267 MSG-264 Subject: Re: Font

Subject: Re: Font  
Date: Saturday, 22 October 1994 16:22:42  
From: di2matha@ida.his.se (Mattias Hallberg)

-----  
I'm trying to make my company's logo as an Imagine object.  
It's using a font called "Cable Outline".  
Have anybody seen this Adobe-Type-1-font somewhere?

-----  
Conny Joensson	Swedish Space Corp. Estrange
Kiruna	Satellite operations - Telecom Div.
Sweden	cjo@smtpgw.esrange.ssc.se
-----

I know there is a 'cable-font' in the AT1Fonts package on aminet, but I don't  
know if it includes an Adobe-Type-1...  
The package is available on funet, under /pub/amiga/system/fonts/atm

--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--

Mattias Hallberg, born and raised in Gothenburg

Software Engineering 1992-1995	email: di2matha@ida.his.se
at the University of Skovde	(alt. duffel@ida.his.se)
SWEDEN	url: <a href="http://www.his.se/ida/~di2matha">http://www.his.se/ida/~di2matha</a>

--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--

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## 1.268 MSG-265 Subject: MODEPRO

Subject: MODEPRO  
Date: Saturday, 22 October 1994 17:53:48  
From: Jason B Koszarsky <kozarsky@cse.psu.edu>

-----

I found MODEPRO on a Aminet site under the UTILS/BOOT directory. You can feed MODEPRO's database with a program name or screen name. If you are unsure about the names, you can tell MODEPRO to catch them, then run the program in question.

You can put imagine onn a 180x100 screen if you wanted. I just tried it to see what would happen. It worked though. I had a neat little Imagine screen, not very useful however.

The docs say you need WB3.0 or higher but it also works fine under 2.1.

MODEPRO allows you to open any size screen without the byte hacks.

Thanx to the author & the guy pointed me to it.

Jaeson K>

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## 1.269 MSG-266 Subject: Re: Imagine Feature

Subject: Re: Imagine Feature  
Date: Saturday, 22 October 1994 19:05:13  
From: Charles Blaquiere <blaq@io.org>

-----  
On Thu, 20 Oct 1994, Shinobi wrote:

> As a future enhanced feature of the Extrude tool, I think it would be a  
> good idea if you could control the scaling using an envelope. What I mean

Here's my take on it, making use of existing Imagine features to minimize the amount of new code to be written:

\* We already have Extrude Along Path. Perhaps the code could vary depending on whether the path is a spline, or an old-style path made with several edges. (Can we even create edge-only paths in newer versions of Imagine? I can't recall)

Anyway, if the path is made of edges, then create an extrusion at every point along the path. This way, long straight areas would only get one extrusion, while curved corners would get as many extrusions as you used to define the corner.

\* A new function to be added to the Extrude requester could be "envelope". This would refer to the object name of either a spline or edge path. The Z value along the path would scale the object at each extrusion point along

---

the extrusion path. (We could specify that 0 means 0% scaling, 100 means 100% scaling) For example, draw a spline path which starts and ends at 0, with an excursion at 200 in the middle. This envelope would specify that the object should start and end its extrusion as a single end point, (scaling = 0) but smoothly scale to 200% of its size at the middle of the extrusion.

By allowing the envelope path to be either a spline or a straight-edged path, you could do funky things to your example, the curvy pipes, by electing to use a straight-edged path. Just duplicate the extrusion path and use it as an envelope; scale all points to lie at Z=100; and then manipulate only selected points to, for example, have larger or smaller tubing in one area of the final object.

One problem I see is that having a one-to-one point mapping between extrusion and envelope paths, when both are straight-edged, would be a plus in the situation I described, but a pain in the butt any other time -- imagine a "paths must have same number of points" requester popping up. Not good. So, I would suggest a button next to the envelope path name field, in this new & improved Extrude requester, labelled "1-to-1". It would be ghosted if one or both of the paths is a spline path, or if one or both is not activated; in other words, it would only be active if both paths are specified, and they are both straight-edged paths. Clicking the button ON would create a one-to-one correspondence between points in the extrusion and envelope paths; leaving it OFF (default) would scale both paths to a standard value according to their lengths, and apply the envelope based on that. In other words, if a control point on the envelope lies at .25 of the total path length, the Z-value scaling would apply to the extrusion done at .25 of the extrusion path's length.

I like the way Paul has brought the idea to the IML for discussion and polishing. This allows the final suggestion to Impulse to be much-better conceived, have a better chance of being implemented, and creates wonderful discussion material to feed this mailing list.

So, who wants to take a stab at Paul's idea or my take on it?

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## 1.270 MSG-267 Subject: Re: Font

Subject: Re: Font  
Date: Saturday, 22 October 1994 19:17:22  
From: Charles Blaquiere <blaq@io.org>

-----  
On Thu, 20 Oct 1994, cjo wrote:

---



> I'm trying to make my company's logo as an Imagine object.  
> It's using a font called "Cable Outline".  
> Have anybody seen this Adobe-Type-1-font somewhere?

I think you mean "Kabel Outline". Since font `_shapes_` cannot be copyrighted, but font `_names_` can, often a type foundry will rip off an existing font and put a similar name on it, different enough to keep the lawyers at bay, but close enough to alert potential customers.

I happen to have 4 versions of Kabel as part of a PD collection of fonts! If you want, I could upload them to an FTP site such as wuarchive. You would have to create the outline yourself, but that's easy using the Imagine Spline editor.

Hey everyone, take note! Here's my fa-boo tip to create outline font objects from regular fonts:

- Enter your logo text into the Spline editor. (Object/Load Font)
- Select Add Points, distances = 6, 3, 3, 3, activate "Extrude it", "Front faces", "Back faces", and both "Raise" buttons. Click OK.
- Look at your object in Shaded mode in the Perspective window. If the values are too high for your particular font, parts of the outline may run into each other. In that case, stay in the Perspective window, select Project/Undo and Object/Add Points, and enter different values. The goal is to show a clean raised outline all over.
- Select Object/Save Points to create a standard Imagine object. (Newcomers, remember that Spline Editor objects, saved using the normal Object/Save command, are not compatible with the rest of Imagine)
- Now go to the Detail editor. Load the object you saved. Enter Pick Points mode. Choose Mode/Pick Method/Drag Box.
- Press & hold Shift. In the Top view, drag a box around all the points in the frontmost layer of the object, i.e. all points at the bottom of this View.
- Choose Object/Split to create a new object from the selected faces, and at the same time remove them from the previous object.
- You now have two objects. Using the Find requester, pick the object with the most points, which represents all the faces we `_didn't_` want. Delete this object.
- Pick the remaining object and extrude it, using the same length you used in the Spline editor. Presto! a 3-D outline version of your logo.

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## 1.271    MSG-268 Subject: Re: FW: Imagine->Lightwave

Subject: Re: FW: Imagine->Lightwave  
Date:     Saturday, 22 October 1994 21:14:48  
From:     Charles Blaquiere <blaq@io.org>

---

---

> converting company logos from scanned images (bitmaps) to 3d objects. I'm  
> not clear as to if interchange converts bitmaps to 3d?

Alain, Interchange does one thing and one thing only: it converts 3-D  
objects from one format to another. (And does it pretty well, from what I  
hear)

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### 1.272 MSG-269 Subject: Re: Looking for a Lens-Flare texture

Subject: Re: Looking for a Lens-Flare texture  
Date: Saturday, 22 October 1994 21:39:39  
From: Charles Blaquiere <blaq@io.org>

---

David, an answer to 3) is: look in wuarchive.wustl.edu. I'm uploading an  
Imagine object + brushmap + text file that creates a fake light flare.  
Should be called something like BrightLight.lha. I'll do it in the next  
few days.

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### 1.273 MSG-270 Subject: QuickRender and (Slow?)Render

Subject: QuickRender and (Slow?)Render  
Date: Sunday, 23 October 1994 00:43:35  
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

---

I finally got Imagine 3.0 a couple weeks ago, and I've been having  
a terrific time playing with it, but I've also come up with some  
pretty basic questions I can't seem to resolve through the manual.  
Why does the QuickRender insist on making a palette for display?  
You can change this in the Project editor by specifying true color  
display, but there doesn't seem to be any analogous setting for

---

the QuickRender. There doesn't seem to be any way to tell Imagine what sort of video card you have, so I get true color display for my final renders but dithered display in QuickRender and in the little color swatches in the various requesters. On the other hand, there is a defocus setting in the QuickRender to make for depth of field, but there doesn't seem to be any way to do this in the Project editor for final renders. And, does the QuickRender in the Stage editor use the lights as specified in Stage or some default lighting setup as in the QuickRender in the Detail Editor? I managed to rerender part of a trace by using set zone in the Stage editor, but it was a space scene without much in the way of shadows, and I'm wondering if this would work in a more realistic scene.

Sorry this is so long, but I've been storing these up trying to solve them on my own.

Michael North

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## 1.274 MSG-271 Subject: Re: QuickRender and (Slow?)Render

Subject: Re: QuickRender and (Slow?)Render  
Date: Sunday, 23 October 1994 08:04:48  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
> Why does the QuickRender insist on making a palette for display?  
> You can change this in the Project editor by specifying true color  
> display, but there doesn't seem to be any analogous setting for  
> the QuickRender. There doesn't seem to be any way to tell Imagine  
> what sort of video card you have, so I get true color display for  
> my final renders but dithered display in QuickRender and in the  
> little color swatches in the various requesters.

If you can get true color displays from the project editor than you should be able to set your quickrenders for this as well, I don't know what display board you are using or platform. But if you go into the prefs editor you can change the QUFF for true color rendering. I set mine to ILBM-24bit, you should also set QUIK to whatever is working for you in the Project Editor, but this can be set to different sizes depending on the speed you want to get from your quickrenders. You may need to make a custom one by editing a new Rendering Preset screen. You can also set QURM for Trace or Scanline. Sense I'm using an Opal Display Board I only need to set the OPAL to True in order to get a ILBM-24bit quickrender to display. Possibly someone else on the IML could help you out with your particular board if you would make it known to them.

> On the other hand,

---

> there is a defocus setting in the QuickRender to make for depth of  
> field, but there doesn't seem to be any way to do this in the Project  
> editor for final renders.

To make a long story short, add an actor in the Action Editor and you  
will be presented with a DOF requester.

> And, does the QuickRender in the Stage  
> editor use the lights as specified in Stage or some default lighting  
> setup as in the QuickRender in the Detail Editor?

No, it will use the lights you create in the stage, but if you have no  
lights in the stage when you start the rendering just click the Don't Add  
Light Source button so that it is not selected. As it is selected by default.

Hope this clears things up for you.

=RRW=

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## 1.275 MSG-272 Subject: Disappearing Smoke

Subject: Disappearing Smoke  
Date: Sunday, 23 October 1994 13:56:28  
From: Massimiliano Marras <MC1606@mclink.it>

-----  
blaq@io.org wrote:

> why are bits of the smoke disappearing \*poof\* every few frames?  
> Does the emission effect create particles with a definite lifespan?

I think that you are looking at the top of the smoke column (the uuencoded  
project also had the camera set this way) and therefore you are seeing the  
"death" of the emitted particles.

Lower the camera and make sure that the "Time to terminal Z velocity"  
equals the number of frames in your animation, this should solve the  
problem. If your particles are disappearing in the middle of their run,  
and the above suggestion does not fix the problem, let me know.

> Did you choose this setting to reduce the total number of particles  
> [...] that ruined the effect for me.

It surely does ruin the effect, but there is no choice: emitted particles  
must die sooner or later, otherwise they would accumulate at the top of

---

the smoke column creating a large "blob" of particles. If you really need to look closely at the top of the effect add a FogTop texture to fade out foggy particles just before they die.

> You know, with your negative light trick, all we need now is for Impulse  
> to implement Filter Maps for lights, and we could create brushmaps from  
> the profile of an object, set them as filter maps for a negative light,

Yes, true. I'd really like projector lights similar to those in 3DS, they are very handy for shadow tricks. Unfortunately the texture doc released by Impulse does not cover "litetextures" so I think we'll have to wait. :(

Later,

Massimiliano

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## 1.276 MSG-273 Subject: Re: Missing Attribs in the Attribs directory

Subject: Re: Missing Attribs in the Attribs directory  
Date: Sunday, 23 October 1994 23:46:16  
From: cjo <cjo@smtpgw.esrange.ssc.se>

-----  
Mike McCool;

>Perhaps the assumption is that this is an upgrade, and that we  
>all have the whole bundle of attrib's from previous versions?

Steve McLaughlin;

> Hi, I've got Imagine 3.0 for the Amiga, and just looked in my attribs dir,  
> and only found 'oakwood.atr'. In the manual on page 158, it says that  
> I should have '. . . a standard set of attribs such as gold, frosted  
> glass, cloth and fog . . .'

> Does anybody have these?

James Alex Brooks;

> I have never thought about it but you are right! I too do NOT have these  
> atibs! I have looked thru the disks (that are LZHed) and only found one.  
>  
> Hey Impulse what gives!

I haven't got them either :-(  
And I bought Imagine 3.0 NEW ?-O

Yeah Impulse, what gives?

-----  
| Conny Joensson | Swedish Space Corp. Erange |

---

Kiruna	Satellite operations - Telecom Div.	
Sweden	cjo@smtpgw.esrange.ssc.se	

---

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## 1.277 MSG-274 Subject: Basic Questions

Subject: Basic Questions  
Date: Monday, 24 October 1994 01:44:36  
From: NICHOLS SCOTT CONRAD <nicholss@magellan.Colorado.EDU>

---

Hi all

I've got some REALLY simple questions. I can't seem to find the correct answer in the Imagine 3.0 manual (big surprise).

I'm using the Amiga NTSC version with OpalVision BTW.

(1) When I use the Metal Textures, I pick the chrome option, a rendered sphere looks NOTHING like a chrome sphere. It rather grey and dingy. The same happens when I try to use the gold or other metals. BTW, I picked the "shiny" option in the texture requestor.

(2) This is a basic question that I've been wondering. How are the attributes related to one another. For instance, if I pick a texture for the surface of an object, and pick red for the color (from the color requestor) how will Imagine organize these two choices? My basic question is which option has priority over the other. Will the texture be laid on top of the other options? If I pick a texture and a brushmap how will they relate to one another?

(3) I got the Adobe Type 1 fonts from Aminet, and was playing with the Spline Editor. I understand how to make the object from the PS fonts, but when I take the object to the Detail Editor and color it red, for instance, and render the object, the logo hasn't been colored. What am I doing wrong?

Thanks for the help,

Scott  
nicholss@magellan.colorado.edu

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---

**1.278 MSG-275 Subject: Re: Re: QuickRender and (Slow?)Render**

Subject: Re: Re: QuickRender and (Slow?)Render  
Date: Monday, 24 October 1994 02:36:02  
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

-----TEXT-OF-YOUR-MAIL-----

> If you can get true color displays from the project editor than you  
> should be able to set your quickrenders for this as well, I don't know  
> what display board you are using or platform. But if you go into the prefs

Thanks for this very prompt and detailed reply. I'm sorry I didnt specify platform or video. It's that old PC-centricity again. And the problem does turn out to be in my board. I had already fiddled with all the Quick Render settings in the Preferences editor, but I finally found, entirely by accident a pull-down on the title screen called Super VGA which informed me of what I should have remembered, and that is that I don't have a lo res true color mode: my board gives me true color at 640 x 480 and that alone. So I can only avoid palette making if I want quick renders at that res, which won't be at all quick on my machine. Sigh.

>  
> To make a long story short, add an actor in the Action Editor and you  
> will be presented with a DOF requester.  
>

I've tried this, and I don't get a DOF requester when I add actors in Action or Stage. I wonder what gives.

As for lighting in the Stage Quick Render, it does as you say, use the specified lights, as I discovered by trying a quick render before putting in any lights. I wonder if these quick renders also use the globals? I'll try this soon because I would like to be able to use set zone as a way of continuing discontinued renders.

Thanks for your suggestions.

Michael

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**1.279 MSG-276 Subject: Wrappable textures....**

Subject: Wrappable textures....  
Date: Monday, 24 October 1994 03:44:38  
From: Jeremy White <jwhite@efn.org>

---

I have a wrappable brushmap of a brown marble.

I am willing to u/l it to the imagine site, but I am concerned with the copyrights involved. The marble picture (un-wrappable) came off of a cd-rom of such textures. I edited it and touched it up using some custom software.....

So, my question is, could this image still be considered owned by someone else?

-Jeremy White

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## 1.280 MSG-277 Subject: Reflections and shadows

Subject: Reflections and shadows  
Date: Monday, 24 October 1994 05:49:12  
From: David Nix <WRNIX@uga.cc.uga.edu>

---

Fellow Imagineers-

I use Imagine 3.1 in my freelance work and use Alias 5.1.1 at the school here and discovered a cool feature in Alias that hopefully can be simulated in Imagine (I hope). Im familiar with maping images (video or stills) to a background plane or the global backdrop requestor and animating 3D objects in front of them to give the illusion that my object is in that environment. But my object cant cast shadows within the scene. In the Alias package, you can add an "invisible" plane under your object that can receive the shadow cast by the lights illuminating your objects; ie... it makes the invisible plane "less" transparent where the shadows fall. You can still see the background through it, in fact you can even make the "floor" of your nonexistant room reflect your object to further increase the apparent realism of the scene.

Is there a way to fudge this in Imagine? I suspect so, but I am not sure how and hoped that some of the more experienced users might have some suggestions.

---



I imagine (no pun intended) to get the needed transparency, Im going to be facing raytracing times from hell, but it would be a really cool stunt to pull off.

Thanks to all-

Dave

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## 1.281 MSG-278 Subject: Re: Basic Questions

Subject: Re: Basic Questions  
Date: Monday, 24 October 1994 06:01:12  
From: Mike McCool <mikemcoo@efn.org>

-----  
Hey Scott,

This is in answer only to your first query, about metal attributes/textures. Leave off the shiny. It sounds logical to have it on, since you want a metal sheen, but it doesn't work that way.

And for metal to look reflective, you'll need something in your world for it to reflect, like a ground, or a sky picture loaded as a global brush. I've probably spent more energy trying to get metallic objects to look metallic than on any other effort in Imagine.

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## 1.282 MSG-279 Subject: Re: Wrappable textures....

Subject: Re: Wrappable textures....  
Date: Monday, 24 October 1994 06:30:34  
From: Mike McCool <mikemcoo@efn.org>

-----  
Hey J,

Seems to me all you need do is leave a script somewhere in your file that gives credit for the original pic. If the author expects more than that, he/she usually states so. Do you have their e-mail address?

---

And on a shrink-global-axe-yokel note, Jeremy, did you ever meet a guy here named John Goforth? He operates on your platform, ala POV, and it seems like you two should get together.

Still having fun with that fish, by the way.

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## 1.283 MSG-280 Subject: Where can I get?

Subject: Where can I get?  
Date: Monday, 24 October 1994 07:46:31  
From: plucas@vt.edu (Perry Lucas)

-----  
Okay, since I have just been getting back into using imagine on the pc now, I would like to build my archives of background shots (sky pictures, and things alike. Where are some good ftp sites where I can get these?

Also, whatever happened to the object disks that Imagine was going to put out with the "professional" objects. (IE. The Cars, Planes, etc?)

Perry Lucas  
plucas@vt.edu

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## 1.284 MSG-281 Subject: Re: QuickRender and (Slow?)Render

Subject: Re: QuickRender and (Slow?)Render  
Date: Monday, 24 October 1994 08:25:03  
From: Mtucibat@cris.com

-----  
On 10-23, Michael North wrote:

I> > To make a long story short, add an actor in the Action Editor and you  
I> > will be presented with a DOF requester.

---



the dull grey colors are the result.

> (2) This is a basic question that I've been wondering. How are the  
> attributes related to one another. For instance, if I pick a texture for  
> the surface of an object, and pick red for the color (from the color  
> requestor) how will Imagine organize these two choices? My basic question  
> is which option has priority over the other. Will the texture be laid on  
> top of the other options? If I pick a texture and a brushmap how will  
> they relate to one another?

Well this depends a lot on what texture your using. Sometimes the  
object attributes have no effects at all, sometimes the texture will have  
dominance over everything, and in many cases the textures work with the  
objects attributes. There really is no set rule. You can however set the  
priority of different textures/brushes to over write those of others  
textures or brushes. The higher the priority the more dominant it has over  
the lower ones. Brushes can also be genlocked so that color 0 will allow  
textures to show through. It is basically very flexible.

> (3) I got the Adobe Type 1 fonts from Aminet, and was playing with the  
> Spline Editor. I understand how to make the object from the PS fonts, but  
> when I take the object to the Detail Editor and color it red, for  
> instance, and render the object, the logo hasn't been colored. What am I  
> doing wrong?

Well it sounds like your saving the Logo out as a group, so you will  
need to color each object in that group separately, you can do this  
easily by going into Pick objects mode and color one of the object. Now  
while that object is still selected hold the shift key down and select  
all the other objects and use the Apply command. This will add the  
attributes of the first object to all of the others.

=RRW=

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## 1.286 MSG-283 Subject: Re: Re: QuickRender and (Slow?)Render

Subject: Re: Re: QuickRender and (Slow?)Render  
Date: Monday, 24 October 1994 09:01:33  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>  
> Thanks for this very prompt and detailed reply. I'm sorry I didn't  
> specify platform or video. It's that old PC-centricity again. And the

---

> problem does turn out to be in my board. I had already fiddled with  
> all the Quick Render settings in the Preferences editor, but I finally  
> found, entirely by accident a pull-down on the title screen called  
> Super VGA which informed me of what I should have remembered, and  
> that is that I don't have a lo res true color mode: my board gives me  
> true color at 640 x 480 and that alone. So I can only avoid palette  
> making if I want quick renders at that res, which won't be at all quick  
> on my machine. Sigh.

yes, this would kind of defeat the whole perpose.

> >  
> > To make a long story short, add an actor in the Action Editor and you  
> > will be presented with a DOF requester.

> I've tried this, and I don't get a DOF requester when I add actors in  
> Action or Stage. I wonder what gives.

I'm sorry, I had a feeling I may have forgotten to mention the actor  
needs to be added to the Camera.

> As for lighting in the Stage Quick Render, it does as you say, use  
> the specified lights, as I discovered by trying a quick render before  
> putting in any lights. I wonder if these quick renders also use the  
> globals? I'll try this soon because I would like to be able to use set  
> zone as a way of continuing discontinued renders.

yes it will.

> Thanks for your suggestions.

No problem

=RRW=

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## 1.287 MSG-284 Subject: Converting (brushmaps)jpeg to iff

Subject: Converting (brushmaps) jpeg to iff  
Date: Monday, 24 October 1994 13:08:30  
From: David Gill <D.A.Gill@qmw.ac.uk>

-----  
Hi,

Thanks for those who helped with information about Lens Flares.  
While I was downloading a lens flare object I came across some bushmaps  
in jpeg format.

---

I have Imagine v2 for the Amiga and need to convert the jpeg brushmaps into 24bit IFF format. At present I am only able to convert jpegs into 8 bit IFF. Does anybody know of a conversion program (public domain if possible) that can do this.

Thanks

David

```
+-----+-----+
| Queen Mary & Westfield College | Tel: + 071 975 5530 |
| Electronic Engineering Dept.   | Fax: + 081 981 0259 |
| University of London          |                        |
| Mile End Road                 | Email: d.a.gill@qmw.ac.uk |
| LONDON, E1 4NS, ENGLAND       |                        |
+-----+-----+
```

For "PGP PUBLIC KEY BLOCK" finger daveg@osprey.elec.qmw.ac.uk

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## 1.288 MSG-285 Subject: Re: Where can I get?

Subject: Re: Where can I get?  
Date: Monday, 24 October 1994 13:12:39  
From: Daniel 'Mega' <MEGA@maracana.lci.ufrj.br>

-----  
Perry Lucas wrote:

> Okay, since I have just been getting back into using imagine on the  
> pc now, I would like to build my archives of background shots (sky  
> pictures, and things alike. Where are some good ftp sites where I  
> can get these?

ftp.wustl.edu at pub/aminet/gfx/3d  
avalon.chinalake.navy.mil at pub/

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

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**1.289 MSG-286 Subject: Altitude maps in IM3.0, BUG!**

Subject: Altitude maps in IM3.0, BUG!  
Date: Monday, 24 October 1994 13:35:36  
From: Mikael\_Ostergren@p36.anet.bbs.bad.se (Mikael Ostergren)

---

A looooong time ago I was bitching around about the altitude mapping in IM3.0.

Now I know what's wrong with it! The problem with the altitude mapping shows up when you try to repeat it. You get seams in between the brushes. The solution to this is to make the edge of your brush/altitude-map the color 128, 128, 128 (middle gray that is.).

OK, now it works, BUT you can't do brick tiles or irregular repeated altitude maps

when the edge color has to be middle gray all the way around :-).

PLEASE, PLEASE & PLEASE Impulse, FIX THIS! (Or is it fixed in 3.1?, I haven't signed up for the update program yet.)

Can some one try this out who has IM3.1?

I got the "Impulse Graphics Gazette, September 1994" today... :-) nice. Is it too late to sign up for the update program?

/micce

```
.--  
| FidoNet: 2:201/411.36   Internet: Mikael_Ostergren@p36.anet.bbs.bad.se |  
| CompuServe 100303,2     Internet: micce@aktiv.se (work)             |  
--'
```

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**1.290 MSG-287 Subject: Re: Basic Questions**

Subject: Re: Basic Questions  
Date: Monday, 24 October 1994 18:55:26  
From: Kent Marshall Worley <mumu@america.net>

---

On Sun, 23 Oct 1994, Mike McCool wrote:

---

> Hey Scott,  
>  
> This is in answer only to your first query, about metal  
> attributes/textures. Leave off the shiny. It sounds logical to have it  
> on, since you want a metal sheen, but it doesn't work that way.  
>  
> And for metal to look reflective, you'll need something in your  
> world for it to reflect, like a ground, or a sky picture loaded as a  
> global brush. I've probably spent more energy trying to get metallic  
> objects to look metallic than on any other effort in Imagine.  
>  
I have found the global brush technique to work very well. The types of  
brushes I like the most have lots of straight edges and many variations in  
colors. One of my favorites is from the corel draw cd roms. It looks like  
it is the top level of a sports stadium or something. It has lots of  
angled shadow and a slight hint of red colored seats. When reflect mapped  
I get a very chrome looking effect with nice hints of red flashing around  
when the object moves.  
Kent Worley

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## 1.291 MSG-288 Subject: Explosions

Subject: Explosions  
Date: Monday, 24 October 1994 20:19:12  
From: perkins@isty-info.uvsq.fr (Sebastien PERKINS)

-----  
hi i'm still trying to look for an anim about an explosion, anything will do (.a  
nim .flc ...) just as long as it looks like an explosion !!!

where can i start looking for one ? or does anybody have one out there ?

thanks,

Seb

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## 1.292 MSG-289 Subject: DOF Requestor?

---



Subject: DOF Requestor?  
Date: Monday, 24 October 1994 20:49:24  
From: KEN\_ROBERTSON@robelle.com

---

When adding an object you don't get a DOF requestor - you \_do\_ get a layer requestor, however.  
The manual says "Use the hide layers function in the stage editor".  
This functionality supposedly helps when your scenes are too cluttered, I guess.

I \_was\_ playing around with Depth-Of-Field this week-end.  
I like the quickrenders' easy ability to set the distance - why didn't they do it in a similar fashion for the action editor - camera dof requestor?  
(Just add an actor bar to the camera to see this requestor.)  
The manual gives you quite a complicated procedure for setting up the depth of field. I never quite got the camera focused exactly on what I wanted it to. My scene had lots of objects close together, so perhaps experimenting on a scene with more spread-out objects would work better.  
\KenR

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## 1.293 MSG-290 Subject: Another Idea to Ponder

Subject: Another Idea to Ponder  
Date: Monday, 24 October 1994 21:33:43  
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

---

Many thanks to everyone for their feedback regarding my idea of a new Extrude requester. Your ideas, comments, and suggestions have forced me to re-evaluate the concept I had, and have led me to several new paths which I will be exploring as I polish my suggestion. I think it is an excellent idea to post new concepts and suggestions for Impulse to the IML for everyone to think and comment about.

Now, on to my next idea.

Inertia Elements

I think of inertia elements as a sort of heavy polygon; a polygon that resists movement or the stoppage of movement.

---

Inertia elements could be defined in a similar method to Bones. Basically, define a group of polygons that are strongly affected and a group of polygons that are not-so-strongly affected. You should also be able to set how much of a resistance to movement (or stretchiness) the polygons have, probably in a format of "percentage of movement" (i.e. 10% means if you move the object forward 10 units the resistant polygons will move forward only 9 units).

Inertia elements are perfect for character animations. Imagine being able to cause Tubby Thunderboy's fat to wobble as he bounces towards his prey. Or have your olympic athlete's leg muscle ripple as he runs for the gold. Or even animate your jello wiggling during an earthquake.

Okay, the floor is now open. Gentlemen, start your neurons!

Paul Thompson  
(Sig??? I'm supposed to have a Sig?????)

-- Via DLG Pro v1.0

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## 1.294 MSG-291 Subject: Re: Reflections and shadows

Subject: Re: Reflections and shadows  
Date: Monday, 24 October 1994 22:13:12  
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

-----  
In a message dated Mon 24 Oct 94 4:01, David Nix <WRNIX@uga.cc.uga.edu> wrote:

DNW> I use Imagine 3.1 in my freelance work and use Alias 5.1.1 at the  
DNW> school  
DNW> here and discovered a cool feature in Alias that hopefully can be  
DNW> simulated in Imagine (I hope). Im familiar with mapping images (video  
DNW> or  
DNW> stills) to a background plane or the global backdrop requestor and  
DNW> animating 3D objects in front of them to give the illusion that my  
DNW> object is in that environment. But my object cant cast shadows  
DNW> within  
DNW> the scene. In the Alias package, you can add an "invisible" plane  
DNW> under  
DNW> your object that can receive the shadow cast by the lights  
DNW> illuminating  
DNW> your objects; ie... it makes the invisible plane "less" transparent  
DNW> where the shadows fall. You can still see the background through it,

---

DNW> in  
DNW> fact you can even make the "floor" of your nonexistent room reflect  
DNW> your  
DNW> object to further increase the apparent realism of the scene.

OK, try this:

Render your animation as normal. Create a second, identical animation but change the following:

- Change all the foreground objects to white and make them bright.
- Add a background plane (white)
- Add a ground object if you need one, again white
- Add some ambient light, enough to make the shadows grey.

Set the lights to cast shadows. Render this animation. Next, use an image processor that has an alpha channel (I use ImageFX). What you want to do is to create the shadows by adding a black screen to your background animation/image through the alpha channel, so the shadowed portion of the background will appear darker (depending on the greyness of your second animation, caused by the ambient light).

Once you have the background animation ok, you can composite it with the foreground animation and voila!

Paul Thompson

-- Via DLG Pro v1.0

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## 1.295 MSG-292 Subject: Seamless Waterfalls & Fire

Subject: Seamless Waterfalls & Fire  
Date: Monday, 24 October 1994 22:45:31  
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

-----

I stumbled upon this little gem while I was experimenting with making a seamless fire texture. It not only works for fire, but also for waterfalls, which is the example I will use to illustrate the technique.

First begin with a 2D outline such as the one below:

/ \_\_\_\_\_  
|

---

[illegible]

Caller it whatever you like (I chose a very light blue), and turn the specularity way up so you can see how the light is affected by the texture. Now, add the BumpNoiz texture. Make the X, Y, and Z sizes something like 100,10,200, which basically give you long, thin bumps. Save this object as Waterfall.1.

Now, edit the texture axis and rotate it -120 degrees (you should see the axis roll forward, towards the left-side of this diagram). Save this object as Waterfall.2. Repeat again, saving the final object as Waterfall.3.

Enter the action editor and set the number of frames for, say, 90. Give some ambient light (say 40). Now, at frame 1 load your Waterfall.1 object. From frame 2 through 30, morph to Waterfall.2. From frame 31 through 60 morph to Waterfall.3. Finally, from frame 61 through 90 morph back to Waterfall.1.

Enter the stage editor and set the view up as you would like it. Do a test render to make sure all is well.

Render your animation, but leave off the last frame, so in a 90 frame animation you would render frames 1-89.

The trick is to offset the texture axis so that when it rotates the texture appears to flow along the surfaces it intersects. As I said, it works well with fire. You can use this technique to seamlessly morph a flame object (ala Steve Worley's example). Just make sure to place the axes of the textures where their rotation and intersection with the plane will give the appearance of movement.

If anyone has any further questions, please e-mail me. I can't FTP, but if anyone wants the sample objects I can try UUencoding them for requesting individuals.

Paul Thompson

BTW, this also works great for boiling water in a pot, ethereal cloud creatures, electrical sparks, etc. Use your imagination and I bet this technique can help you achieve the effect you desire.

```
-- Via DLG Pro v1.0
```

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**1.296 MSG-293 Subject: Re: Feature**

Subject: Re: Feature  
Date: Tuesday, 25 October 1994 01:56:53  
From: gregory denby <gdenby@twain.helios.nd.edu>

-----  
  
Paul Thompson wrote:

>.. I think it would be a good idea if you could control the scaling  
>using an envelope...

and jgoldman continues...

+ It's a good idea. No question...  
+ Something that should be done is have the option to segment  
+ selectively; your second/similar idea. Another program, left unnamed,  
+ has the ability to adjust segments based on knot placement, so segments  
+ are bunched more effectively at curves (or knots).

and Charles Blaquiére mentioned, amid in a very extensive and thoughtful message

++ \* A new function to be added to the Extrude requester could be "envelope".  
++ This would refer to the object name of either a spline or edge path...

Yes, unless the feature is built right into a new and improved Spline Editor, another little extension in the Extrude requester would be just right.

It seems to me that using something similar to a spline to describe the envelope would work quite well. The x & z axes of the spline would size the cross section of the extrusion. The tension handles would be used to control the segment density, not the curve of the line, as in normal splines. For example, short handles would produce only three segments near the knot, while long ones might produce half a dozen on either side. Their position would fall off in a logarithmic scale.

As a by-theway, while thinking about this, I came up with another facet of the existing functions. Usually, I grab points of an extrusion with drag box or lasso, but this is often not easy with an irregular, tilted, spiraling section. But then I realized that the pick range option would allow me to get at any sections I liked.

And to give some one a headache, here's what I would really like to see. Branching extrusions. A modeller could just make a bones "stick-man," place a circle at the top of the head, and extrude it along the bones. The sections would split and scale automatically in this dream feature.

Happy tracing

---

Greg Denby  
gregory.g.denby.1@nd.edu  
gdenby@twain.helios.nd.edu

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## 1.297 MSG-294 Subject: Re: Altitude maps in IM3.0, BUG!

Subject: Re: Altitude maps in IM3.0, BUG!  
Date: Tuesday, 25 October 1994 06:42:00  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----

> Can some one try this out who has IM3.1?

I will if I get a chance to.

>

> I got the "Impulse Graphics Gazette, September 1994" today... :-) nice. Is it

> too late to sign up for the update program?

No its not to late.

=RRW=

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## 1.298 MSG-295 Subject: Randomize Function Proposal

Subject: Randomize Function Proposal  
Date: Tuesday, 25 October 1994 08:27:43  
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

-----

Another suggestion for Imagine:

Once again I am submitting a suggestion through the IML for polishing before I send it off to Impulse. I would really like to see a sort of Randomize function that would perform the following:

---

- o Randomize sizes between Min and Max values
- o Randomize position between Min and Max values
- o Randomize alignment between Min and Max values

This function, however, requires that the randomization affects every individual object selected. Thus, if I chose 25 axes and selected Randomize, each axis would be affected differently.

Applications:

- o Randomize the size of a group of axes with Lightsource turned on. The result, when Lensflare and Halo only are used is a randomized starfield or multiple flares for an explosion. Use several copies of randomized groups for morphing.
- o Randomize the position and angle of individual linear "strings" of axes. Select the new line and choose Make Path. Instant clustering for a group of fish or a swarm of bees. Note: this would require visually inspecting the new paths to ensure there are no collisions between two or more objects.

As usual, please let me (and the rest of the IML) know what you think and offer any suggestions you can. Thanks!

Paul Thompson

-- Via DLG Pro v1.0

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## 1.299 MSG-296 Subject: IML\_Pro

Subject: IML\_Pro  
Date: Tuesday, 25 October 1994 09:13:02  
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

-----

I would like to propose a concept I have been turning over in my head for the last few months or so. I would like to create a newsletter of sorts called IML-Pro. The newsletter would have two purposes:

1. There are many amateurs on the IML. Similarly, there are many professionals as well. Everyone can benefit from everyone else's experiences and knowledge. The problem is, people are not often motivated to explore unless they have a goal in mind. Thus, I would like to post, periodically, a list of professional achievements in 3D graphics that people have seen either on TV, the movies, etc. You can pick and choose which effect you'd like to try to emulate using Imagine. For example, some effects that come to mind that I have

---

tried (and failed) to emulate are:

- The jumpgate sequence on Babylon 5
- Decent explosions, again on Babylon 5
- The time ripple sequence from TimeCop

Well, you get the idea. Now, if you were to read this list you might think "Hey, I know how that can be done". Then you can generate a project along with a verbose tutorial on how to accomplish the effect.

2. All ideas, tips, techniques, attributes, etc. could be put together into one newsletter. Thus, you have a handy reference for finding a particular technique when, six months down the road, you require it...no extra bandwidth to go through, and little signal-to-noise ratio.

What does this require from you? Well, first off it requires your cooperation and involvement. The newsletter will be nothing unless people submit their ideas and experiences. But it doesn't take much to fiddle with something for an hour or two and then write up a tutorial. Especially when what you can get back greatly overwhelms what you put in.

Why am I doing this? Well, I'm sick of all the Lightwave folk complaining about the noise of the IML and saying there's no real "professional" discussions here.

What will Paul do? I will put the newsletter into a coherent form that is both easy to read, easy to understand, and most of all organized (that's the way I like it). The form, however, is open for discussion. I am surely going to put it together in an AmigaGuide archive, along with rendered images and screenshots (if people give them to me). This would require you to have some kind of display program that Amigaguide can call...such as Display, ViewTek, etc. For those who ask nice and who would like a hard copy, I could also put it in a PageStream document (just buy a binder and soon you have an encyclopedia).

The problem now lies with the IBM user, or should I say my lack of a PC. I would need a volunteer who is willing to put the newsletter together on an IBM. Again, form is open to suggestions, since I have no idea what formats do what on the PC.

One final problem remains. I don't have FTP. But all I would require is, again, a volunteer to whom I could uu-encode the file for relay to an internet site.

Jeez, long post Paul!! But I hope I haven't wasted your time and I hope you are eager after all this reading to join in the effort to "professionalize" the IML. If you are for it, please let me know. If you are against it, also let me know. Suggestions, offers of assistance, gifts of large wads of money, and refinements are welcome and needed, since I want this to be a collective effort and not just one man's task. Thanks for taking the time to read this!

Paul Thompson  
(Chretien...he's that liberal guy, right?)

---



-- Via DLG Pro v1.0

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### 1.300 MSG-297 Subject: Saving changes in the stage editor

Subject: Saving changes in the stage editor  
Date: Tuesday, 25 October 1994 13:53:56  
From: DAVE NEAL <neal\_d@alships.ships.sbp.MTS.dec.com>

-----  
[This message is converted from WPS-PLUS to ASCII]

Hi all. Could anyone on the list clear up a few points for me..

stageditor:

I'm coming across a problem that seems to be imagine and not me at fault. I am in the stage editor scaling objects interactively and save changes when finished. If I render the scene, the objects that I have scaled this way have reverted back to their original size but the objects I used the transformation requester scale function on look ok.

Modepro: I used this ok until I was editing points in the detail editor in newmode, perspective window. After this the menus wouldn't pull down although they were there somewhere. Turning modepro off did cure the problem. Does editing the imagine image to give a different screen requestor do the same? And are there any details on doing this for imagine 3 pal?

dof:

I tried to do this one day but could not get any good results and the readme is a bit heavy on this! Until this feature improves in future versions of imagine is there any sort of "fuzz" texture that could be applied to objects to simulate this to varying degrees? (haven't got forge/essence yet but saving those pennies). This would be ok for a scene with not too many objects.

Thanks in advance for any thoughts on these points.

Dave

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### 1.301 MSG-298 Subject: Forge

---



Rotate the axis locally around Y. This will cause the texture to rotate forwards to the camera, which is actually on the far left of the above diagram.

I've been asked to explain this in a little more detail, so I'll give what I can.

A 3D texture occupied 3D space. But the colours or bumps or whatever that appear occur only where the texture in 3D space intersects with the object. By positioning the texture axis away from the object, when you rotate the texture axis the intersection of the texture and the object changes. And because the texture occupies 3D space passing the texture "through" an object works the same as changing a "time" parameter that some textures have.

I'm not sure if that is a better explanation or not, so try this. Put a pencil or something on the screen, with the eraser at the texture axis. Now rotate the pencil around the screen, keeping the pivot point at the eraser. See how the pencil and object intersect at different points as the pencil is rotated? If you think of the texture as being full of bubbles, you can see that the object is actually "slicing" through the 3D texture when it intersects it (kinda like a CAT scan).

Hope that clears up a few things!

-- Via DLG Pro v1.0

```

*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Paul                               Fine Lines Publications          |
* Thompson      CGI   Animations   Multimedia                      *
|                               Shinobi@ck.bbs.hookup                |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

```

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### 1.303 MSG-300 Subject: Saving changes in the stage editor

Subject: Saving changes in the stage editor  
 Date: Wednesday, 26 October 1994 09:39:25  
 From: Mtucibat@cris.com

-----  
 In a response to Dave Neal, I wrote:

```

M> N> dof:
M> N> I tried to do this one day but could not get any good results =
and the

```

---

M> N> readme  
M> N> is a bit heavy on this! Until this feature improves in future =  
versions  
M> of  
M> N> imagine is there any sort of "fuzz" texture that could be appl=  
ied to  
M> N> objects=20  
M> N> to simulate this to varying degrees? (haven't got forge/essenc=  
e yet  
M> but  
M> N> saving  
M> N> those pennies). This would be ok for a scene with not too many  
M> objects.  
M>=20  
M> DOF can be much easier than the manual makes it. In Stage=  
,  
M> Local mode, scale the camera's Y-axis to be at the point i=  
n  
M> your scene you want to be in perfect focus, and readjust t=  
he  
M> X-axis as needed. Then in Action, add a camera actor, and=  
=20  
M> enter a value like 10 (guaranteed to see this one!) in the=  
=20  
M> "Aperture Size" field and leave the rest at default. Adjus=  
t=20  
M> "Aperture Size" to get the desired effect.

=3D=3D=3D=3D=3D=3D=3D

Oops. Forgot to mention to turn on Camera Lines in Stage  
to see where the focal point is. Works much better that  
way...

-mikeT

\* Offline Orbit 0.70b \* ...Sleep is a poor substitute for Raytracing.=  
..  
=FF=FF=FF=FF

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## 1.304 MSG-301 Subject: DXF objects- Entities Section Not found

Subject: DXF objects- Entities Section Not found  
Date: Wednesday, 26 October 1994 09:39:32  
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

-----

Hi, I'm trying to load in a small DXF object into Amiga Imagine 3.0 using the DXF object load, and I am getting error message: Entities section not found. Browsing the object I find the line 'ENTITY' and the following line is '0'. Anybody know what this error means?

Will IM3.1 or Interchange help me out on this object?

Is there anybody who has IM3.1 or interchange willing to test loading this object for me, before I upgrade, or buy interchange? Thanks, it's a 5K file.

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### 1.305 MSG-302 Subject: Monitors adjustments

Subject: Monitors adjustments  
Date: Wednesday, 26 October 1994 10:08:02  
From: af330@FreeNet.Carleton.CA (Stephane Payette)

-----

Hi. Since the past few weeks, i'm trying to record my anims to VTR's. I get stuck with this problem: all my renderings are not bright enough. This is probably because the brightness on my monitors are not at the right level.

I've downloaded a colorBars-code from a BBS, but i dont know how to use it.

Can someone tell me how to use Bar-codes to adjust the bright. & cont. of monitors.

Thanks!

Stephane Payette

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### 1.306 MSG-303 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 26 October 1994 10:13:10  
From: imagine-relay@email.sp.paramax.com

-----

On Tue, 25 Oct 1994, Frank.VanDerAuwera wrote:

---

```

>
>
>
>
> > On 10-25, Dave Neal wrote:
> > N>
> > N> Modepro: I used this ok until I was editing points in the detail editor
> > N> in newmode, perspective window. After this the menus wouldn't pull down
>
>
> > N> although they were there somewhere. Turning modepro off did cure the
> > N> although they were there somewhere. Turning modepro off did cure the
> This might be sounding extremely naive, but...
>
> Have you checked how many chip ram you got left after promoting the
> screen and loading your project?
>
> Disappearing menus sounds very much like a low chipram problem....
> I used to run Imagine 2 in nolace on a 512k chip 2000 and got this
> sometimes when running very low on chipram...
> It happens the same with other progs or even the workbench screen, when
> you stretch chipram to its limits
>
> Frank Van der Auwera
> University of Antwerp library
>
> fvdauwer@uia.ac.be
> fauwera@lib.ua.ac.be
>
>

```

NO! I've run into the same problem with 2 megs of chip ram, and the workbench showed 1+ megs free!

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### 1.307 MSG-304 Subject: RE: Another Idea to Ponder

Subject: RE: Another Idea to Ponder  
 Date: Wednesday, 26 October 1994 10:16:47  
 From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

```

-----
On Monday, October 24, 1994 1:44, Shinobi wrote:
> [...]
> Now, on to my next idea.
>
> Inertia Elements

```

>[...]

Well yes, sounds interesting, but a little ambitious for Imagine seeing that it doesn't yet have any concepts of mass or force. I would prefer Impulse first tackle simple newton physics; interaction between whole objects before it move on to the elastic properties of skin. I'd love to be able to simply throw objects into a scene and have them bounce and spin appropriately (Game of pool anyone?).

Not to put down your idea however, just my own opinion on progression.

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### 1.308 MSG-305 Subject: Saving changes in the stage editor

Subject: Saving changes in the stage editor  
Date: Wednesday, 26 October 1994 10:18:47  
From: Mtucibat@cris.com

-----  
On 10-25, Dave Neal wrote:

N> stageditor:  
N> I'm coming across a problem that seems to be imagine and not me  
N> at fault. I am in the stage editor scaling objects interactively =  
and save  
N> changes when finished. If I render the scene, the objects that I =  
have  
N> scaled=20  
N> this way have reverted back to their original size but the object=  
s I used  
N> the transformation requester scale function on look ok.=20

You must either be in Local mode, or scaling on all 3 axes.

N>=20  
N> Modepro: I used this ok until I was editing points in the detail =  
editor  
N> in newmode, perspective window. After this the menus wouldn't pul=  
l down=20  
N> although they were there somewhere. Turning modepro off did cure =  
the  
N> problem.  
N> Does editing the imagine image to give a different screen request=  
or do  
N> the=20  
N> same? And are there any details on doing this for imagine 3 pal?=  
=20

Editing the binary doesn't do this.=20

N>=20

---

N> dof:  
 N> I tried to do this one day but could not get any good results and=  
 the  
 N> readme  
 N> is a bit heavy on this! Until this feature improves in future ver=  
 sions of  
 N> imagine is there any sort of "fuzz" texture that could be applied=  
 to  
 N> objects=20  
 N> to simulate this to varying degrees? (haven't got forge/essence y=  
 et but  
 N> saving  
 N> those pennies). This would be ok for a scene with not too many ob=  
 jects.

DOF can be much easier than the manual makes it. In Stage,  
 Local mode, scale the camera's Y-axis to be at the point in  
 your scene you want to be in perfect focus, and readjust the  
 X-axis as needed. Then in Action, add a camera actor, and=  
 =20  
 enter a value like 10 (guaranteed to see this one!) in the=  
 =20  
 "Aperture Size" field and leave the rest at default. Adjust=  
 =20  
 "Aperture Size" to get the desired effect.  
 =20  
 -mikeT

\* Offline Orbit 0.70b \* ...Sleep is a poor substitute for Raytracing.=  
 ..  
 =FF=FF=FF=FF

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### 1.309 MSG-306 Subject: Re: Saving changes in the stage editor

Subject: Re: Saving changes in the stage editor  
 Date: Wednesday, 26 October 1994 10:21:15  
 From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>  
 > stageditor:  
 > I'm coming across a problem that seems to be imagine and not me  
 > at fault. I am in the stage editor scaling objects interactively and save  
 > changes when finished. If I render the scene, the objects that I have scaled  
 > this way have reverted back to their original size but the objects I used



> the transformation requester scale function on look ok.

Did you set the Size Bar in the Object Menu, or use R/A\_9, before you saved, sounds like your problem.

=RRW=

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### 1.310 MSG-307 Subject: Using MODEPRO

Subject: Using MODEPRO  
Date: Wednesday, 26 October 1994 10:46:22  
From: jamiek@hwcces.demon.co.uk (Jamie Knight)

-----  
Hello

I have just downloaded MODEPRO from Aminet after someone mentioned it working with Imagine 3.0. You're right, it does work :) but when I press F1 to pick a selected object (or select a picked one?) on a 670x5something overscan screen, a layer of yellow garbage appears in the view windows - Imagine still thinks the screen is 640x512. Has anyone else seen this and solved it, or have I cocked it up?

Hope someone can help.

-----+-----  
Jamie Knight | jamiek@hwcces.demon.co.uk  
Environmental Services Computer Support |  
Hereford & Worcester County Council | Place mildly amusing quote,  
Worcester, UK | phrase or opinion here..  
All views are my own, etc, etc |

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### 1.311 MSG-308 Subject: Disappearing menu's syndrom

Subject: Disappearing menu's syndrom  
Date: Wednesday, 26 October 1994 10:46:55  
From: "Frank.VanDerAuwera" <fvdauwer@psws.uia.ac.be>

---

```
> On 10-25, Dave Neal wrote:
> N>
> N> Modepro: I used this ok until I was editing points in the detail editor
> N> in newmode, perspective window. After this the menus wouldn't pull down
>                                     ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> N> although they were there somewhere. Turning modepro off did cure the
>                                     ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
This might be sounding extremely naive, but...
```

Have you checked how many chip ram you got left after promoting the screen and loading your project?

Disappearing menus sounds very much like a low chipram problem....  
I used to run Imagine 2 in nolace on a 512k chip 2000 and got this  
sometimes when running very low on chipram...  
It happens the same with other progs or even the workbench screen, when  
you stretch chipram to its limits

Frank Van der Auwera  
University of Antwerp library

fvdauwer@uia.ac.be  
fauwera@lib.ua.ac.be

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**1.312 MSG-309 Subject: Re: Another Idea to Ponder**

Subject: Re: Another Idea to Ponder  
Date: Wednesday, 26 October 1994 10:46:59  
From: Shinobi@cckbbs.tor.hookup.net (Shinobi)

In a message dated Tue 25 Oct 94 16:00, zmievski@herbie.unl.edu (Andrey Zmiwrote:

AZ> This idea is excellently implemented in Wavefront's Dynamation, which  
AZ> I had  
AZ> a good fortune to see at the SIGGRAPH. After careful assignment of  
AZ> the  
AZ> inertia to the polygons, the resulting animation was incredible. I

AZ> think it  
 AZ> is a very good suggestion.

Drat...I didn't know someone else had come up with the idea. I wanted to be an originator. Sigh.

AZ> Another feature that I saw were the forces(fields). For example, you  
 AZ> could  
 AZ> have wind, gravity, radial field, friction and stuff like that. That  
 AZ> combined with "springs" (polygons that could stretch) made many  
 AZ> things much  
 AZ> easier for the animator.

Very cool. I don't know what (if anything) Impulse has up its sleeve as far as collision detection and real-world kinematics go, but I am waiting to see Newton's Law...it may be exactly what I've been looking for.

-- Via DLG Pro v1.0

```

*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Paul                Fine Lines Publications                |
* Thompson          CGI   Animations   Multimedia            *
|                   Shinobi@ck.bbs.hookup                   |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

```

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 ==> RETURN TO CONTENTS!<==

### 1.313 MSG-310 Subject: Saving changes in the stage ed

Subject: Saving changes in the stage ed  
 Date: Wednesday, 26 October 1994 10:47:06  
 From: KEN\_ROBERTSON@robelle.com

-----

To save changes to your scaled, moved objects, etc., you must go to the object menu and select "position bar", etc. for the actions perfored to be saved to the Action Editor.

Yeah, you'd think that "save changes" would be good enough, but it only refers to the loading or deleting of objects, lights, and paths.  
 \KenR

-----

Did you hear the one about the newlywed programmer?  
 ----- stay tuned -

Thread 300  
 ==> RETURN TO CONTENTS!<==

## 1.314 MSG-311 Subject: High Altitude view of Clouds

Subject: High Altitude view of Clouds  
Date: Wednesday, 26 October 1994 11:08:12  
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

-----

I've been playing with this idea for a while now, ever since I did an scene for a friend's BBS. What this effect gives you is a scene from high altitude (maybe 30,000ft.) looking down on a planet. There is a puffy cloud cover that works well when ray-trace and shadow-casting is turned on. Note: This technique requires the Essence I library of textures, although I'm sure someone can come up with its equivalent using the Imagine textures (I'm just not too familiar with them).

Basically, there are two objects:

Ground  
Colour : 0,140,0            Dithering: 255  
Reflect : 0,0,0            Roughness: 0  
Filter : 0,0,0            Hardness: 0  
Specular: 0,0,0            Shininess: 0

Apply the Terra texture from Imagine 3.0+ with the following settings:

Noise 1 Magnitude : 0.2	Colour 1 Bump : 0.2
Noise 1 Velocity : 10	Blend Colour 1: 1
Noise 2 Magnitude : 2	Colour 2 Red : 80
Noise 2 Velocity : 1	Colour 2 Green: 80
Colour 1 Red : 60	Colour 2 Blue : 160
Colour 1 Green : 160	Colour 2 Bump : 0.14
Colour 2 Blue : 60	Blend Colour 2: 1

This object now gives you a basic green-and-blue colour planet. For the cloud cover, create a large plane and place it parallel to the ground, about 40 units up or so. Give it a whitish colour, about 200,200,200 and a filter value of about 40,40,40. Apply the following textures:

Clusterbump:  
Clump Scale : 5000 <=I just made it this big so it didn't really show  
Cluster Scale : 3.3767  
Clump Coverage : 1  
Edge Colour Fade: 0.6  
Clump Bump : 0.3  
Cluster Bump : 0.6  
Cluster Red : 200  
Cluster Green : 200  
Cluster Blue : 200

Make sure the rest of the Clusterbump settings are to 0. This will create a blanket of puffy cloud-like forms.

BlobF:

---

```

Initial Scale : 120
# Scales      : 4
Scale Ratio   : 0.4
Amplitude Ratio: 0.4
Time Ratio    : 0.4
Time          : 0
T1 Start      : 0.2
T1 End        : 0.4
T2 Start      : 0.8
T2 End        : 0.95
Filter Red    : 255
Filter Green   : 255
Filter Blue   : 255
This basically cuts holes in the cloudy plane, so the planet can show
through.

```

Do a quick-render and show your friends. You might want to position the camera so it's a few degrees off perpendicular, so you can see the shadows as they roll across the landscape. For even more fun, move the plane across the ground while simultaneously morphing the time function of BlobF.

If anyone manages to come up with some useful applications for this type of scene, I'd like to hear about them. Also, if anyone has some time to play with the Imagine textures to get the same effect, please let me know. Thanks all!!!

-- Via DLG Pro v1.0

```

*-*-*-*-*
| Paul           Fine Lines Publications      |
* Thompson      CGI   Animations   Multimedia *
|              Shinobi@ck.bbs.hookup         |
*-*-*-*-*

```

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 ==> RETURN TO CONTENTS!<==

### 1.315 MSG-312 Subject: Lend me your ear

```

Subject: Lend me your ear
Date:    Wednesday, 26 October 1994 12:35:06
From:    Shinobi@ckbbs.tor.hookup.net (Shinobi)

```

-----

Help! I desperately need some kind of model of a human ear. Can some kind soul uuencode one in a private message to me? It's urgent. Thanks!

Paul

---

-- Via DLG Pro v1.0

```
*-*-*-*-*  
| Paul           Fine Lines Publications      |  
* Thompson      CGI   Animations   Multimedia  *  
|               Shinobi@ck.bbs.hookup        |  
*-*-*-*-*
```

Thread 1  
==> RETURN TO CONTENTS!<==

### 1.316 MSG-313 Subject: Waterfall Tutorial

Subject: Waterfall Tutorial  
Date: Wednesday, 26 October 1994 12:43:36  
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

-----  
Sorry to waste the bandwidth, but uuencodes of the waterfall stage file are available by request. Thanks

-- Via DLG Pro v1.0

```
*-*-*-*-*  
| Paul           Fine Lines Publications      |  
* Thompson      CGI   Animations   Multimedia  *  
|               Shinobi@ck.bbs.hookup        |  
*-*-*-*-*
```

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==> RETURN TO CONTENTS!<==

### 1.317 MSG-314 Subject: 2 Questions

Subject: 2 Questions  
Date: Wednesday, 26 October 1994 14:23:49  
From: D.Asch@bton.ac.uk (asch)

-----  
As the subject suggests, I have two questions...

The first is a query regarding the 'Brightlightglare' object, HOW DO USE IT!?  
I downloaded the object from wustl, read the readme, loaded the object and got

---

zilch!! Is it an Imagine 3.0 specific (I only have 2.0) or is it that I am totally inept at using brushmaps?

The object does not load up pre-linked to the map so I have been playing around with it but with no success....

If anyone (even the designer) can help it will be appreciated!

My second question is one regarding a previous item I sent, which may have been 'lost in the post'. It was about the Pastella texture - or rather a lack of it!!

If anyone has this please could you send me a UUENCODED copy of it....

Thanx in advance.....

David A.

```
+-----+
| All I want is to live long enough to see a 300 frame animation of |
|           5 chrome spheres raytraced on my 600!!           |
|                                                             |
+-----+
|                               LIVE LONG AND RENDER!                               |
+-----+
```

da20@bton.unix.ac.uk

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--> RETURN TO CONTENTS!<=

## 1.318 MSG-315 Subject: RE: Using MODEPRO

Subject: RE: Using MODEPRO  
Date: Wednesday, 26 October 1994 19:21:28  
From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

-----  
On Wednesday, October 26, 1994 7:57, Jamie Knight wrote:

```
>-----
>---
>Hello
>
>I have just downloaded MODEPRO from Aminet after someone mentioned it
>working with Imagine 3.0. You're right, it does work :) but when I
>press F1 to pick a selected object (or select a picked one?) on a
>670x5something overscan screen, a layer of yellow garbage appears in
>the view windows - Imagine still thinks the screen is 640x512. Has
>anyone else seen this and solved it, or have I cocked it up?
```

---

>  
>Hope someone can help.  
>

I'm not sure if this is your problem but: As the author of ModePro mentioned, it is very important that if use it to give Imagine larger screens, Imagine should first be modified to make use of the larger screen size. You must apply the binary patch to Imagine to change it's own internal screen size as well. You should not give Imagine a larger screen than it expects.

Using an AGA machine, when I first applied the patch on Imagine to increase the screen size (which appeared on IML back in June) it worked, but the larger screen extended beyond the bottom right of my monitor and I was unable to scroll or move it to reveal the hidden corner. With ModePro I can now give Imagine a scrollable, Multiscan Overscan screen onto which it can display it's larger screen size. And it's working great.

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### 1.319 MSG-316 Subject: Wanted to buy

Subject: Wanted to buy  
Date: Wednesday, 26 October 1994 22:35:51  
From: Darryl\_Lewis@comlink.mpx.com.au (Darryl Lewis)

-----  
Hi all,  
This is mainly for people in Sydney Australia.  
I have the coverdisk version of Imagine 2.0, and would like to buy the original program or at least the manual (why don't coverdisks ever come with a decent manual or set of instructions?) for 2.0.

If any one can help in any way, please let me know.  
Darryl

-- Via DLG Pro v1.0

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### 1.320 MSG-317 Subject: Re: Using MODEPRO

Subject: Re: Using MODEPRO  
Date: Wednesday, 26 October 1994 23:26:08

---



From: Jason B Koszarsky <kozarsky@cse.psu.edu>

---

>press F1 to pick a selected object (or select a picked one?) on a  
>670x5something overscan screen, a layer of yellow garbage appears in

I'm running it on a 736x566x4 screen on my 3000 without any problems  
at all yet. The F1 selection works fine for me.

Jaeson K.

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### 1.321 MSG-318 Subject: RE: Using MODEPRO

Subject: RE: Using MODEPRO  
Date: Wednesday, 26 October 1994 23:50:47  
From: Jason B Koszarsky <kozarsky@cse.psu.edu>

---

>I'm not sure if this is your problem but: As the author of ModePrp  
>mentioned, it is very important that if use it to give Imagine larger  
>screens, Imagine should first be modified to make use of the larger screen  
>size. You must apply the binary patch to Imagine to change it's own

I didn't see this in the docs. The author mentioned that some bad programs  
might choke if put on larger than expected screen sizes but he didn't  
specifically say Imagine.

Jaeson K.

Thread 315  
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### 1.322 MSG-319 Subject: Archive #53 and #54 uploaded to Aminet

Subject: Archive #53 and #54 uploaded to Aminet  
Date: Thursday, 27 October 1994 03:21:41  
From: Nikola Vukovljak <nvukovlj@extro.ucc.su.OZ.AU>

---

IML Archives #53 and #54 have both been uploaded to Amninet - gfx/3d directory. They are now in both Amiga Guide and Ascii formats.

Look for iml.....  
and IML .....

They cover messages posted to the IML in August and September '94

Nik.  
nvukovlj@extro.ucc.su.oz.au

<Your Friendly IML archivist>

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### 1.323 MSG-320 Subject: Re: Explosions

Subject: Re: Explosions  
Date: Thursday, 27 October 1994 04:26:50  
From: Kent Marshall Worley <mumu@america.net>

-----  
  
Has anyone tried the new feature with anims and flc mapping in 3.1. It sounds like a winner but I have not gotten to it yet. This program is growing faster than I can render.  
Kent Worley

Thread 293  
==> RETURN TO CONTENTS!<==

### 1.324 MSG-321 Subject: Re: Saving changes in the stage editor

Subject: Re: Saving changes in the stage editor  
Date: Thursday, 27 October 1994 04:50:36  
From: Kent Marshall Worley <mumu@america.net>

-----  
  
> those pennies). This would be ok for a scene with not too many objects.  
>  
> Thanks in advance for any thoughts on these points.

---

>  
> Dave  
get Forge and essence you will be gld you did. Forge needs some work but it is a step in the right direction. Imagine has all the power to make unique surfaces, but the interface is so tedious that it keeps it from being a marketable product.

Kent Worley

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### 1.325 MSG-322 Subject: Re: Another Idea to Ponder

Subject: Re: Another Idea to Ponder  
Date: Thursday, 27 October 1994 05:24:54  
From: Kent Marshall Worley <mumu@america.net>

-----  
  
On Mon, 24 Oct 1994, Shinobi wrote:

>  
> I think of inertia elements as a sort of heavy polygon; a polygon that  
> resists movement or the stoppage of movement.  
>  
> Inertia elements could be defined in a similar method to Bones.  
> Basically, define a group of polygons that are strongly affected and a  
> group of polygons that are not-so-strongly affected. You should also  
> be able to set how much of a resistance to movement (or strechiness)  
> the polygons have, probably in a format of "percentage of movement"  
> (i.e. 10% means if you move the object forward 10 units the resistant  
> polygons will move forward only 9 units).  
>  
> Inertia elements are perfect for character animations. Imagine being  
> able to cause Tubby Thunderboy's fat to wobble as he bounces towards  
> his prey. Or have your olympic athelete's leg muscle ripple as he  
> runs for the gold. Or even animate your jello wiggling during an  
> earthquake.  
>  
> Okay, the floor is now open. Gentlemen, start your neurons!  
>  
> Paul Thompson  
> (Sig??? I'm supposed to have a Sig?????)  
>  
> -- Via DLG Pro v1.0  
>  
>  
I recently saw real 3d and it does much of what is mentioned here. The spline based modeling completly destroys Imagine. Imagine rules when it

---

comes to surface attributes! I wish Imagine would incorporate some of the Real 3D features. Right now for me I find it more important to create unique surfaces than spline objects. I guess there will never be one program that does it all, but Imagine does more than I have time to deal with...yet. When that 68666 processor is released then we will be rendering fast enough.

Kent Worley

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### 1.326 MSG-323 Subject: Re: DXF objects- Entities Section Not found

Subject: Re: DXF objects- Entities Section Not found  
Date: Thursday, 27 October 1994 05:53:54  
From: Kent Marshall Worley <mumu@america.net>

-----  
  
On Tue, 25 Oct 1994, Steve McLaughlin wrote:

> Hi, I'm trying to load in a small DXF object into Amiga Imagine 3.0 using  
> the DXF object load, and I am getting error message: Entities section  
> not found. Browsing the object I find the line 'ENTITY' and the following  
> line is '0'. Anybody know what this error means?  
> Will IM3.1 or Interchange help me out on this object?  
> Is there anybody who has IM3.1 or interchange willing to test loading this  
> object for me, before I upgrade, or buy interchange? Thanks, it's a 5K file.  
>  
I loaded a DXF file tonight with 3.1 and it worked. This is the first one  
I have tried but it is a good sign that 3.1 is what you need.  
Kent Worley

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### 1.327 MSG-324 Subject: Re: Forge

Subject: Re: Forge  
Date: Thursday, 27 October 1994 06:23:07  
From: Kent Marshall Worley <mumu@america.net>

-----

---

On Tue, 25 Oct 1994, Ryan Hoyle wrote:

>  
> I just picked up a copy of Essence II with Forge. Is there supposed to be  
> a manual for Forge? If there is I didn't get one.  
>  
I got one but it is easy to use. Play around and if you have a question I  
can help.  
Kent Worley

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### 1.328 MSG-325 Subject: Re: Monitors adjustments

Subject: Re: Monitors adjustments  
Date: Thursday, 27 October 1994 06:42:50  
From: Kent Marshall Worley <mumu@america.net>

-----

On Tue, 25 Oct 1994, Stephane Payette wrote:

> Hi. Since the past few weeks, i'm trying to record my anims to VTR's. I get  
> stuck with this problem: all my renderings are not bright enough. This is  
> probably because the brightness on my monitors are not at the right level.  
>  
> I've downloaded a colorBars-code from a BBS, but i dont know how to use it.  
>  
> Can someone tell me how to use Bar-codes to adjust the bright. & cont. of  
> monitors.  
>  
> Thanks!  
>  
> Stephane Payette  
>  
>  
If you have a monitor that can go to a blue mode or a gray mode you  
adjust the contrast and hue to make matching blue bars. let me know if  
you have this feature on your monitor.  
kent Worley

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---

**1.329 MSG-326 Subject: Best way to make...**

Subject: Best way to make...  
Date: Thursday, 27 October 1994 07:27:45  
From: plucas@vt.edu (Perry Lucas)

---

Okay, I have been working on a solar system animation... (nothing new really) I have about 4 planets in orbit around a "sun". My question is, what is the best way to make the "Sun"? I do not know if should put an extremely bright light source nearby and have it reflect off of it or to do something totally different. Any suggestions?

Perry Lucas  
plucas@vt.edu

p.s. I am trying to keep it to an orange color.

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**1.330 MSG-327 Subject: ISL 3.0b1**

Subject: ISL 3.0b1  
Date: Thursday, 27 October 1994 08:18:37  
From: grieggs@netcom.com (John Grieggs)

---

Hi.

ISL 3.0 is just about done, and I've not gotten much feedback from my beta testers, so I've decided to try a "Wide Beta" approach. If you'd like to play with the new ISL (Imagine Staging Language, BTW), it's available as:

ftp.netcom.com:/pub/grieggs/isl3\_0b1.lha

Briefly, this is the Amiga version of ISL, updated for Imagine 3.0.

Further details are available inside the archive.

\_john

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---

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### 1.331 MSG-328 Subject: Particles: phong & rotate

Subject: Particles: phong & rotate  
 Date: Thursday, 27 October 1994 10:16:08  
 From: Wizard <GUEST@novell.dima.unige.it>

```
-----
| O | .MODEL SMALL
|   | .DATA
| O | LOGIN DB "          _ _ _ _ _ Wizard logged in"
|   | .CODE
| O | MAILING PROC FAR
|/_|
```

Hi 'vrywhr,

I've two questions for particle gurus:

- I'm wondering why the "phong" attribute doesn't work with particles, it doesn't work if I use an object (file xxxxx into particle request) to specify particles type;
- why into stage preview my particles rotate but when rendered their alignment doesn't change (particle fx: emission, min & max rotation <> 0)

```
/\_
| O | RET
|   | MAILING ENDP T-H-A-N-X
| O | STACK 200H ae(_^)^ue
|_| END MAILING _ _ _ _ _ Wizard signing off
```

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### 1.332 MSG-329 Subject: Conform group to path

Subject: Conform group to path  
 Date: Thursday, 27 October 1994 10:30:48  
 From: Wizard <GUEST@novell.dima.unige.it>

```
-----
| O | .MODEL SMALL
|   | .DATA
```

```
| O |      LOGIN    DB "                _ _ _ _ _ Wizard logged in"
|   |      .CODE
| O | MAILING      PROC FAR
|/\_|
```

Hi 'vrywhr,

could some1 tell me how "align to path (conform group to path)"  
into action editor works?

```
/\_|
| O |      RET
|   | MAILING      ENDP                      T-H-A-N-X
| O |      STACK    200H                      ae(_^)^ue
|_| END      MAILING                _ _ _ _ _ Wizard signing off
```

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### 1.333 MSG-330 Subject: Amiga-PC connection

Subject: Amiga-PC connection

Date: Thursday, 27 October 1994 10:53:51

From: Wizard <GUEST@novell.dima.unige.it>

```
-----
| O |      .MODEL SMALL
|   |      .DATA
| O |      LOGIN    DB "                _ _ _ _ _ Wizard logged in"
|   |      .CODE
| O | MAILING      PROC FAR
|/\_|
```

Hi 'vrywhr,

I'm searching for a piece of software that allows to connect my  
Amiga to my PC via null-modem: this util should be like MS-Dos InterLink  
util that allows to redirect a client drive to a logical unit of the  
server (and vice-versa). I'm not searching for a comm transfer util, but  
one program allows U to use an "external" drive as a "local" one: so I  
can use all my iob, tga,..... stored into my PC hd as they are stored  
into an "external/dummy" Amiga hd.

```
/\_|
| O |      RET
|   | MAILING      ENDP                      T-H-A-N-X
| O |      STACK    200H                      ae(_^)^ue
|_| END      MAILING                _ _ _ _ _ Wizard signing off
```



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### 1.334 MSG-331 Subject: Re: Using MODEPRO

Subject: Re: Using MODEPRO  
Date: Thursday, 27 October 1994 11:40:47  
From: Carsten Bach <infoflex@inet.uni-c.dk>

-----  
If the "Modepro" should be NewMode the yes i have Seen it to, i have tried different screens but the "garbage" is always showing when i use pick selected.

Arne Voigt Denmark

On Wed, 26 Oct 1994, Jamie Knight wrote:

> Hello  
>  
> I have just downloaded MODEPRO from Aminet after someone mentioned it  
> working with Imagine 3.0. You're right, it does work :) but when I  
> press F1 to pick a selected object (or select a picked one?) on a  
> 670x5something overscan screen, a layer of yellow garbage appears in  
> the view windows - Imagine still thinks the screen is 640x512. Has  
> anyone else seen this and solved it, or have I cocked it up?  
>  
> Hope someone can help.  
>  
>  
> -----+-----  
> Jamie Knight | jamiek@hwcces.demon.co.uk  
> Environmental Services Computer Support |  
> Hereford & Worcester County Council | Place mildly amusing quote,  
> Worcester, UK | phrase or opinion here..  
> All views are my own, etc, etc |  
>

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### 1.335 MSG-332 Subject: Pharlap

Subject: Pharlap  
Date: Thursday, 27 October 1994 11:57:50  
From: Wizard <GUEST@novell.dima.unige.it>

---

---

```

| O |      .MODEL SMALL
|   |      .DATA
| O |      LOGIN    DB "          _ _ _ _ _ Wizard logged in"
|   |      .CODE
| O | MAILING      PROC FAR
|/_|

```

From Imagine 3.0 Texture File Format (Rev 1.0 05-22-94 S.Kirvan -  
Copyright 1994 Impulse Inc.):

...  
...  
...

\*\*\*\*\* COMPILING DETAILS \*\*\*\*\*

The SAS/C Compiler Ver 6.5 command line is as follows:

```

sc nostartup code=far data=far math=68881 nostackcheck link
to Texture.itx texture.c

```

(all typed on one line...)

On the PC, the texture code has to be linked as a Phar Lap 32-bit ".REX" file (relocatable executable). Impulse's textures were compiled using the Metaware High-C compiler, and linked using Pharlap's linker.

```

hc386 -Hoff=Protection -c texture.c
386link texture.obj -relexe Texture.itx

```

The important things to "get" about trying to compile texture code are as follows:

- don't link in startup code
  - everything is 32 bit - ie. far pointers for both data and code
  - don't allow the compiler to put in any stack checking code
- 

My silly question: and for those people who havent got enough money to buy the TNT PharLap?????????

```

|/_|
| O |      RET
|   | MAILING      ENDP                      T-H-A-N-X
| O |      STACK    200H                      ae(_^)^ue
|_| END          MAILING          _ _ _ _ _ Wizard signing off

```

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**1.336 MSG-333 Subject: Reflective objects inside a glass tube!!**

---

Subject: Reflective objects inside a glass tube!!  
Date: Thursday, 27 October 1994 17:52:11  
From: joec@ensoniq.com (Joe Cotellesse)

-----  
Help!

I've banged my head against a wall long enough, I need some help. I created a chrome ball, (chrome attrs plus metals texture). When I place the object in my scene and ray-trace it everything works OK (i.e., properly reflects its environment). When I try to place the ball inside of a glass tube, it no longer reflects anything!! As an experiment, I placed the ball halfway inbetween the tube and the outside. When I raytraced it, I got reflections only on the half of the ball that is outside of the tube.

What's going on. I'm sure that I am not the first person to try to trace a reflective object inside of glass? The tube by itself renders correctly (can see through it and has some reflective properties).

This is very frustrating and if anyone has an answer I would appreciate it.

Joe Cotellesse

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### 1.337 MSG-334 Subject: Quickstage

Subject: Quickstage  
Date: Thursday, 27 October 1994 17:53:25  
From: dsan@cindy.ct.se (Dan Santos)

-----  
I just found out the hard way that snapshotting an object in stage while in quickstage mode will save an axis only... :( If Impulse couldn't include a small routine that fully loads the selected objects before snapshotting it, they could at least warn the user of what will happen, or, if that also was too much of a problem, just disable the snapshot function while in quickstage.

Dan Santos (dsan@cindy.ct.se)

DigiLight Studios - 3D Animation & Image effects - +46-40-138678

+-----+  
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|  
|Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|  
+-----+

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### 1.338 MSG-335 Subject: Banging Your Head on A Wall...

Subject: Banging Your Head on A Wall...  
Date: Thursday, 27 October 1994 22:05:47  
From: KEN\_ROBERTSON@robelle.com

-----  
Joe@Ensoniq wrote:

>I've banged my head against a wall long enough, I need some help. I create  
>a chrome ball, (chrome attrs plus metals texture). When I place the object  
>in my scene and ray-trace it everything works OK (i.e., properly reflects  
>its environment). When I try to place the ball inside of a glass tube, it  
>no longer reflects anything!!.

I tried this out with Imagine 3.1 and...as long as the reflection of the  
glass tube is at 1.00, the sphere reflects properly.

However, bump it up to 1.01, and poof! The reflections on the sphere  
disappear.

I called up Imagine Tech Support to find out why. The techie, (very  
friendly too!) said that "Ooh, combining reflections and refractions,  
that's a tough one to do." It boils down to, Imagine 3.1 cannot do  
this function. Sorry.

I can't think of any work-arounds off-hand, either.

\KenR

-----  
Q: How many ray-tracers does it take to change a light bulb?

A: None. They use the light of the screen for reading manuals. (12.2%  
complete...)

Joe Cotellesse

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### 1.339 MSG-336 Subject: Re: Reflective objects inside a glass tube!!

Subject: Re: Reflective objects inside a glass tube!!  
Date: Thursday, 27 October 1994 23:50:23  
From: mbc@po.CWRU.Edu (Michael B. Comet)

---

---

>its environment). When I try to place the ball inside of a glass tube, it  
>no longer reflects anything!! As an experiment, I placed the ball halfway

Hmmm..this sounds REALLY familiar from a long long long time ago.  
I am trying to remember if this is an old bug of the rendering  
software...or not a bug and just the way it works...whatever.

Maybe someone out there remembers. However, you may not be able to  
get this to work.... :(

--

---

| Michael Comet, mbc@po.CWRU.Edu - CWRU, Software Engineer/Graphics Artist |  
| Computer Graphics/Animation! - HomePage: http://sushi.ins.cwru.edu/ |  
+-----+

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## 1.340 MSG-337 Subject: Re: Amiga-PC connection

Subject: Re: Amiga-PC connection  
Date: Friday, 28 October 1994 00:40:17  
From: Kent Marshall Worley <mumu@america.net>

---

>  
> Hi 'vrywhr,  
> I'm searching for a piece of software that allows to connect my  
> Amiga to my PC via null-modem: this util should be like MS-Dos InterLink  
> util that allows to redirect a client drive to a logical unit of the  
> server (and vice-versa). I'm not searching for a comm transfer util, but  
> one program allows U to use an "external" drive as a "local" one: so I  
> can use all my iob, tga,..... stored into my PC hd as they are stored  
> into an "external/dummy" Amiga hd.

>  
>  
> /\\_  
> | O | RET  
> | | MAILING ENDP T-H-A-N-X  
> | O | STACK 200H ae(-\_^)ue  
> |\_\_\_| END MAILING \_ \_ \_ \_ \_ Wizard signing off

>  
>

Try twin express. I have used it with transfer rates of 57600 baud

---

succesfully. I wish there was something similar to parnet to transfer from amiga to pc. the parallel port is so much faster than the serial port.  
Kent Worley

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### 1.341 MSG-338 Subject: Christmas Tree

Subject: Christmas Tree  
Date: Friday, 28 October 1994 00:44:51  
From: goran@abalon.se (Goeran Ehrsson)

-----

I've been thinking and thinking and thinking, but I cannot come up with an idea of how to do a memory and speed efficient christmas tree that is detailed enough to look photo realistic. You see, xmas is here any day now and I cannot do a project that takes weeks to render (or weeks in the detail editor, adding 100000 needles) I have Imagine 2.0, Essence 1 and 2 but there's no xmas tree texture in any of them. :-)

My plan is to make one branch of a tube, then add needles made of triangles. I'll then copy and scale it to different sizes. Anyone got a better idea?

- Goran

--

Email: goran@abalon.se (MIME compliant)  
WWW : <http://www.abalon.se/~goran>  
EARTH: Abalon AB, Box 11129, 16111 BROMMA, SWEDEN

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### 1.342 MSG-339 Subject: Re: Seamless Waterfalls & Fire

Subject: Re: Seamless Waterfalls & Fire  
Date: Friday, 28 October 1994 03:05:09  
From: cjo <cjo@smtpgw.esrange.ssc.se>

-----

---

Shinobi wrote;  
>[stuff omitted]  
>Save this object as Waterfall.1.  
>Now, edit the texture axis and rotate it -120 degrees  
>Save this object as Waterfall.2. Repeat again, saving the final object as  
>Waterfall.3.  
>  
>Enter the action editor and set the number of frames for, say, 90.  
>Give some ambient light (say 40). Now, at frame 1 load your  
>Waterfall.1 object. From frame 2 through 30, morph to Waterfall.2.  
>From frame 31 through 60 morph to Waterfall.3. Finally, from frame 61  
>through 90 morph back to Waterfall.1.

Isn't all this what "states" is for?

---

	Conny Joensson		Swedish Space Corp. Estrange	
	Kiruna		Satellite operations - Telecom Div.	
	Sweden		cjo@smtpgw.esrange.ssc.se	

---

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### 1.343 MSG-340 Subject: Re: IML\_Pro

Subject: Re: IML\_Pro  
Date: Friday, 28 October 1994 03:43:26  
From: cjo <cjo@smtpgw.esrange.ssc.se>

---

Paul Thompson wrote;  
>I would like to create a newsletter of  
>sorts called IML-Pro.

As one of all these tracing amateurs, I'd like to say;  
YYEESS!!

---

	Conny Joensson		Swedish Space Corp. Estrange	
	Kiruna		Satellite operations - Telecom Div.	
	Sweden		cjo@smtpgw.esrange.ssc.se	

---

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**1.344 MSG-341 Subject: Re: Best way to make...**

Subject: Re: Best way to make...  
 Date: Friday, 28 October 1994 06:09:06  
 From: Roger Straub <straub@csn.org>

-----

On Wed, 26 Oct 1994, Perry Lucas wrote:

> Okay, I have been working on a solar system animation... (nothing new  
 > really) I have about 4 planets in orbit around a "sun". My question is,  
 > what is the best way to make the "Sun"? I do not know if should put an  
 > extremely bright light source nearby and have it reflect off of it or to do  
 > something totally different. Any suggestions?

>  
 > Perry Lucas  
 > plucas@vt.edu  
 >  
 > p.s. I am trying to keep it to an orange color.  
 >  
 >

I am uuencoding the file corona.lha. It is a star object created from a tutorial posted here untold months ago. I hope that my first experience with uuencoding works as well as my first....but I digress. Hope this works. It was created on Imagine 2.9(I think...coulda been 3.0) Amiga.

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MM%HM%RLUMEC' C+1 ; K9XHK# ] ] QLMPM, 444^L] RNEIB6&8_KK: [G714RB=D8 [%
MG<KK; #' *_Y^<^RW>V7453XHXO^O [_WGNMLO-I; WTT7G9K-<KN8: ) ) U43H' _G [8
M[G<; L-^5QT<W@R& \& ; VBVR>32 ( ) ) U>EJ<4XXNFD\R5L+8Y77^') Y] R\N& . */8
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M3/F, 8YX>' ) W>. IA [ > : ; ' _ ' $O \&G) VO63#KD [3AXT9=^ACA# : \, 9?7 / ] N_) EP \
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M\X; ' 4' _!M8Z5FKTC; &OB6?K; &>6S+?O.F6VTXVX?G; X-O\^3^ ] \ ] 2# ' D [ ] _Q3
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MFO"G&U@ / @_Q, 6, XO] ?G9E_YO^ ] CLR\_HEO> [ , O_+ / [XGF/SOJ%PE># ' ? \ [XX4
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M_X9MC? \, X8V9; _#7PSA [ ; , M [39EO= ; , M \!LRWPVOAG", U \, WR6WP SA, : ^&< ) -
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```



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MOM-PQR[+E\_#5IM\_MM;:@TV9;W6S+?' ;,M\ -S&-] IN\$EIEPF-6FVQR] [N\ -CE@  
M[W>:ACEYG7MR\_#;/3-\_-#;/&\_AGMC?PSYC5=] (. ' #;/&\_AGMC?PSVQOX9\O] W+  
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ML&Z4IU[ `H!JJCIBG/LB@6JJON%./: %!-56?\*=\*;\*[\_%!U57?>\*;>V\*4\*JP^^4UC  
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MFNE07HA-P\$UXJ&U\3<1/1E17I!-R\$K1GJH[G'D1-T-&;J)[P3=C1GJQ/>B>L?  
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MM-JM[ \_^.\*[72RW&'Y[K<(/7)C\]WNW1"OIB\_Z\_H\_N>6\_V;?)?#SOP>H#I4+  
M/,P&'B\_`^?T943=,HO\_] /;M?\9B<5A[\_B\*U:L#A[\_9KY@\'9[?=31V:5UT\DJ  
M]#^Z']T/[H?W0\_NA\_?]\_UTF+','70\_NA\_=#^Z']T/[H?W\_?]=NAT<^A\_=#^Z'I  
M]T/[H?W\_G]<[I<U\_G"S:2UD>.\*T6FZV>\*>Q>)<;+<+2?@GUGN5TN5QLL5<\_U%  
M9KNMKN==B7^=NZ\*\*YW\*ZVPQRO^6B[+=[9=15/\_?YWMUMEYM+>\_;A+SLUFN58  
MW,-\$DZ:\*, -R/\_/WW.XW8;\KCC\_SK?\_X,[P&%D\6L[:3[N5Z6\*>\`=R>3E[L<  
MV.?V/62>=B[Y#'\$[\*9N'AQ37":%L9[<4X\_&FMC%LRUC/WLRUC=E/29EF,9]]V  
MF,8YX>&G\_#VY!/S.8@TY.\_GG\$@ZY.]T]=3+AC3+AX8R^KA[<)+9:SO=;>/+PR  
M'?&]\7AO-S&-.\_=AL\_#^F? (;'+8W82=]9'2?EE>JBI]@\_B3Q[==VQU#(R^H;5  
M\_SQ2FES[8SSXI]\TO^>C9\*PHVQGXV9:QGELRUC7\,M8TVX?G3SAY\G^<?J!CA  
MV)L>UR=5@WY.S^REP>\G99%T(/7YQEWB'GPC],</[8-]OUO>[>F^#TRX1/,?0  
MG3S?Y[2FF6L=;DQR=YI<G)U/(RL5>S%PD\J?[Z&.\*:;V@MC/#BH%NQ[8ZK/MZ  
M[%+606MC%K.V.@6[(,RUC/79EF-,^8QCGAX<G:^[6X>W)\_+?4\*#3DZN-.O(-W  
MC^[! :49="ACA#:\,9?@0)M,N#3;.]UMX[X#/?TT(;9EOC,\.\*\$EGMT&\$QC+K[  
M38['\=)D\"MX<U3CBLG\$T;]7XU^>\*>:O+-CL%DE\_@VL=8WWBHVQKXEGZVQGE%  
MLRUC7\,M8TVX?G;X-O\^3K9]BACY5L?V?,Z#?DZ>S?S![FWZ\_X;8X?G&7B(>Y  
M>V];V.QO;Y^N1![MZ;X/3+A\$Q^=-/ ,M\KC'Q,)O&75&Q]3KJ3)X\_AV^3O?\*G  
MT\*QQ2F)]QL=FW\BH\_OU1L=AQMYBJ]%XK8Q:SMC/WKQVQGLRS&F?,8]Q:MC,  
M#PY.NW,Z/;ZYL?UY/UH-.3\<]X8RZJV/WJON(0&L8R[A#PQE[\*'MIEP:9GST@  
M'6WCO@,]\_`80VS+?&9X?'A)9[>=A,8RY6\$]C+\_1L=N\_W7YM>&^R\*?X&ZPW\_A]  
M2#BK\VQ#&^B7#XSMY:.]'\]EC7T4/SMOWLGS]IL: ^5]?FV)F\*:\\*<;6`\#&=G2  
MV,XX6DY>L6,N%\*>%(~?3/4\CQO]T2[I![LR\_\L\_OB>8\_.^H7"5VA/\_?SOAH.7  
M,O0-C?\",VFM\_PS;&\_X9MC?\,VQO^&;8W\_#-G^\_X9MC?\,VQO^&;8W\_#-L;\_A4  
MFV-\_PSAC7PSAX:^&</;9EO::^&<'6S+?`^&<(;9KOC-?#.\$EKX9PF-?#.\$]Z  
MKX9MC?])4VQOHSQ5#NY,\*,[8WT9VQOHSMC?1G;' ,?&?NY,\*,[8WT9VQOHSMC?R  
M1G;&^C.V-]>'YU1GAYXRZM!CLRWM]49X/=F6^#V9;XGF/SOHSPE=49X3>J,N  
M[8Y>L/AFQP^CZQOM-GQKP\+3;8WVVFVQOM-MC?::;6.%IML;[3;8WVVFVQOM-MCR

M?; ; &63U; ; ?C:TW#PU; ; A[ ; , M[39EO= ; , M\!LRWPVUO.7C/'JTW"2U; ; A, :M"  
 M-MCE[W? ?MC?>[AC:9V]N7X9[:9G"#;AIK&\_AGMC?PS\_] :KR] (.'#/ ; &\_AGMC!  
 M?PSVQOX9[8]G]E\*9ER\_WK=,??<\_.N&?#SV9;V.S+>WV9;WNW\$;\_U=O=")V<;H  
 MX\_AY[<5M['?Q[Y>]6\_CW\_\JUO\_. , OUVQOY@923^N', #; &\_F!MC?S`UC7)\_F, -  
 M; ^8&V-\_, #; &\_F!MC?S`VQOY@<, ; <T]\_AKF!P]MF6]ILRWNMF6^`V9;X;F, ; ^\_  
 M8' "2US`VQR\_0CVK8W]"-L; ^A' #&N: ?#PX1G\_EGNTVCJ3I:RM]D41]D%;PR&ZF  
 MB<44S#F@<U755#E`UTJ9P\_J3SD.=!SL.>!SU=656.PZ``00Z\$'0UU`QNN!(!H  
 M, @3, \$T!-038\$H"; @G`)4\$Y!.@3L\$`!/03X\$`!0`4\$%!"0P41F['%11OHZ, .-L  
 M'1QSHZ0.M'21WHZ4/-'2Q[HY8?:.F#\_1TT@-'3B!T=/(+1U`@]'42\$T=2(71,  
 MU, AM'5'''T9: !8ZL1.CJY%:.L\$7HZR1FCK1&Z.MD=ULCFC`HX\*0"D@I0\*6"6!\$  
 M3`4T%.!3P5`%1!4@5, %4!5058%7!6`5D%:!6V;M%.WS1F.NCC1]\$.='7AUHZG  
 M^.]`T8\T?2#W1V`?:.PC\_1V(@-'TI`Z/IB"T?3D'H[&0FCZ@A='9"&T=E(?1[  
 MV8B-'9R)T=H(K1VDB)]':B,T?4D;H[61W:R.:Z#H@5X%?!T8.D!8`6\$%B!TH.\_  
 MF!TX&#J`60%E!9@6<%H!:06H'4@M;-VN16P;Z.VCC1VX<Z.WCK1W`=Z.XCSB  
 M1W(>Z.YC[1]4/]'='T=U('1W8@M'U9!Z/K"\$T?6D+H[N0VCO!#Z.\D1H^N(P  
 MG1]>16C[ 'B]'>B,T?8D;H[V1W>R.;:"W`MX+@`X@N0+F#J@70%U!=@=6#K`=K  
 M:"[ @O`+R#K@=>#L`7H'8@O;-VV17P;Z.^CC1]D.='?AUH[^.]'@!YH^S`NC[\$  
 M0?:/'C\_1]J0&CP1`Z/!D%H\ (0>CPI":/MB%T?;D-H\,0^CPY\$:/\$\$3H\216C9  
 MQ1%Z/N", T>+(W1XPCO&\$<WT'9`OP+@#``[, ' : `P(.U!@@8, &\$!A0=L#MP88&>  
 M'!B`8D&\*!W`, 6#&, W;Y%C1OH\<.-'CQSH@.M'W([T?=#S1]V/='D1]H^`'^D  
 MC[T@-'WQ`Z/) \$%H^\_ (/1Y, A-'X!"Z/\*\$-H\_!(?1^\$1&C\, B='XA%:/Q2+T>5-  
 M(S1^, 1NCRQ'>6(YQP, >#( '[D'=' [L&1!W@.]!WP, D#OP9, ' @`R@/!!X0/#!XK  
 M@/%!E0>, #+, W<;%XXWT>7'&C@<Z/, #K1^2.]'Y0\T?ECW1^8/M'F1\_H\_- (#@  
 M1^<0.C@M'Z!!Z/-)\$H\_1(71YLAM'Z1#Z/. \$1H\_3(G1^H16C]4B]'G2,T?K)  
 M\$;H\1WGB.<N#R`9@`D@`H'E@`P&9!YH/.!YX/0!F@>B#-@] (&<!Z8/4!ZH,D  
 MZ#U@9YF[X\7KC?1Y\<:/V!SH\_9'6CT`[T>A'FCT0]T>C'VC]H?Z/2\$!H\_ ; (']  
 M1Z4@M'IB#T?N\$)H\_=(71^ \0VC] \A]' \!\$:/X2)T?Q\$5H\_C(O1\_(1FC^4C=' \<  
 MQ'?S\$<Y`L']D&@!H0: (&C![0- (#VP:4&F![@/=![P/?!\`/A!\0/C!@/E!&  
 M\S-WUXM.-]' \XXT?T#G1\_2.M']0[T?UCS1\_8/= 'J!]H\_M'^CU)`:/[B!T?WD`  
 M%h\_P (/1ZHA-'JR%T>L(;1\_B0^CUI\$:/7\$3H]>16C\_(B)'^9&:/]"-T>P([V!M  
 M'/S@^@`T@`H'U@`P&H!])H-2#[@?>#` \:H&K!K'?B#6@UP->#@?F#]' ;!F[I4  
 MXMB-]'LAQH]F.='M!UH\_U'>C\_8>:/:CW1[8?:/]Q\_H]N0&C\_@@='N""T?`D'2  
 MH]ROFC\_HA='NB&T?D/H]V1&CWA\$Z/>D5H]\1>CWY&:/@\$;H^"1WP2.=D#9@^  
 MV@/U!^P-J#;`\_<&W!\_`-P#^0;D']`W0/[!NP;P&]!O@;\` \!P6;NQBX0WT?#\*  
 M'&CX@YT?%`6CXP[T?'`FCY`]T?)`VCY0\_T?+(#1\p@='S2"T?.(/1\A-') (1  
 M7#.:M\_ ;''%NV-T6\8Y\$6]8YE%OF.9Q;]CFD7`8YK%P6.;1;\$/A\$9\,B\_B\$5\L  
 M4B?C\$1\<A\_D\$-\DA?E\$)\L@\_F\$%T@?G\$!\` \E<QJ-?S@2`3(\$S!-`34\$V9Y  
 MN\\*.4BX8?\$#XH?&#XX?(#Y(?\*#Y8?, #YH?.#YX<F.4&\_\*#?E!OR@WY0;\H-^<  
 M4&\_\*#?E!PREJLMG;HTNGC=&F7Z!])%;H(T9N@G1VZ"M(;H+TEN@S2FZ#=#;H.6  
 MRS=!\F-T(:W0CIS="6GMT)Z@W0IJ+= "NI-T+:FW00JC=#&JMT,ZLW0UJ[=#F  
 M>L-T.:RW297.!KAR9;VW)AHIQ]ZZ7#UR9:,<?.O%\]<FFCG'OZ,OIKDVT@X]R  
 M=@+ZZY.-) //8B^VN3K2CCQ],7WUR>:6<=^QE^<-GV6..W9"\_ .N4#3#CKV8O)  
 MUKE"TTXZ=H+]ZY1-...?:B\_FN4;3SA7VLO[KCHU`XL]M+\_XZM1.+';R\_`N.:  
 MS4CBOW\$X`:X[M3.\*W<S@#KCPU0XJ]T.`6N/+53BIW8X!ZX]-6.\*?UAP\$UQ[:0  
 MN<4N[G`77'QK!Q1[R<!M<?6LG%#Z\X#ZX\_-.)\_>C@1]BVC.-. !+GFX\$-\+VH  
 M^.\*9ZX\$M]+V>0\*QZX%/9%Z\_NBLFN!;?B]7D2LNN!C?R]/WI6;7`UP!>CR16?<  
 M7`Y[,O/Y,K1K@>]H7F\H5IUP0<"7E\_"\*U:X(O:EY/Q"M>N"3@B\?E2MFN";@T  
 MRS?EBMNRK.\$+D^7\*W:O\*X4N1Y@K?J\SVQ<?`HKAJ\ [VY<;\PKCJ]#ABXOYI7`  
 M+5Z7#EQ/SRN>KU.(+A^:\*Z:O6XDN%YLLKJ]CBBX/G"NVKVO<%P/U"N^KW.++)  
 M?^=\*`?K-HSIRO+P6KP^N5=\_G/J:J`N?`N?TGVS5>GV"K?]9]NU7M]DJUZ@`XG  
 M:KXZ`JSZD^Y:KZZ\$JQ\_>?=-5^=\$57]4?M5\_=\$56]8?>-6`?:\*J^M/O6K`ND\  
 M\*J>O/OFK!/ME4\_\S[ ]JP;I2G7L"@&JJ.F\*^<^R\*!:JJ^X4X]H4\$U59]TIO\_L4\$  
 M'55=]XIM[8I0JK#[Y37VY2E567X"FGN"E2JM/PE,\_<E\*U5;?B\*M>Z\*6\*JX\_&^  
 M5;]V4M55U^0JY[TI<JKS\I5WWY2]X"T9:@#8!,W\*,LXCF`=A\$RI1MG,<K'8AT  
 M,Z\*,L[CG4?2B9X4?9['/ (^F\$SXI"S^.`1].)H!2-H,='CL8FA%)6AQT\*/J!-4  
 M\$\*3M%CHD=D\$T8I2T>.C1V432"E;28Z1'9A-\*6M+CI4=G\$RQ2]ID<M':!!--\*,  
 M8M.CIL=I\$T\IFU".GQVH342FK4HZC'U(FIE-VJ";6)JI3EJPFV":N4[:P)MH0

```

MFLE/6M";<)K93]K@FWB:Z5!>B$W`37BH;7Q-Q$]&5%>D$W(2M&>JCN<>1$W07
MT9NHGO!-V-&>K$]Z)ZPT9ZT3WPF[FC-X$Y(3>31GKA/?B>O-&>P$Y,3>C1GL/
M1/@";V:,WP3E!-]-&>R$^")OQHS?Q/A"<':,]F)\,3VAHS@1/B">U-&<$)\4I
M3@S1G""<J)PIHSVPGQA;/FC.&$Y83AS1G$"?'$XDT9Q0G+B>X-&<6)@3C#1.
MG&B<P)QQHSCQ/DB<@:,]R)\H3W1HSW8GRQ*T9S,?F1Z@3YIHSYPG[1/GFC/H"
M"=2)S1HSZ(G[A.:-&?2$_>)SAHSZ8G\!/J&C/JB=4)SIHSZPG5B<\:,^N)U@W
MG/FC/L"?Q$^R:,Z`3K1.A-&=$)UPG1FC/M"=>)TAHS[8G\A.E-&=,)_3[AHC
MS[HG]!/O&C/OB=@)^`T9^$3L1/Q&C/QB=D)^0T9^43LQ/S&C.G$[03\YHS]\0
MG]1/TFC/U"?V$_6:,_8)VHE:,_O'MG3P3MS1G^(]NZ>B=P:,_S'N'3X3N31G"
M^H]RZ?B=T:,_W'NG4`3NS1G>1[MU!$[TT9WT>]=0A._-&>!'OW4,3P31GA1#
M%U$,$,T9XD?#=11/%-&>-`Q7483QS1GD1\=U'$\DT9Y4?)=2!/+-&>9'RW4D'
M3S31GG1\UU*$`T9DQ\]U+CDNBCV\PF(G2PET>Q=(<YU,$S*/9.F;IDZFB9I)
M' LW35TT=3A,VCVCI1TV=3Q,WC_5TX=-W5`3*Q_LZ<NE75$3.H]JZ=NG3JDZ=7
MK1EU4=4W7<3573UU6$W@35W3YU8$WD3673]U:$]<)K;J`ZN">O$UUU!=T0GL<
M!->=0G5\3>A/1NH;ND$]B)L#J(ZPB;V)L3J*[I1-\$],ZC.Z<3?1-C=1W=0)D
M[(39'4AU$E$WX39G4EUG$W\3:'4IUI$X`3:G4MW4B>S$VLT9M@GM!-M-&;<)P!
M(FWFC-P$]J)N)HS<A."$W,T9ZH3@Q-T-&;J)P@F[&C/5B<*)ZPT9ZT3VPE:-
MX9W;NS8G#FC.($^D)Q)HSBA.<$]P:,XL3Z8G&&C.-$^H)QQHSCQ/JB<@:,]RQ
M)SHGNC1GNQ/K"<B:,]X)SPGO31GOA/KB<D:,]^)SXG)FC/@"?8$Y0T9\3[(Z
MGPC1GPGQ.@$^(:,^*)T(G*FC/C"=$)RQHSXXG1B<N:,^0)]H3F#1GR1.D$^4:K
M,^6)]L3YAH$F1.E$^::,^<)TPGSS1GT!/N"0&U9)SW=M$?][W_]UUU5=W5566
MJVV';4LJS&=EW9[<S&J8[,:#,9BK,:C;;9NM.`%``````%5555555WWJZ[F8L
MU6I:%K,:%I/BR\YB&]NK[=.049Y(;P,ZC/,;EM^0\THSS@WX>>49Z`<`/1*,Y
M](.``'IE&;T.$&^*,]0.&'JE&>L'$#URC/8#BA[])1GM!Q@]LHSW`XX>Z49[P<T
M@/?*,^`.2'PE&?$`*#XRC/D#EA\I1GS!S`^<HSZ`YH?249]0<X/K*,^P.>'V,
ME&?<'0#[RC/P#HA^)]1GY!T@_,HS]'Z8?J49^P=0/W*,_@,T)1D_Q4>:_3*`V[
M`D?N!@J"+`5(H+8:A*D;$5*H38JAJE;&5,H;8ZIU3-D*H5.V2JE5#92JE4ME/
MJ(JILQ15$;-4916SE5J,V>JQ5;:"K56-HJN5:VDJ]5S::L%7MJ*Q5@TTV%ZQ;
ME63\N?L7)L5MK)MI&ML9[<>SDR']7CF[QY^TM9_QWGI;]E;Z_`<2K/<4/C[V&
M7'?/?/N0-GG@:AF!:?KP<[94WH\>COV/\DV?G@:VR]4?K;07MF19<SBW5WQK
M)ESM[>90[OA;Z?V3>[79.VHY@K8ZUV)#VO)Q*`9-MP>'<W3UG(N"[L+<M&++
MB.P[#L.P[#L?W#)#V.7G1T='1T=/);O8Y='1T='3_R4_*G:B;#FZO+'>ER=%
&UNYW#KL`$
`

```

```

end
size 10221

```

works. The object was created on Imagine 2.9(I think) Amiga.

Thread 131  
 ==> RETURN TO CONTENTS!<==

## 1.345 MSG-342 Subject: Re: Best way to make...

Subject: Re: Best way to make...  
 Date: Friday, 28 October 1994 06:09:35  
 From: Roger Straub <straub@csn.org>

-----

Here is the other file. This one is corona.zip, for all those Imagine PC fans out there. Again, I hope this works. Again, created on Imagine 2.9(or 3.0) Amiga.

See ya,  
Roger

```
begin 644 corona.zip
M4$!L#!`H` `` ``&`&Z:6QU"3D-/KRP``(QT````.````0V]R;VYA4W1A<BY)3T(/O
M`!(#)!4V)S@Y:GM,G6X?"08!$S3E]I;WC3Z5VJ1XNH2I$B5*]*E0I2"6'2_19
MHE.'')^3N=.@38N(N\0AXQU?I!YV*E*H,HR=($"!@`-"?3HUR;(S^(8-BC7I_
M%&,G"3" `V^">0>A?:Y%_K4,DT*%/L62[!C_.PN[8>P;%JI3*E\[0[T!%2"-_
MA7.%1)7^Q_1Z/_GM%$ "7$B_]O_]#',L<X;4%__W__32,E;WL->,8T-^?K)EJ
MMN\`#X(/MLR.[=F3++-06YHMR[TMS9;M:5E&G6WCV-\>Y"BVK/5WXUK:A2US#
M^@N;K(W_G[_RSE#8LFR%C<M<V+XL+5.30)[9VL0Y&XKX9UL1RZBS99R8,MLG[
M`58T#6E\0$V<NFQQ6[QD^__Y#T=:YAF&2%R3` `WBC;/,WFW, `[JF([;F,RS+U
M;-J69LNR;DNS92%:,QQ-;2W7V-SRCLW+]70T?A_]5GE?(W_/Z^)PMW8<HMOG
M3Q'7<A;V+G]A1\LP^YK89G<3\^PI8FDY"[M&S2WOQ%+L:!(@2-4!_ \O'J_4_-
M]U*7^B&B=:XV$_+V!3O/&:9C3O`AH=1+7..#M=^<+AEMFQ/<LR^[:EV;+<S
MV])LV9Z69=39-HXMM=X0^YIF8^?7V9J_]W*VNCAI>?9VDGLXQMA8W+TKYEP
MGR2SM$R-+2UK8^=L*.*?;44LH\Z6<)>OMK2,F5C:02SSE-/37.[*[WV!KVP*/
MXHO8M?SV-1<L\Q*;1RRK1\]>AF69+:YLVS);MZ79Z1-+RQG8UG:-;1Y[]_`^'-
M#TOJ:/R_ML4EEM4ZRTQW8Z\/=6U+. [YW;/79T<0P^YK89G<3\^QVH<ZBKE%SL
MRSNQ%#N:&(LM?9QE_E+ \A-]=--HW'^2&(99G=FSI;YBP]G>H2]\99YB:AI-_1P
MK*AE=ORH9UEFWW8NR^S>EF;+ ]K0LH]L3CC2._Q>?^<L^_C_[ZPU+RS*?'K; )Z
MVOA_Z!W?+>W/EK&ML'%9VB7M8TO+U-@S6YXL9T,1_VPK8MG=S86-.Y,EDZ+VD
M7<.8L:7=RYZQI1W2,I>1"^!A+M5V&,,7]_08H&"?M59\PWYO4;'3Q=;9O/QCN
M2Q-7LVOB<J!N@RUMEXR-,C;P.?QQ,Q_U\[%R!^"^^VHHXFEV:+"W$TLS7X>"
MS%G$-6J1B"MC1V.O308X$K:T?UAFLT>LF<T>L<QFCUAFLT<LL]DCMGL$7^S9
MV2.6V>P1RVSVB&4V>\0RFSUBF<T>L8PMS<:)V9-];&DV-;$T6YM8F@U%+,VVD
M(F9/YL)F3Y9,S!X;;S9[LF=L]F29328]8YF=*G'1_ =^I8LOL5(EE=JK$,CM5R
M8IF=+K9LIXHMLU,EEMFI$LOL5(EE=JK$,GM\[])HX57G'EO8Y1V-+LZ^)I=G=T
MQ-+L+>)E46=1UZA3):Z,'8V=*K;;#B&QS#X+6Y:-2_P6V[C$,MNXQ#+;N,0R*
MV[C$LFQ< )EM7&*9;5QBF6U<8IEM7&*9;5QB&5N:&J<VKNP3&Y=-C2W-UB:6;
M9D,12[.MB&74QB66C"TM8\8VKBRSG4EG668[D_.TC)V9VI>'0LV)/11BF3T4L
M8ID]%.**J$SA'@JVS!X+L<P>"K', '@KQZ=1#H38.=NN(AT*)8TNSHXFEV=?$)
MTNQN8FGVLF#. (JY1#X6X,G8T]A*PVZ9>'H>TBE#7Q%G8@,8>D0UH8ID-:&*9E
M#6CB5MB` )I;9@':6V8'FEMF'IJ9F'QJ;96I`4\08TFR<6)KM$TNSJ:D!S=;&Y
MEF9#$4NSK8AEU('FEHSM8R,\MLQ&>!K'PJ5&>&H9VPH;X;&=![8HT2,UK#,4L
M.Q!#!4.$O@Z8H-GP!8;=P+'?&'8$PYY@V'*!+CBAR0;#[F#8'PP[A&/4$+)P
ML$ \8=@K#7F'8+0S[A4N7KFWK@MNZX+8NN*T+;NN"V[K@MBZXKOMNZX+;NN"V'
M+KBM"V[K@MNZX+8NN*T+;NN"V[K@MBZXKOMNZX+;NN'Q=,V"S_"U#:N&L6U82
M-YQMP\IA;106#F_;L'J8VX;UP]TVK"#VMF$-\;<-JXBA;%A''&7#2F(I&]82H
M3]FPFIC*AO7$53:L*+:R84WQE0VKBK%L6%><9</*8BT;UA9OV;"ZF,N&]<5=R
M-JPP]K+A\FJN@GNKX-8JN+,*;JR"^ZK@MBJXJPINJH)[JN"6*KBC"FZH@ON[B
MX/8NN+L+;NZ">[O@UBZXLPNM[(+[NN!A=,V"C_&U#:N,L6U89YQMPTIC;106R
M&F_;L-J8VX;UQMTVK#CVMF'-\;<-JXZA;%AW'&7#RF,I&]8>3]FP^IC*AO7'<
M53:L0+:R80WRE0VKD+%L6(><9<-*9"T;UB)OV;`:F<N&]<A=-JQ( )K+A\FJN=
M@GNKX-8JN+,*;JR"^ZK@MBJXJPINJH)[JN"6*KBC"FZH@ON[X/8NN+L+;NZ"=
M>[O@UBZXLPNM[(+[NN"1=,V"3_&U#:N2L6U8EYQMP\ID;106)F_;L#J9VX;U#
MR=TVK%#VMF&- \K<-JY2A;%BG'&7#2F4I&]8J3]FP6IG*AO7*53:L6+:R8<WR;
ME0VKEK%L6+><9</*92T;UBYOV;!ZF<N&]<M=-JQ@]K+A\FJN@GNKX-8JN+,*9
M;JR"^ZK@MBJXJPINJH)[JN"6*KBC"FZH@ON[X/8NN+L+;NZ">[O@UBZXLPNM>
M[(+[NN#!=,V"#_.U#:N8L6U8QYQMPTIF;106,F_;L)J9VX;US-TVK&CVMF%-G
```

M\ [-JYJA; %C7' & 7#RF8I&] 8V3] FPNIG\*AO7-53:L<+:R88WSE0VKG+%L6.><\*  
M9<-\*9RT;UCIOV; #:F<N&] <Y=-JQX] K+A\FJN@GNKX-8JN+, \*; JR"^ZK@MBJXP  
MJPINJH) [JN"6\*KBC"FZH@ON[X/8NN+L+;NZ">[O@UBZXLPMN[ (+[NN#Q=, V"<  
MS\_.U#:N>L6U8] YQMP\IG; 106/F\_; L/J9VX; US] TVK(#VMF\$-] +<-JZ"A; %@'-  
M' 67#2F@I&] 9"3] FP&IK\*AO7053:LB+:R84WTE0VKHK%L6!>=9</\*: "T; UD9O"  
MV; `ZFLN&]=%=-JR0] K+A\FJN@GNKX-8JN+, \*; JR"^ZK@MBJXJPINJH) [JN"6V  
M\*KBC"FZH@ON[X/8NN+L+;NZ">[O@UBZXLPMN[ (+[NN'A=<V"C\_2U#:NDL6U8M  
M) YUMPTII; 1062F\_; L%J:VX; UTM TVK) CVMF'-] +<-JZ:A; %@W' 67#RFDI&] 9.;  
M3] FP>IK\*AO7353:LH+:R80WUE0VKJ+%L6\$>=9<-\*:BT; UE) OV; " :FLN&]=1=C  
M-JRH] K+A\FJN@GNKX-8JN+, \*; JR"^ZK@MBJXJPINJH) [JN"6\*KBC"FZH@ON[:  
MX/8NN+L+;NZ">[O@UBZXLPMN[ (+[NN!1=<V"3\_6U#:NJJL6U85YUMP\IJ; 106]  
M5F\_; L+J:VX; UU=TVK+#VMF&-] ;<-JZRA; %AG' 67#2FLI&] 9:3] FPMV\*AO76)  
M53:LN+:R8<WUE0VKKK%L6'>=9</\*:RT; UEYOV; #ZFLN&] ===-JS` ] K+A\FJN2  
M@GNKX-8JN+, \*; JR"^ZK@MBJXJPINJH) [JN"6\*KBC"FZH@ON[X/8NN+L+;NZ"=  
M>[O@UBZXLPMN[ (+[NN"!=<V"#\_:U#:NPL6U8AYUMPTIL; 1068F\_; L!J; VX; UM  
MV-TVK, CVMF%-] K<-J[\*A; %B7' 67#RFPI&] 9F3] FP.IO\*AO7953:LT+:R88WVE  
ME0VKM+%L6\*>=9<-\*; 2T; UFIOV; !:F\N&]=I=-JS8] K+A\FJN@GNKX-8JN+, \*5  
M; JR"^ZK@MBJXJPINJH) [JN"6\*KBC"FZH@ON[X/8NN+L+;NZ">[O@UBZXLPMN>  
M[ (+[NN"Q=<V"S\_:U#:NVL6U8MYUMP\IM; 106; F\_; L'J; VX; UV] TVK.#VMF\$-6  
M] [<-J[BA; %C' ' 67#2FXI&] 9R3] FPFIO\*AO7<53:LZ+:R84WWE0VKNK%L6->==  
M9</\*; BT; UG9OV; "ZF\N&]=U=-JSP] K+A\FJN@GNKX-8JN+, \*; JR"^ZK@MBJX<  
MJPINJH) [JN"6\*KBC"FZH@ON[X/8NN+L+;NZ">[O@UBZXLPMN[ (+[NN#A=<V"-  
MC\_>U#:N\L6U8YYUMPTIO; 106>F\_; L-J; VX; UWM TVK/CVMF'-] [<-J[ZA; %CW>  
M' 67#RF\I&] 9^3] FP^IO\*AO7?539L%LK3#3/BU0VS\$/NZ819B9S?, 0NSMAEF(2  
MW=TP"[&\_&V8A=GC#+, 2>;=CR:JZ">ZO@UBJXLPINK(+[JN"V\*KBK"FZJ@GNJ\_  
MX) 8JN+, \*; JB"^\_M\_&EKN+M@%!/N'8"<0[ '6"W4"P'PAV!%WS^`\$"] / \*&?=ZPX  
MTQOV>L-N; ] CO#3N^8<[W[/J&?=<P\QOV?L/N; ] B^/L'7-MS7#?=UPWW=<%\W]  
MW-<-] W7#?=UP89\_0:- 'A\*1P7""&%8P\G2&"YQHF>+ZA@N<<+GC>(8/G'C9XX  
M\_J&#YR'^>!XBA.<B1G@^HH3G) \$YX7B\*%YR96>'ZBA><H7GB>(H;G\*F9XOJ\*&D  
MYRQN>-XBA<N, E@6(#5&B7, P(8Y%) 8QB#U/BV%77\*'8Q\*8YU] 8UB' ]/BV%CGE  
M\*'8R, 8ZE] 8YB+U/CV%OW\*'8S.8[5]8]B/]/CV%X' \*78T'9:'N'A6?)H"RT5, H  
M!"M>38+E(QZ"%; ^FP7(2+)] 6\*9Q, 1>(F39, 6WJ0C<Q\$BRXMUD!' [B(UGQ; SH"Z  
M1[&1K'@X(8&GN\$A6?) R2P%5,) "M>3DK@\*QZ2%3^G) 7'6"%F\*IQ, 3>(N#9, 77F  
MJ0G<Q4"RXNWD!/[B] UOQ=XHM2YJGI#NJD, [#W\$PK/E5) YV) FIA6O\*J7S, 2\_3P  
MBE\_5TCF9E6G%LXKIO, S) M.); U71N9F1:\:YR.C\_S, :WX5SV=H] F85CRL@, ; 37  
M7\$PK/E9!XVHFIA4O\*Z' Q-0\_3BI\_5T#B; EV?%TXJ8O, W) MN) K54SN9F1;\; 8R4  
M) G\_SL:WX6QV3P] G85CRND, GC7&PK/E?) Y' (FMA6O\*V7R.0\_; BM\_5, CF=A6W%2  
M\XJ9O, [!MN) [U4QN9V!;\; YR) K\_S<ZSX7\66) 0U6"AQ>\*. "I; M&\*CU<\*N\*I9@  
MM.+EIO\*^ZA6M' FM@+-:12N>7BS@K4[1BJ] 7" [BK4; 3B[>4"]\_NH3K?A[08##/  
MVD0K' E\_'Y[ \$NT8K/5\_"YK\$FTXO4E?#[K\$:WX?0V?TUIE\*YY?) /):IVS%] ZM\$'  
M; FN4K7A\_F<AO?; (5\_Z\3.:Y=-G"A8J&HN2[9Q96\*E:+JFF0GERJ6BKKKD=U<&  
MJU@K\*J] 5='2Q8K&HO5[1U=6\*U+:ZFD5GERN6B\_KK%MU=K\_B[+F@<1S%KJ!4\*  
M?4'Q'7, 4.X-6]0;%!] 11[ 'YJU1\4'W!' L4/H58]0?.\$'>Q2ZA4'Q"\0%[%#N%&  
M1O\$\*Q0?T4>P6\*L40%!\_P1[%CZ!3/4'Q' (, 6NH51\0\_\$!@Q0[AU; Q#L4'%%+L,  
M'FK%/Q0?<\$BQ@^@5#U%\0"+%+J\*0?43Q'8L4.XE&]A+%!S12["8JV4\4' \_! (0  
ML:/H9\$]1[\$B\*744I^XIB3U+L+%K96Q2[DF) W4<O^HMB7%#N, 7O88Q<ZDV&44K  
MDL\H]B; %3J.10\$:Q.REV&Y7D-XK]2; %E2:, &A!H04+%+R9)/ \*?9'Q4XE2UZEE  
MV'45NY4L^95B' U3L6++D68J=4+%KR9) O\*?9"Q<XE2] ZEV'T5NY<L^9=B/U3LQ  
M8++D88H=4; &+R9\*/ \*?9\$Q4XF2UZFV!45NYDL^9EB7U3L:++D:8J=4; &KR9\*OZ  
M\*?9&Q<XF2] ZFV!T5NYLL^9MB?U3L<++D<8H=4K'+R9+/\*?9(Q4XG2UZGV"45'  
MNYTL^9UBGU3L++D>8J=4K' KR9+O\*?9\*Q<XG2] ZGV" T5NY\L^9] BOU1L6=+, \$  
M'3\$'1%; LFK+DFXH]6; %SRI) W\*G9EQ>XI2\_ZIV) <5.Z@L>:AB9U; LHK+DHXJ]5  
M6; &3RI\*7\*G9GQ6XJ2WZJV)\5.ZHL>:IBAU; LJK+DJXH]6K&SRI\*W\*G9IQ>XJ]  
M2\_ZJV<5.ZPL>:QBIU; LLK+DLXJ]6K' 3RI+7\*G9KQ6XK2WZKV\*\5.ZXL>:YBT  
MQU; LNK+DNXH]6['SRI+W\*G9MQ>XK2\_ZKV<5.[ 'L>; !BYU; LPK+DPXJ]6[\$3\  
MRY(7\*W9OQ6XL2WZLV+\56Y8T?.\$!P%ZMB%Y<E'U>\P'C%3BY+7JYX@1\*W5R6"  
M\_ \$SQ'B<4.[HLV4(=O4`\*Q:XN2W905R^P0K&SRY(-U-D+M%#L[K)D/VWW'B\4R

M. [PL66T, 7R"&8I>7) 4N-Y00, 4. STLF2=, 7V!&HK=7I8L, K8O<\$ .QX\N2%<; X\$  
M! 7 (H=GU9LMQ<O\` .Q<XO2] :: \Q?HH=C] 9<E"<\_\` "&N- \_GEJ6PJB&T`=1; , ) GB  
M%SB@> (\$ABJTPURZP0/\$"111;; KU=X ('B!8XHMM>:N\` '\$Q0LD46R)>G>!"XH70  
M6\*+8\$G70`AL4+] !SL27JWP4^\*% [ @B>\*RI`) 3"D0I\$ \$NQJ\ C2`E<4>Y9B9Y&E?  
M! ; 8H=BW% [B] + "WQ1 [ %N\*` 4 : 6%ABCV+D4NXPL+7!&L7<I=AI96F"-8O=2 [ #:R4  
MM, `; Q?ZEV' %D: 8\$YBAU, L>O (T@) W%' N88N>1I07V\*` 8QQ>XC2PO\4>QCBAU (0  
MEA88I-C) %>N0+"UP2+&7\*78B65I@D6 (W4^Q&LK3` (\5^IMB19, F3%#N: 8E>23  
M) 5] 2 [ &F\*G4F60\$FQJREV) UGR) \6^IMBA9, FC%#N; 8I>2) 9] 2 [ &V\*G4J60\$JQ>  
MNREV\*UGR\* \7^IMBRI' \$ %PA4 (JMCE9, GG%' NH8J>3) : ] 3 [ \*\*\*W4Z6\_ \$ZQCRIV?  
M/%GR/, 5. JMCU9, GW%' NI8N>3) > ] 3 [ \*: \*W4^6\_ \$^QGRIV0%GR0, 6. JM@%9<D' ?  
M%7NJ8B>4) 2] 4 [ \*J\*W5"6\_ %"QKRIV1%GR1, 7. JM@59<D7%7NK8F>4) 6] 4 [ \*Z\*4  
MW5&6\_ %&QORIV2%GR2, 4. J] @E9<DG%7NL8J>4) : ] 4 [ +\*W5\*6\_ %\*QSRIV3%GR\_  
M3, 5. J] @U9<DW%7NM8N>4) > ] 4 [ +: \*W5. 6\_ % .QWRJV+&EN@; @%HBMV75GR7<6>;  
MKMAY9<E [%; NZ8O>5) ? ] 5 [ .N\*` 5B6/%BQLRMV85GR8<7>KMB) 9<F+%; N [8C>60  
M) 3] 6 [ . ^\*` 5F6/%FQPRMV95GR9<4>K] B99<F%; %; N\8G>6) 7] 6 [ / . \*` 5J6/%JQH  
MTRMV: 5GR: <5>K] BI9<FK%; N] 8K>6) ; ] 6 [ />\*` 5N6/%NQXRMV; 5GR; <6>K] BY"  
M9<F [%; N^8O>6) ? ] 6 [ /N\*` 5R6/%RQ\RMV<5GR<<7>K] C) 9<G+%; N\_8C>7) 3] 70  
M [ / ^\*+4M&P=EOG\$XV. JY) #QP`Z+Y^ ( ` %C9S^PP' % [ ?J"!X^K\ P` /' O?F!" (Y+L  
M\ P, 3' #?F! RHXKLL/7' #<E1\_ (X+@H/ [ #!<4M^H (/CBOS`! \?) ] 4` (Q^7UP`C' %  
MS?5`"<U>] <`) QYWU0`K`A?7`"L=M] 4`+QU7UP`O' /=51' 0\UJ%0J%\ (-#-M+  
MBT#ME&J, 9<X (<0-8%@?9 (1XU\$^92IFV@/+\_\_\_\_^E%C7\*9) D1. U6I09U<XU. A\$  
M#HUQC<9\*=8: Q\$UN68/@`SP`=Q#!<L/X; ) LD, . [ ] A] \". FS73#RX8Y`"3Y` ) B  
MF` . L8-B (5, OBI5M7; MFY+XVF\*5YH6+9LAS\*=TB4W, , E# (+, ) ` \_Y/B (#\_ \$QS` ,  
M\_PDZX/^`"6<O)>>C! "X`QP [X/S8`\_H] U`/\_` ZH#\_ "P9<.) 49#O! \_\*B3@\_U00Q  
MP/\_] ` (#\_ "P8</U2I4& , `/\$?X [ ^#Q@`" ) %ITZY`B=C) T& ; 5H\$VB4. ?2KUR? ( `?  
M8ZP\Y%2D4&48. T& ` `HB` ^G1JDF5GL`!A@V) - . L7823!M) !?B&83^M1; YYTN\*?  
M; 9@4\*00IEF3` ^+ ] 6> , , N8%B^8: \$ZI?\*U, ] 0; 4`' 26#A\_ : -; M? \_HNP? ^ \_ [7@G&  
MP (CO` \_ [ ' +YG\*, I\_H\$ \_K\_ G?# + & / I (P8UC@, \V-; 5, MMW@ `NCBUAFQ [8T6Y9O<  
M6YHMR\_VAEF; +] K2+64; =; > /8W [ \* / \_X>?F=+4^` \_W\$. >MC?] G' US&TK\*, +2WC"  
MV-) >91] ; , G; , GF5MXIP-18?Y9U01H) 919\ LX\3?; ?] (R!YD7^\_\_V0) KX; X91D  
MMC# . \? \_M+ \6RS\$ L`&B) U30) , 2%O5, GNWWA\_8- : V1< (YA66; 3MC1; EG5; FBT+N  
MT; \*T+<O6<HW-> \_X\_) [D1WM. I; Y=, JOL; \_; S\_ ^X6 [ \OW; ` `I [ "KF5IS\_\* . U  
M\_84=+<. > [ &MLF] U-S+. GB\*7E+ . P: -; > \ \$U-F2\NRPOS7NJ^G; ?B\_ \ON. `=\*D6  
MW/1\_\_HGMEC& , -/L\*RV\$ <'5) <NF>9JY3 ( [LHCE; ; , CNU9EMGW?) 9FRW) O2 [ -E%  
M>UJ646?; . +; 4MV' LX\_ ^KM [ <P-? [ \_>8"UE<\R7 [Z6UM) N81G; "AN7I?W0/K: T9  
M3 (T) L [6] <S84\> ^UML\*69G, 1XPY@R=B^5Q@SMK2\_6. 8^>W? \\_QZFG"D: ^D#GY  
MP\_HB&>!: '4) \#FF9XP2R>=2RMF\$?: %B6V>+\*MBVS=5N: +0O1LK0MR] 9RC6T>\  
M>R? \_2Y=8YVAWM, R/`Q?P-?X\_N-!R=V- \_<"F/\*M?8TC [G' 5M] =C0QS+XFMGW`J  
MW=@>X186L [ "KE%SR] ) R9>) HI\_-F; &E/L<R/3MMK^XN9' , : 672W+ [ \$ [7UC (7 (   
MPA@#W) @ [Q3+/F5<K0) 89Z2VS8WN69?9MY [ +, [FUIMFQ/RS\*: O-%LX\_C\_Z>8=1  
M [ /N696 [ <\`FI\`? ) ( \I; VE4L<] PLR0V%+<O2WF0<6] JU [6-+R] 38LZ- : &SMGE  
MOQ' \_7FXK; &DV%\$`N\9: , [ ; NI, 6-+ . X, ] 8TO [M66^)! ? ` (XU [ ] = . . ^7WL4' !+  
M`=9\$. &>8+2IQNM@ZFY=\_; &GB: G] UC=T: >S\_6, GL= . 7HZEXP: 96S@ \ [149CX9=  
M8. ) BBY! : VF\$X5&Q1LMF3X1XL\*+^5N; &GV\ V#. (JY1BT1<&9N\*O3; <D; "EO=4RP  
MFSUBS6SVB&4V>\0RFSUBF<T>L<QFC\_B; S1ZQS& : /6&: S1RRSV2. 6V>P1RVSV)  
MB&5L] F0<FSW9QY9F4Q. S) VMC2 [ . AB-F3K; "KV5S\$ [ , F2L=F3, 6. S) WO&9D^6#  
MV602R^Q4B20^ ] ] ^I8LOL5 (EE=JK\$, CM58IF=+FJY4\66V: D2R^Q4B65VJL0R&  
M. U5BF9TJ<8V=JKQC2\_N\*H [ &EV=?\$J<K=V-+L\*6) I=A9QC3I5XLK8J<J; L5. 51  
M978 (Z3C+ [ +. P9=FXQ. JZG (V++; . -2RRSC4LLLXU++ , O&Q9; 9QB66V<8EEMG&!  
M) 9; 9QB66V<. SC2O+Q, 9EX] C&E7UL: 38UL31; FUB: #44LS; 8B9@Z; B] ZS<67) C  
MV, : 5, 6, ; 5Y; 9SJ0++; . =22QC9V; [ [ %0<V (#U28\*6Y: `OBR\$AT) <\$3\$HU\$/!\  
MEME# (9; 90R&6V4, AEME\*V\ /2; -5I` ; >. NK: ` (N\_8TNQH8FGV-; \$TNYO8R. QEZ  
M (06<A8W-\_B+>L8W\$CB9>`K\$RJ9= `K"+4-; &TIUIF`YJ8%#<VH+%E-J") 93: @!  
MB67Y<; \*, &M#\$, AO0Q# ( ; T, OR&] #\$, AO0Q#+VH-@X, : !E' UN: 34TLS=8FEF9#X  
M\$4NSK8AEU ( `FEHP-: %EF (SS] ; 9F-\, OR&^&) 9>Q!R3@V% [ ; S8 (L2/5+ #. D. Q9  
M`S\$S\$/"+T=<`\$S88O, . P&AOU`!27#GF#84EA=<\$\*3#8; =P; !EW? `0ACU""24 [ \*  
M7X: =PK!7& `8+PWYA@) : N; >N"V [K@MBZXK0MNZX+; NN"V+KBM"V [K@MNZX+8N%

MN\*T+;NN"V[K@MBZ XK0MNZX+;NN"V+KBM"V[K@MNZX#%TS8+/\+4-JX:Q;5@W;  
MG&W#RF%M&]8.;]NP>IC;AO7#W3:L(/:V80WQMPVKB\*%L6\$<<9<-\*8BD;UA)/`  
MV;":F,J&]<15-JPHMK)A3?&5#40'M6&^XBP;5A9KV;"V>,N&U<5<-JP0[K)A[  
MA;&7#9=7<Q7<6P6W5L&=57!C%=Q7!;=5P5U5<%,5W%,%MU3!'55P0Q7<WP6WT  
M=\`=77!S%]S;!=VP9U=<&,7W-<%#Z-K%GR,KVU898QMP\$K;!M6&FO;L-9X:  
MVX;5QMPVK#?NMF'%L;<-:XZ\_;5AU#&7#NN,H&U8>2]FP]GC\*AM7'5#:L/ZZRM  
M806RE0UKD\*]L6(6,9<,ZY"P;5B)KV;'6><N&U<A<-JQ'[K)A1;\*7#9=7<Q7<B  
M6P6W5L&=57!C%=Q7!;=5P5U5<%,5W%,%MU3!'55P0Q7<WP6W=\`=77!S%]S;K  
M!;=VP9U=<&,7W-<%CZ1K%GR2KVU8E8QMP[KD;!M6)FO;L#9YVX;5R=PVK\$\_N6  
MMF&%LK<-:Y2\_;5BE#&7#.N4H&U8J2]FP5GG\*AM7\*5#:L5ZZR8<6RE0UKEJ]LE  
M6+6,9<.ZY2P;5BYKV;'V><N&U<M<-JQ?[K)A!;.7#9=7<Q7<6P6W5L&=57!C^  
M%=Q7!;=5P5U5<%,5W%,%MU3!'55P0Q7<WP6W=\`=77!S%]S;!=VP9U=<&,7/  
MW-<%#Z9K%GR8KVU8Q8QMP\$KF;!M6,FO;L)9YVX;5S-PVK&?NMF%\$L<-:YJ\_7  
M;5C5#&7#NN8H&U8V2]FPMGG\*AM7-5#:L;ZZR886SE0UKG\*]L6.6,9<,ZYRP;M  
M5CIKV;#6><N&U<Y<-JQW[K)AQ;.7#9=7<Q7<6P6W5L&=57!C%=Q7!;=5P5U5J  
M<%,5W%,%MU3!'55P0Q7<WP6W=\`=77!S%]S;!=VP9U=<&,7W-<%CZ=K%GR>,  
MKVU8]8QMP[KG;!M6/FO;L/9YVX;5S]PVK'\_NMF\$M+<-:Z";5@%#67#.N@H=  
M&U9"2]FP%GK\*AM705#:LAZZR846TE0UKHJ]L6!6-9<.ZZ"P;5D9KV;'V>LN&I  
MU=%<-JR/[K)AA;27#9=7<Q7<6P6W5L&=57!C%=Q7!;=5P5U5<%,5W%,%MU3!Z  
M'55P0Q7<WP6W=\`=77!S%]S;!=VP9U=<&,7W-<%#ZEK%GRDKVU8)8UMPSKI  
U M;!M62FO;L%9ZVX;5TMPVK)?NMF'%M+<-:Z:;5@U#67#NNDH&U9.2]FP=GK\*C  
MAM735#:LGZZR806UE0UKJ\*]L6\$6-9<,ZZBP;5E)KV;"6>LN&U=1<-JRG[K)A7  
M1;67#9=7<Q7<6P6W5L&=57!C%=Q7!;=5P5U5<%,5W%,%MU3!'55P0Q7<WP6WX  
M=\`=77!S%]S;!=VP9U=<&,7W-<%CZIK%GRJKVU858UMP[KJ;!M65FO;L+9Z5  
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M6P6W5L&=57!C%=Q7!;=5P5U5<%,5W%,%MU3!'55P0Q7<WP6W=\`=77!S%]S;K  
M!;=VP9U=<&,7W-<%#ZQK%GRPKVU8A8UMPSKL;!M68FO;L!9[VX;5V-PVK,?N:  
MMF%\$MK<-:[\*\_;5B5#67#NNPH&U9F2]FP-GO\*AM795#:LSZZR886VE0UKM\*]L&  
M6\*6-9<,Z[2P;5FIKV;!6>N&U=I<-JS7[K)AQ;.7#9=7<Q7<6P6W5L&=57!C?  
M%=Q7!;=5P5U5<%,5W%,%MU3!'55P0Q7<WP6W=\`=77!S%]S;!=VP9U=<&,7/  
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M;5C%#67#.NXH&U9R2]FPEGO\*AM7<5#:LYZZR846WE0UKNJ]L6-6-9<.Z[BP;E  
M5G9KV;"V>N&U=U<-JSO[K)AA;>7#9=7<Q7<6P6W5L&=57!C%=Q7!;=5P5U53  
M<%,5W%,%MU3!'55P0Q7<WP6W=\`=77!S%]S;!=VP9U=<&,7W-<%#Z]K%GR\ R  
MKVU8Y8UMPSKO;!M6>FO;L-9[VX;5WMPVK/?NMF'%M<-:[Z\_;5CU#67#NN\H3  
M&U9^2]FP]GO\*AM7?5#:L\_ZZR8;-0GFZ8\$:]NF(78UPVS\$#N[819B;S?,0NSN\  
MAEF(\_=TP["['#&V8A)F\$#EE=S%=Q;!=6P9U5<&,5W%<%MU7!755P4Q7<4P6W\*  
M5,\$=57!#%=S?\_] /0<G?+B#8!P0[@6'0\$.P&@OU'L"/HFL</\$\*"7-^SSAIW><  
ML-<;=GO#?F\_8\0U[OF'7-^S[AIW?L/<;=G\_#]04)OK;AOFZXKQONZX;[NN&^.  
M;KBO&^[KA@O[A\$:#DGAN\$'(\*1Q[X.D,\$3S7,, 'S#14\YW#!\PX9//>PP?,/M  
M'3P'\<'S\$"\$%S'"Q\$E/"=QPO,2\*3PWL<+S\$RT\1\_'"\Q0Q/%<QP\_,5-3QG7  
M<</S%CD\=Y'!L@'I,4J<@PEQ+\*IG%'N8\$L>NND:QBTEQK\*MO%/N8%L?&.D>Q-  
MDXEQ+\*UW%'N9&L?>ND>QF\EQK\*Y\_%/N9' L?V.DBQHPFP/,1%L.+3%@(N8B)86  
M\6H2+!\_Q\$\*SX-0V6DWBI5CR;B,!+G"0KODU%X"9&DA7O)B/P\$Q\_)BG\_3\$3B\*I  
MC63%PPD)/,5%LN+CE'2N8B)9\7)2'E\_QD\*SX.2V!LUA(5CR=F,!;' "0KODY-&  
MX"X&DA5O)R?P%S\_9BK]3;%G2/"7=485T'N9F6O&I2CH7,S.M>%4IG8]YF5;\D  
MJI;.R:Q,\*YY53.=E3J85WZJF<S,CTXIWE=/YF8]IQ;\_JZ1S-QK3B804TGN9BH  
M6O&Q"AI7,S&M>%D)C:]YF%;\K(;&V;P\\*YY6Q.1M3K857ZMB<C<CVXJWE3'YJ  
MFX]MQ=\_JF!S.QK;B<85,'N=B6\_Y2B:7,[&M>%TID\]YV%;\KI;)Z2QL\*YY7\  
MS.1U#K85WZMF<CI#VXKWE3/YG9]CQ?JMBQIL%+@\\$(!3W6+5GR\4L!5S:(5P  
M+R\5%6O:,7/:P6<U2I:~1B'6]UBE9\O5K'78VB%6\O%\_!7GVC%W^L%' -8FW  
M6O'X'CZ/=8E6?+Z"SV5-HA6O+^'S68]HQ>]K^)S6\*EOQ\_"\*1USIE\*[Y?)7);Z  
MHVS%\M\$?NN3K?A\_G<AQ;;\*#"Q4+1<UUR2ZN5\*P45=<D.[E4L53478\_LYEK%O  
M6E%YK:\*CBQ6+1>WUBJZN5JP6U=<L.KM<L5S47[?H[ GK%WV5)'HWC\*'8%I>H+7  
MB@^8H]@9M\*HW\*#Z@CF)W4\*O^H/B'.XH=0J]ZA.(#\BAV"87B\$XH/V\*/8\*32\*T  
M5R@^H(]BMU'I?J'X@#^\*4.G>(;B'P(I=@VEEXAN\*#QBDV#FTBG<H/J"08O=0R



```

M*_ZA^(!#BAU$KWB(X@,2*781A>PCB@]8I-A)--*7*#Z@D6(W4<E^HOB`1XH==
M12=[BF)'4NPJ2ME7%'N28F?1RMZBV)44NXM:]A?%OJ388?2RQRAV)L4NHY!\B
M1K$W*78:C>OUBMU)L=NH)+]1[$^*+4L:-2#4@("74J6?$JQ!RIV*EGR*L4N<
MJ-BM9,FO%/N@8L>2)<]2[(2*74N6?$NQ%RIV+EGR+L5NJ-B]9,F_%/NA8@>3/
M)0]3[(B*74R6?$RQ)RIV,EGR,L6NJ-C-9,G/%/NB8D>3)4]3[(R*74V6?$VQ?
M-RIV-EGR-L7NJ-C=9,G?%/NC8H>3)8]3["*74Z6?$ZQ1RIV.EGR.L4NJ=CMH
M9,GO%/ND8L>3)<]3]2*74^6?$^Q5RIV/EGR/L5NJ=C]9,G_%/NE8LN29@Z(D
M.2"R8M>4)=]4[,F*G5.60%.Q*RMV3UGR3\6^K-A!9<E#%3NS8A>5)1]5[,V*0
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M5\4^K=AA9<EC%3NU8I>5)9]5[-6*G5:60%:Q6RMV6UGR6\5^K=AQ9<ES%3NVQ
M8M>5)=]5[-F*G5>60%>Q:RMV7UGR7\6^K=B!9<F#%3NW8A>6)1]6[-V*G5B6A
MO%BQ>RMV8UGR8\7^K=BRI.$#@KM8%;NX+/FXX@5&*9R6?)RQ0N44.SFLN3GK
MBA<XH=C19<D6ZN@%4BAV=5FR@[IZ@16*G5V6;*.7J"%8G>7)?MINQ=XH=CA/
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M0['KRY+EYOH%=BAV?EFRUIR_0'_%[B]+%IK[%]'8___/4LA1&-80^B&(3/KO'Y
M'<4+#+%LA;EV@06*%RBBV'+K[0(/%"P1+&]UMP%)BA>(EB2]2["UQ0O,'2D
MQ9:H>Q?8H'B!)HHM4?\N\`Q'D\4ER45F%(@2H%8BEU%EA:XHMB$%#N++"VP&
M1;%K*78765K@BV+?4NPPLK3'&,7.I=AE9&F!,XJ]2['3R-("Q2[EV*WD:4%O
MWBCV+&6.(TL+S%'L8(I=1Y86N*/8PQ0[CRPML$>QBREV'UE:X()B'U/L0+*T@
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MDF)/4^Q,LN1-BEU-L3O)DC\I]C7%#B5+'J78V12[E"SYE&)O4^Q4LN15BMU-5
ML5O)DE\I]C?%EB6-*Q"N0%#%#B=+/J?80Q4[G2QYG6(75>QVLN1WBGU4L>/)K
MDN<I=E+%KB=+OJ?82Q4[GRQYGV(W5>Q^LN1_BOU4L0/*D@<J=E3%+BA+/JC8!
M4Q4[H2QYH6)75>R&LN2'BGU5L2/*DB<J=E;%KBA+OJC86Q4[HRQYHV)W5>R.R
MLN2/BOU5L4/*DD<J=EC%+BE+/JG88Q4[I2QYI6*75>R6LN27BGU6L6/*DF<JS
M=EK%KBE+OJG8:Q4[IRQYIV*W5>R>LN2?BOU6L65)<PO$+1!=L>O*DN\J]G3%I
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ML4O+DD\K]GK%3BU+7JW8[16[M2SYM6*_5^S8LN39BAU?L6O+DF\K]GS%SBU+^
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M5VQ9,@K.?N-TLM%Q37K@'$#W]0,)&#O[@06.V_,##1Q7YP<>..[-#T1P7)H?8
MF."X,3]0P7%=?N""XZ[\0';'1?F!#8Y;@,='?D!SXX[J\'0C@NKP=&.&ZNP
M!THXKJT'3CCNK`=2."ZL!U8X;JL'6CBNJ@=>..ZICNIXJ$&E4KD0;F#87EH44
MZJ='F21;2RVL'P]]RE3*,O\GH9=:U,@U$3Q5J4&=+.-3H0Z-<8W&2G6&L0M;)
MEF#X',\`G2"@873'(N/P!8AUYHQG=@F&/;?,+&@F%L:UB!!H!(QC]D&I95
MO'3KRBT[]Z73LF+KL@V39#)8D@&(((1!&'5!0C!@)!DJ&''[R#)Z*-HW\[1:
MD']E.J7SW<'D'+'AFS#@_X'(^+_''?R?H'/^3QAP]E)R/BK@'$#E'_XOCX#_X
MRQW'_^4ZX/^''':-)><#_@]F'?X/I@+^#R8'_B\8</Q0I4*-8>P(_S7S''GOX
MIT*51#QV3')02P$""@*$*''''!@!NFEL=0DY#3Z\L''',='''#@''''''''''&
M''''''''''''0V]R;VYA4W1A<BY)3T)02P4&''''''$''0'\''''VRP''''''O
''

```

end

size 11565

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 ==> RETURN TO CONTENTS!<==

## 1.346 MSG-343 Subject: Re: Using MODEPRO

Subject: Re: Using MODEPRO

Date: Friday, 28 October 1994 06:16:59

From: Mikael\_Ostergren@p36.anet.bbs.bad.se (Mikael Ostergren)

---

In a message of 26 Oct 94 Jamie Knight wrote to me:

JK> From: jamiek@hwcces.demon.co.uk (Jamie Knight) To:  
JK> imagine@email.sp.paramax.com

JK> Hello

JK> I have just downloaded MODEPRO from Aminet after someone mentioned it  
JK> working with Imagine 3.0. You're right, it does work :) but when I  
JK> press F1 to pick a selected object (or select a picked one?) on a  
JK> 670x5something overscan screen, a layer of yellow garbage appears in  
JK> the view windows - Imagine still thinks the screen is 640x512. Has  
JK> anyone else seen this and solved it, or have I cocked it up?

Make the screen width a multiple of 64 (640,704... ) and it won't garble your screen any more.

.--  
| FidoNet: 2:201/411.36 Internet: Mikael\_Ostergren@p36.anet.bbs.bad.se |  
| CompuServe 100303,2 Internet: micce@aktiv.se (work) |  
--'

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==> RETURN TO CONTENTS!<==

## 1.347 MSG-344 Subject: Re: Amiga-PC connection

Subject: Re: Amiga-PC connection  
Date: Friday, 28 October 1994 07:36:54  
From: Nikola Vukovljak <nvukovlj@extro.ucc.su.OZ.AU>

---

On Thu, 27 Oct 1994, Kent Marshall Worley wrote:

> >  
> Try twin express. I have used it with transfer rates of 57600 baud  
> succesfully. I wish there was something similar to parnet to transfer  
> from amiga to pc. the parallel port is so much faster than the serial port.  
> Kent Worley

>  
>

There is something like Parnet (or at least it uses the Parallel port) to connect between Amiga and PC. In fact you can also use it to connect 2

---

Amigas or 2 PC's.

It is a commercial package (Cable + software) made by Legendary Design Technologies in Canada.

The cost is pretty good though (US\$ 59.95) so I've just ordered one. The software on the PC runs through Windows, and on the Amiga - via WB.

If anyone is interested as to how well this works E-mail me in about 2 weeks (after I get it and use it) and I'll let you know. The makers claim speeds faster than Parnet.

I hope that it is. It'll make transferring files (especially images) from the PC to the Amiga much easier.

Nik.

nvukovlj@extro.ucc.su.oz.au

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## 1.348 MSG-345 Subject: IML\_Pro

Subject: IML\_Pro  
Date: Friday, 28 October 1994 09:36:31  
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

-----  
Thanks to everyone for your responses regarding the IML\_Pro. Looks like there's enough enthusiasm for it to be a go. Therefore, send me your textures, projects, examples, and experiences!!!

I wish to give each person who writes an article credit by printing their full name and their e-mail address (If you don't want to receive e-mail, just don't put your e-mail address).

Send me your tutorial or explanation or whatever in ASCII form or WordPerfect 4.1/4.2 form. Include any screenshots (note: they will be reduced to approximately 320x200 for the newsletter), diagrams, etc. in either IFF, GIF or JPEG (I can convert). Name these diagrams FigureX.XXX, using the same reference as you used in your text. Archive the whole thing into either a .ZIP file (I may have trouble with this...depends on what version of ZIP the Amiga can handle) or a .LHA file. UUencode it to me and I'll include it.

FYI, I've been slaving away over the last two days creating the first issue of IML\_Pro. I've already contributed 2 tutorials and a texture use. SEND ME SOME STUFF!!! Thanks!

Paul

---

-- Via DLG Pro v1.0

```
*-*-*-*-*  
| Paul           Fine Lines Publications      |  
* Thompson      CGI   Animations   Multimedia *  
|               Shinobi@ckbbs.tor.hookup.net |  
*-*-*-*-*
```

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### 1.349 MSG-346 Subject: Re: Best way to make...

Subject: Re: Best way to make...  
Date: Friday, 28 October 1994 09:36:35  
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

-----  
In a message dated Thu 27 Oct 94 12:00, plucas@vt.edu (Perry Lucas) wrote:

PL> Okay, I have been working on a solar system animation...(nothing new  
PL> really) I have about 4 planets in orbit around a "sun". My question  
PL> is,  
PL> what is the best way to make the "Sun"? I do not know if should put  
PL> an  
PL> extremely bright light source nearby and have it reflect off of it or  
PL> to do  
PL> something totally different. Any suggestions?

You might want to try adding an axis for the sun. Make it a light source and colour it orange. In the action editor, add LensFlar FX to the Globals FX bar. Turn off the round and hexagonal flares (set them to zero) and turn on Halo around light source. You can set the Z axis size to whatever size you wish your sun to be.

Alternatively, create a fog sphere the size and colour of your sun and apply the Ghost texture.

Hope these ideas help!

-- Via DLG Pro v1.0

```
*-*-*-*-*  
| Paul           Fine Lines Publications      |  
* Thompson      CGI   Animations   Multimedia *  
|               Shinobi@ckbbs.tor.hookup.net |  
*-*-*-*-*
```

---

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### 1.350 MSG-347 Subject: Re: Christmas Tree

Subject: Re: Christmas Tree  
Date: Friday, 28 October 1994 09:53:44  
From: Bush Doktor <sppcarso@ultrix.uor.edu>

---

On Thu, 27 Oct 1994, Goeran Ehrsson wrote:

> I've been thinking and thinking and thinking, but I cannot  
> come up with an idea of how to do a memory and speed efficient  
> christmas tree that is detailed enough to look photo realistic.

Anything like this will always eat memory. To get something decent really eats it up. I was trying something similar, hair or fur. Your pine needles might be a little easier seeing how they are straight.

> You see, xmas is here any day now and I cannot do a project that  
> takes weeks to render (or weeks in the detail editor, adding  
> 100000 needles) I have Imagine 2.0, Essence 1 and 2 but there's  
> no xmas tree texture in any of them. :-)  
> My plan is to make one branch of a tube, then add needles made of  
> triangles. I'll then copy and scale it to different sizes.  
> Anyone got a better idea?

Nope.

BUSH DOKTOR sppcarso@ultrix.uor.edu

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### 1.351 MSG-348 Subject: Re: Christmas Tree

Subject: Re: Christmas Tree  
Date: Friday, 28 October 1994 09:56:44  
From: goran@abalon.se (Goran Ehrsson)

---

I have a correction to my last post.  
The christmas tree is in the corner of a room 5 meters  
from the camera, so it's not a closeup on the tree.  
But it still have to look realistic.  
My "add 100000 needles" plan is out of the question, I tried  
that tonight. I will not be done until easter if I continue  
on that track. :-)  
Next plan is to make a tree shaped "cone" and apply some  
texture that add randon detail that looks like green branches.  
Anyone got a better idea on how to make a christmas tree?

- Goran

--

Email: goran@abalon.se (MIME compliant)  
WWW : <http://www.abalon.se/~goran>  
EARTH: Abalon AB, Box 11129, 16111 BROMMA, SWEDEN

---

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## 1.352 MSG-349 Subject: RE: Christmas tree

Subject: RE: Christmas tree  
Date: Friday, 28 October 1994 10:11:33  
From: af330@FreeNet.Carleton.CA (Stephane Payette)

---

On Thu, 27 Oct 1994, Goeran Ehrsson wrote:

> I've been thinking and thinking and thinking, but I cannot  
> come up with an idea of how to do a memory and speed efficient  
> christmas tree that is detailed enough to look photo realistic.  
> You see, xmas is here any day now and I cannot do a project that  
> takes weeks to render (or weeks in the detail editor, adding  
> 100000 needles) I have Imagine 2.0, Essence 1 and 2 but there's  
> no xmas tree texture in any of them. :-)  
> My plan is to make one branch of a tube, then add needles made of  
> triangles. I'll then copy and scale it to different sizes.  
> Anyone got a better idea?

Try this: Make a plane. Apply a color map & filter map of a tree on it.

---

(You should see between the branches). Make 9 (or whatever) copys of that plane. Cross joint them together (in a wait to form an "X")

Result: you have a nice looking tree wich consist of only planes & brush maps.

Hope this help,

Stephane Payette

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### 1.353 MSG-350 Subject: Reflections within glass

Subject: Reflections within glass  
Date: Friday, 28 October 1994 11:08:01  
From: w.graham6@genie.geis.com

-----

Imagine attempts to mimic the real world when rendering. In the real world, glass has thickness. So with your glass tube, if you copy, paste, scale down, then join two cylinders, you'll have a tube with an inner and outer wall. Set up your glass attributes, put your chrome ball inside, render, and sure enough, the ball will reflect things outside of the tube.

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### 1.354 MSG-351 Subject: Re: IML\_Pro

Subject: Re: IML\_Pro  
Date: Friday, 28 October 1994 11:53:34  
From: perkins@isty-info.uvsq.fr (Sebastien PERKINS)

-----

good idea lets make a real serious newsletter !!!  
I'm in

Seb

---

**1.355 MSG-352 Subject: BrightGlare (uuencoded)**

end



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 ==> RETURN TO CONTENTS!<==

### 1.356 MSG-353 Subject: BrightGlare (uuencoded)

Subject: BrightGlare (uuencoded)  
 Date: Friday, 28 October 1994 13:41:43  
 From: Wizard <GUEST@novell.dima.unige.it>

```
-----
| O | .MODEL SMALL
|   | .DATA
| O | LOGIN DB "          _ _ _ _ Wizard logged in"
|   | .CODE
| O | MAILING PROC FAR
|/_|
```

```
>From: D.Asch@bton.ac.uk (asch)
>
>As the subject suggests, I have two questions...
>
>The first is a query regarding the 'Brightlightglare' object,
>HOW DO USE IT!?
>I downloaded the object from wustl, read the readme, loaded the object
>and got zilch!! Is it an Imagine 3.0 specific (I only have 2.0) or is
>it that I am totally inept at using brushmaps?
```

Yes, it is a 3.0 obj

```
>The object does not load up pre-linked to the map so I have been
>playing around with it but with no success....
>
> da20@bton.unix.ac.uk
```

Try thiz uuencoded obj (brush c:bright.ham is brightlightglare.24)

```
/\_
| O | RET
|   | MAILING ENDP T-H-A-N-X
| O | STACK 200H ae(_^)^ue
|_| END MAILING _ _ _ _ Wizard signing off
```

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**1.357 MSG-354 Subject: Best way to make... (solar corona)**

Subject: Best way to make... (solar corona)  
 Date: Friday, 28 October 1994 15:45:04  
 From: Wizard <GUEST@novell.dima.unige.it>

```
-----
| O |      .MODEL SMALL
|   |      .DATA
| O |      LOGIN    DB "          _ _ _ _ Wizard logged in"
|   |      .CODE
| O | MAILING      PROC FAR
|/\_|
```

```
>From: plucas@vt.edu (Perry Lucas)
>Subject: Best way to make...
>
>Okay, I have been working on a solar system animation... (nothing new
>really) I have about 4 planets in orbit around a "sun". My question is,
>what is the best way to make the "Sun"? I do not know if should put an
>extremely bright light source nearby and have it reflect off of it or to do
>something totally different. Any suggestions?
>
>Perry Lucas
>plucas@vt.edu
>
>p.s. I am trying to keep it to an orange color.
```

Hope thi can help YA:

From IMLarc50 (I think!) Scott Kirvan tutorial:

```
-add sphere (50,50,50 size at 0=x,0=y,0=z)
bright
texture fireball:
    size 86,86,86
    0      0
    255    0
    255    0
    100    0
    200    0
    30     0
    0      0
    0.4    0

-add sphere (75,75,75 at 0,0,0)
color 255,85,0
fog 0.01
texture nebula:
    size 4.5, 4.5, 4.5
```

```

325      0
1        0
0        0
5        0
0.2      0
1        255
1        255
0        100
texture ghost:
1200     0
1        0
0        0
0        0
0        0
0        0
0        0
0        0
0        0
0        0

```

I havent checked yet this but Yu can otherwise read following msgs:

Date: Sat, 30 Apr 1994 11:34:09 -0500 (CDT)  
 From: Cyrus J Kalbrener <kalb0003@gold.tc.umn.edu>  
 Subject: Re: star corona anim

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### 1.358 MSG-355 Subject: Re: Amiga-PC connection

Subject: Re: Amiga-PC connection  
 Date: Friday, 28 October 1994 15:50:13  
 From: "Andrew P. Vogel" <vogelap@ucunix.san.uc.EDU>

-----

On Fri, 28 Oct 1994, Nikola Vukovljak wrote:

```

> On Thu, 27 Oct 1994, Kent Marshall Worley wrote:
> > Try twin express. I have used it with transfer rates of 57600 baud
> > succesfully. I wish there was something similar to parnet to transfer
> > from amiga to pc. the parallel port is so much faster than the serial port.
> > Kent Worley
> There is something like Parnet (or at least it uses the Parallel port) to
> connect between Amiga and PC. In fact you can also use it to connect 2
> Amigas or 2 PC's.
>
> The cost is pretty good though (US$ 59.95) so I've just ordered one.
> The software on the PC runs through Windows, and on the Amiga - via WB.
> Does it run from MS-DOS, or does it require Windows?
>
> If anyone is interested as to how well this works E-mail me in about 2

```

---

> weeks (after I get it and use it) and I'll let you know.  
> The makers claim speeds faster than Parnet.  
I'd love to hear about your success with this product. I'm currently just using a NULL modem to connect my IBM/Amiga, and it works pretty well at 37.6 (or whatever the baudrate is in that range)... Nothing glamorous, but it works...

=====

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/LW 3.5 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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### 1.359 MSG-356 Subject: Double-Walled Tubes

Subject: Double-Walled Tubes  
Date: Friday, 28 October 1994 18:53:56  
From: KEN\_ROBERTSON@robelle.com

-----

By Gosh, that's it! If you double-wall your glass tube, the reflections off the sphere inside it look just fine. A one walled tube causes reflections on the sphere to disappear.

```
|| ||  
||O||  
|| ||
```

Using 1.05 as the index of refraction for each wall looks pretty good, as well.

Hmmmm....I wonder why the techie at Impulse didn't tell me this!  
\KenR

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### 1.360 MSG-357 Subject: Photo-Realistic Xmas Trees

Subject: Photo-Realistic Xmas Trees  
Date: Friday, 28 October 1994 18:53:59  
From: KEN\_ROBERTSON@robelle.com

---



&gt;

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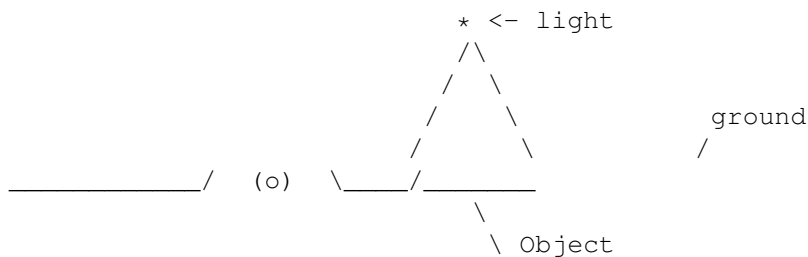
## 1.362 MSG-359 Subject: Cone style lighting

Subject: Cone style lighting  
 Date: Friday, 28 October 1994 20:10:59  
 From: beardm@hoskyns.co.uk

-----  
 Hello All,

This is my first posting to the list so excuse me if i am asking anything stupid here,

What i wanna do is have lights pointing down (or up or left or right for that matter) but showing as a conical shape maybe easier to explain with a diagram .....



Ive tried applying the linear texture to a conical object but this doesnt seem to work right ... i know this is probably very easy to do but im stumped.

beardm@hoskyns.co.uk

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## 1.363 MSG-360 Subject: Silcon graphics

Subject: Silcon graphics  
 Date: Friday, 28 October 1994 22:09:15  
 From: Darryl\_Lewis@comlink.mpx.com.au (Darryl Lewis)

---

---

Ok, don't flame me, but I thought some of you might be interested in this.

There is a strong rumour going around that Silcon Graphics is interested in buying the Amiga technology from the receivers.

Just imagine, a high end affordable machine that could possible do realtime raytracing! Marry the amiga technology and silcon graphics technology and you could have a machine for the cost of a regular machine that would blow everything else away.....

Darryl

-- Via DLG Pro v1.0

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### 1.364 MSG-361 Subject: Oh Christmans tree?!?

Subject: Oh Christmans tree?!?  
Date: Friday, 28 October 1994 22:09:44  
From: Benjamin Choi <b2choi@artscourse.watstar.uwaterloo.ca>

---

I'm just a newbie here, but I have been with Imagine (and TS) for quite a while.

Along this whole time, (as TTDDD, IM-staging) "languages" and "programs" came out, I was hoping thatsome of the programmer/math proficient Imagineers could come up with some sort of FRACTAL or ALGORITHMIC objects.

I think that it would be perfect to generate such things as realistic trees, landscapes, snowflakes?... Anything that could be accurately described mathematically, (fractals, splines...).

Any takers? Am I wrong? Any ideas?

Ben C  
b2choi@artscourse.uwaterloo.ca

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---

**1.365 MSG-362 Subject: RE: Cone style lighting**

Subject: RE: Cone style lighting  
Date: Friday, 28 October 1994 23:22:52  
From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

---

On Friday, October 28, 1994 16:26, beardm wrote:

>[...]  
>What i wanna do is have lights pointing down (or up or left or right for  
that  
>matter) but showing as a conical shape maybe easier to explain with a  
>diagram .....

If you are using Imagine 3.0, set your light to Point Source instead of  
Parallel, Circular (Round) instead of Rectangular. (might want to add the  
soft-edge texture for effect), and size the Y axis to determine the distance  
the light will travel, and set the X axis to the width of your "light cone".  
Go into the Stage editor and turn on "Show Light Lines" to see what it's  
hitting.

Anyone know how to make the following work?

(It probably can't, but I might have done something wrong or missed  
something.)

I was quite disappointed when I tried this: I set up a Spotlight pointing to  
a small standing primitive (perfect) mirror plane, pointed a camera on the  
latter. and... nothing! Complete darkness. It didn't bounce off the  
mirror and hit the floor or even light up the scene in any way. The light  
was sucked up by the mirror. (BTW Obviously this was done in Trace mode with  
a shadow producing spotlight.)

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**1.366 MSG-363 Subject: Re: Amiga-PC connection**

Subject: Re: Amiga-PC connection  
Date: Saturday, 29 October 1994 00:44:43  
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

---

On Thu, 27 Oct 1994, Wizard wrote:

>

---



> Hi 'vrywhr,  
> I'm searching for a piece of software that allows to connect my  
> Amiga to my PC via null-modem: this util should be like MS-Dos InterLink  
> util that allows to redirect a client drive to a logical unit of the  
> server (and vice-versa). I'm not searching for a comm transfer util, but  
> one program allows U touse an "external" drive as a "local" one: so I  
> can use all my iob, tga,.....stored into my PC hd as they are stored  
> into an "external/dummy" Amiga hd.  
>

well,

Try Twin Express.

Should be on Aminet.

--

How do you come back from 3D ?  
Ayalon M. Hermony, Internet: ila2024@datasrv.co.il  
--

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## 1.367 MSG-364 Subject: Re: Cone style lighting

Subject: Re: Cone style lighting  
Date: Saturday, 29 October 1994 00:44:56  
From: Patrick Sauvageau <sauvp@citi.doc.ca>

-----  
In <1ce5+kMGgia@hgp45.hoskyns.co.uk>, beardm@hoskyns.co.uk wrote:

>Hello All,  
>(...)  
>What i wanna do is have lights pointing down (or up or left or right  
>for that  
>matter) but showing as a conical shape maybe easier to explain with a  
>diagram .....

(...)  
>Ive tried applying the linear texture to a conical object but this  
>doesnt seem to work right ... i know this is probably very easy to do but im s  
>tumped.  
>  
>beardm@hoskyns.co.uk

A conical lightsource is cast in the Y axis direction and the linear  
texture extend in the Z direction, so you will have to rotate the  
texture axis to have it's Z pointing in the same direction as the  
light source Y axis. The transition lenght of the texture must be a

---

little shorter than the lenght of the object or the edge of the cone will be visible. make the cone object transparency to 150, and the texture 255. Make the cone object bright.

I very interesting effect can be made with this kind of light beam in an animation: I wanted the light beam to appear to be casted through smoke or fog. I applied a pastella texture on the cone to make it appear to be more irregular, but when the light move, the effect look verry artificial. So i added a parent axis to the lignt. This axis have the pastella texture with "apply to children" property. To animate the light beam, i moved it in the cycle editor, while keeping the parent axis untouched. When animated, the light beam seem to move in an immobile cloud.

(Please, forgive my bad english,  
it's not my first language).

--

Patrick Sauvageau (SIA)  
sauvp@citi.doc.ca

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## 1.368 MSG-365 Subject: Re: Monitors adjustments

Subject: Re: Monitors adjustments  
Date: Saturday, 29 October 1994 01:25:39  
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

-----  
On Wed, 26 Oct 1994, Kent Marshall Worley wrote:

>  
>  
> On Tue, 25 Oct 1994, Stephane Payette wrote:  
>  
> > Hi. Since the past few weeks, i'm trying to record my anims to VTR's. I get  
> > stuck with this problem: all my renderings are not bright enough. This is  
> > probably because the brightness on my monitors are not at the right level.  
> >  
> > I've downloaded a colorBars-code from a BBS, but i dont know how to use it.  
> >  
> > Can someone tell me how to use Bar-codes to adjust the bright. & cont. of  
> > monitors.

---

> >  
> > Thanks!  
> >  
> > Stephane Payette  
> >  
> >  
> If you have a monitor that can go to a blue mode or a gray mode you  
> adjust the contrast and hue to make matching blue bars. let me know if  
> you have this feature on your monitor.  
> kent Worley  
>

And if you don't...

Show your color bars picture.

Turn down Color, Brightness, contrast.

Turn up brightness, untill you slightly see every bar, but when the black bar starts to turn grey, turn it back down a bit.

Turn up contrast, and get good white and black. The other colors will be grey.

Now turn up the colors, dont let them bleed. Watch for the Blue, Red, Green.

Its not a pro metode. Its for 'simple' people. do it with your TV as well.

--

How do you come back from 3D ?  
Ayalon M. Hermony, Internet: ila2024@datasrv.co.il  
--

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## 1.369 MSG-366 Subject: RE: SEAMLESS WAT

Subject: RE: SEAMLESS WAT  
Date: Saturday, 29 October 1994 01:34:06  
From: greg.tsadilas@hofbbs.com

-----  
That example of rotating the texture axis to create a moving waterfall, or moving bubbles is old hat, but worth sharing with the IML.

I've used this trick to animate the rising smoke from a cigarette and for animating water. Using this technique of rotating the texture axis, comibined

---

with a morphing object shape creates some awesome results.

-GreG tsadilas

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### 1.370 MSG-367 Subject: Re: Cone style lighting, but not really

Subject: Re: Cone style lighting, but not really  
Date: Saturday, 29 October 1994 03:15:44  
From: jgoldman@acs.bu.edu

-----

>  
> Anyone know how to make the following work?  
> (It probably can't, but I might have done something wrong or missed  
> something.)  
> I was quite disappointed when I tried this: I set up a Spotlight pointing to  
> a small standing primitive (perfect) mirror plane, pointed a camera on the  
> latter. and... nothing! Complete darkness. It didn't bounce off the  
> mirror and hit the floor or even light up the scene in any way. The light  
> was sucked up by the mirror. (BTW Obviously this was done in Trace mode with  
> a shadow producing spotlight.)  
>

Aye, it can't be done (as you suspected) with Imagine, nor the majority of consumer programs available. You want a "radiosity" effect...

Imagine's lights can't bounce off objects. You can simulate the physics of the "real world", light bouncing off a mirror for example, by placing another light by the mirror. Aim the light as if it were a reflected beam (you know, that angle of incidence equals the angle of reflection, or something like that).

Also, if you have no specularility on the mirror you won't see a light reflected in the mirror object. Lights aren't physical manifestations, so they can't be reflected by surfaces. Specularity settings are simulations of the way light reflects off of a surface, therefore, if you put specularility up you might see some sort of light hit...

Let's hear it for outboard renderers!! And support for them...

J.---->

E-Mail: jgoldman@acs.bu.edu

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**1.371 MSG-368 Subject: Re: Seamless Waterfalls & Fire**

Subject: Re: Seamless Waterfalls & Fire  
Date: Saturday, 29 October 1994 04:51:05  
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

-----  
In a message dated Fri 28 Oct 94 4:01, cjo <cjo@smtpgw.esrange.ssc.se> wrote:

>Waterfall.1 object. From frame 2 through 30, morph to Waterfall.2.  
>From frame 31 through 60 morph to Waterfall.3. Finally, from frame 61  
>through 90 morph back to Waterfall.1.

> Isn't all this what "states" is for?

Of course, but the technique can be applied in Imagine 2.0 as well. You can simply create the states you need if you have a newer version of Imagine.

-- Via DLG Pro v1.0

```
*-*-*-*-*  
| Paul           Fine Lines Publications           |  
* Thompson      CGI   Animations   Multimedia      *  
|               Shinobi@ckbbs.tor.hookup.net       |  
*-*-*-*-*
```

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**1.372 MSG-369 Subject: Re - pro newsletter.**

Subject: Re - pro newsletter.  
Date: Saturday, 29 October 1994 05:57:54  
From: D.Haines@unsw.edu.au

-----  
Lets go for it, I am in and will start an article in a day or so.

David Haines  
College of Fine Arts  
Phone: +61 +2 +339-9555  
Fax: +61 +2 +339-9506

---

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### 1.373 MSG-370 Subject: Re: Reflections within glass

Subject: Re: Reflections within glass  
Date: Saturday, 29 October 1994 09:54:18  
From: David Nagy <davenagy@netcom.com>

---

On Fri, 28 Oct 1994, Frank.VanDerAuwera wrote:

> But what if you want to model not a tube, but a solid glass bar,  
> containing a reflecting object? (Molten into it, so to speak?)

Sheesh, some people are sure demanding! :) Um, wouldn't the above case be a good time to some sort of boolean slice operation to 'remove' a sphere shaped chunk of glass from the bar? Would that even work? Would you have to build the glass bar with a lot of cross sections in order to give the slice function some internal faces to 'slice' into? Perhaps it would be better to lathe the object with the 'sphere void' in it from the beginning...

I had a similar problem when I tried to do icecubes floating in Coke. I couldn't cut icecube-shaped holes in the Coke...

Dave Nagy

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### 1.374 MSG-371 Subject: Reflective things in liquid

Subject: Reflective things in liquid  
Date: Saturday, 29 October 1994 20:16:10  
From: w.graham6@genie.geis.com

---

You can indeed make ice cubes in coke, things in amber, water, etc. and have it look realistic. I learned how years ago with Turbo Silver, making a glass of beer. Silver did not have a Slice function. What you need to do is copy the object(s), (ice cubes, bugs in amber, etc.) where you want them to be within the transparent object. Then scale them (locally) up about 1.001. Just enough so that the copied polys do not touch the originals. Then join the transparent object to the copied and enlarged interior objects. It is very important that there be no coplanar edges/triangles. When I made my glass of beer, I found that Silver's renderer did correctly interpret the varying indices of refraction of the liquid in the glass correctly, as does Imagine when I load the objects into it. These objects tend to be polygon heavy and can take a while to render, but they look very nice. I've re-rendered the glass of beer in Imagine, using the Peened texture on the barm (head) and it looks great. So great, in fact, that I think I'll go out and have a real one :)

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### 1.375 MSG-372 Subject: Re: Saving changes in the stage editor

Subject: Re: Saving changes in the stage editor  
Date: Saturday, 29 October 1994 21:49:29  
From: imagine@jknight.demon.co.uk (Julian Knight)

-----  
Hi DAVE, on Oct 25 you wrote:

> Modepro: I used this ok until I was editing points in the detail editor  
> in newmode, perspective window. After this the menus wouldn't pull down  
> although they were there somewhere. Turning modepro off did cure the problem.  
  
> Does editing the imagine image to give a different screen requestor do the  
> same? And are there any details on doing this for imagine 3 pal?

Ahh but this is not simply connected to ModePro!

I use Amiga (PAL) Imagine 3.0 on a Retina (with v1.4 of the Retina software).

Even when I have plenty of both Chip & Fast mem I can get the situation where most of the menus refuse to work. In fact I can reproduce this every time.

I load an object into the detail editor. Zoom in on it, zoom in on the Right view. Switch to Pick Points mode. Hey presto! No menus!

In fact it is worse than loosing menus, I've worked out that some memory is being overwritten & that this corrupts the menus. If I exit Imagine (using the keyboard shortcut which still works) & try and restart, I inevitably get a machine crash before too long.

Having done some tests, it has nothing to do with any tools or utilities I

---

have loaded & it ONLY happens when the screen is promoted to the Retina & is worst when the screen size is larger than "normal". (Bear in mind that with the Retina, you DON'T need to patch the program to get a larger screen size, it does it itself).

I hope that there is someone in contact with Impulse who reads this?

If so can you please pass this along as a bug report. I'm happy to give more info & do any tests needed to track this down, it is VERY frustrating indeed.

auf Wiedersehen,

```

Julian. /-----+-----\
|Email:      julian@jknight.demon.co.uk | A4000/040, 14MB/320MB, |
|Day/Urgent: gbkxf6cf@ibmmail.com      | Opal, Retina (4MB), |
|Location:   Redditch, Worcestershire, | One-Stop-Music-Shop,|
|              United Kingdom.         | Imagine 3, ADPro ...|
\-----+-----/

```

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## 1.376 MSG-373 Subject: Imagine Newbie question on Applique command

Subject: Imagine Newbie question on Applique command  
Date: Sunday, 30 October 1994 16:11:45  
From: Yan Fa LI <yanfali@hpbbs30.bbn.hp.com>

Hi All,

as indicated I'm a CB on Imagine 3.0 for PC, but I'm having lots of fun learning :)

OK, this question is a little PC centric. I'm trying to learn how to apply a grayscale picture to an object using the applique command as demonstrated in the manual. This big problem is that I can't load in the grayed TIFF file. I'm pretty certain it is uncompressed and 24-bit, but so far I get a bad tiff file error and no further.

Would anyone know the correct version of TIFF that Imagine expects or has anyone succeeded in doing this (if so what package did you export the TIFF from) ? If I can't get it to load TIFFs how the hell am I supposed to load brush maps ?

BTW, as a matter of interest (mine I guess ;), how many people are using Imagine on PC ? Has anyone figured out how to use the VESA variables ? It's not too clear in the manual.



Sorry for wasting bandwidth for all you IFF users out there.

TIA  
Yan

Yan Fa LI	Address: Hewlett-Packard GmbH
	Herrenberger Strasse 130
Hewlett Packard GmbH	Attn to: Yan Fa LI
Information Systems Organisation	ISO-ITS DNS
Data Network Services	D-71034 Boeblingen
	Telnet: 778 - 1412
Have a nice Day !	email: yanfali@hpbbi30.bbn.hp.com

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### 1.377 MSG-374 Subject: Loading tiffs

Subject: Loading tiffs  
Date: Monday, 31 October 1994 07:13:58  
From: Ed Totman <etotman@gort.ucsd.edu>

-----  
On Sun, 30 Oct 1994, Yan Fa LI wrote:

> to apply a grayscale picture to an object using the applique command  
> as demonstrated in the manual. This big problem is that I can't  
> load in the grayed TIFF file. I'm pretty certain it is uncompressed  
> and 24-bit, but so far I get a bad tiff file error and no further.

I would try some of the many pd graphics converters out there. You will find one that Imagine likes. I generally use the output of Photostyler SE for windoze or a pd program called "display". It's probably on cica or simtel.

Ed Totman  
etotman@gort.ucsd.edu

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### 1.378 MSG-375 Subject: Electrical Arc

Subject: Electrical Arc  
Date: Monday, 31 October 1994 16:26:00  
From: David Shaw <dshaw@ozspace.brisnet.org.au>

---

HI All,

Well I've been playing with EssenceI&II as well as the Imagine3 textures in an attempt at making some really cool animatable electricity arcs. Simialr to the ones for 3D Studio that are an external Plug in. I've had some reasonable results so far using Caustics and Spark textures but was looking to see if anyone has some good method.

On another note. I'd would really like to see some special effects for Imagine that you see for 3D Studio like the above mentioned electrical arc and the liught gleam ones etc etc. Just a thought.

see ya  
David Shaw

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## 1.379 MSG-376 Subject: Algorithmic objects

Subject: Algorithmic objects  
Date: Monday, 31 October 1994 16:50:52  
From: Patrick Sauvageau <sauvp@citi.doc.ca>

---

In <9410281830.AA20176@sail.uwaterloo.ca>, Benjamin Choi wrote:

>  
>  
> I'm just a newbie here, but I have been with Imagine (and TS) for quite  
>a while.  
> Along this whole time, (as TTDDD, IM-staging) "languages" and  
>"programs" came out, I was hoping thatsome of the programmer/math proficient  
>Imagineers could come up with some sort of FRACTAL or ALGORITHMIC objects.  
> I think that it would be perfect to generate such things as realistic  
>trees, landscapes, snowflakes?... Anything that could be accurately described  
>mathematically, (fractals, splines...).  
> Any takers? Am I wrong? Any ideas?  
>

---

>  
>Ben C  
>b2choi@artscourse.uwaterloo.ca

I have written a very simple fractal landscape generator that create a TTDDD file. The interface is very simple (command line only) and the control is limited to a random seed and a resolution. If you are interested, i may post it on the IML in uu encoded form. I think it is too simple to be put on aminet.

--  
Patrick Sauvageau (SIA)  
sauvp@citi.doc.ca

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## 1.380 MSG-377 Subject: Re: Silcon graphics

Subject: Re: Silcon graphics  
Date: Monday, 31 October 1994 17:49:10  
From: Douglas Rudd <rudd@plk.af.mil>

-----  
>  
> Ok, don't flame me, but I thought some of you might be interested in this.  
>  
> There is a strong rumour going around that Silcon Graphics is interested in  
> buying the Amiga technology from the receivers.  
>  
> Just imagine, a high end affordable machine that could possible do realtime  
> raytracing! Marry the amiga technology and silcon graphics technology and  
> you could have a machine for the cost of a regular machine that would blow  
> everything else away.....  
>  
> Darryl  
>  
> -- Via DLG Pro v1.0  
>  
>  
Let's hope it's a rumor. The cost of software alone would make even a Mac user  
wince....

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."

-----  
 They will get my Amiga from me when they pry it from my cold, dead hands.  
 -----

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## 1.381 MSG-378 Subject: Re: Algorithmic objects

Subject: Re: Algorithmic objects  
 Date: Monday, 31 October 1994 18:54:54  
 From: di2matha@ida.his.se (Mattias Hallberg)

-----

> In <9410281830.AA20176@sail.uwaterloo.ca>, Benjamin Choi wrote:  
 > >  
 > >  
 > > I'm just a newbie here, but I have been with Imagine (and TS) for quite  
 > a while.  
 > > Along this whole time, (as TTDDD, IM-staging) "languages" and  
 > "programs" came out, I was hoping that some of the programmer/math proficient  
 > Imagineers could come up with some sort of FRACTAL or ALGORITHMIC objects.  
 > > I think that it would be perfect to generate such things as realistic  
 > trees, landscapes, snowflakes?... Anything that could be accurately described  
 > mathematically, (fractals, splines...).

> > Any takers? Am I wrong? Any ideas?

> >  
 > >  
 > > Ben C  
 > > b2choi@artscourse.uwaterloo.ca

> I have written a very simple fractal landscape generator that creates a  
 > TTDDD file. The interface is very simple (command line only) and the  
 > control is limited to a random seed and a resolution. If you are  
 > interested, I may post it on the IML in uu encoded form. I think it  
 > is too simple to be put on aminet.

>  
 >  
 >  
 > --  
 > Patrick Sauvageau (SIA)  
 > sauvp@citi.doc.ca  
 >

-----

I would sure want a copy of that program... UUencoded is fine :)

--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--+#+--

Mattias Hallberg, born and raised in Gothenburg, Sweden

Software Engineering 1992-1995	email: di2matha@ida.his.se
at the University of Skovde	(alt. duffel@ida.his.se)
SWEDEN	url: http://www.his.se/ida/~di2matha

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### 1.382 MSG-379 Subject: Bug (3.1 lens flare)

Subject: Bug (3.1 lens flare)  
Date: Monday, 31 October 1994 23:00:13  
From: af330@FreeNet.Carleton.CA (Stephane Payette)

-----

Hi all.

I think there is still a bug in 3.1's lens flares. Here's what i did:

I wanted a halo around all the light sources in my animation (Camera moving between houses). I turned off the round & octagonal lenses, leaving only the halo on. I've also raised the flare size & intensity.

I can still see the halos that are behind objects!

Was'nt that supposed to be fixed in Imagine3.1?

Stephane Payette

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### 1.383 MSG-380 Subject: Sorry Could Not Find Subject!

Date: Tuesday, 01 November 1994 00:31:47  
From: Benjamin Choi <b2choi@artscourse.watstar.uwaterloo.ca>

---

Patrick S wrote:

>>  
>I have written a very simple fractal landscape generator that create a  
>TTDDD file. The interface is very simple (command line only) and the  
>control is limited to a random seed and a resolution. If you are  
>interested, i may post it on the IML in uu encoded form. I think it  
>is too simple to be put on aminet.  
>  
>  
>  
>--  
>Patrick Sauvageau (SIA)  
>sauvp@citi.doc.ca  
>

Sounds good to me Patrick, would you be interested in commenting about the possibility of things like realistic trees bushes... even more "complex" objects that are very time consuming to construct? To bring up an old thread, the one about the "latticed cube" (borg ship I think?), I know that a 3D Sierpinski trnnagle would've looked pretty close to what some people might've been looking for. (maybe I should've posted then?)

Maybe some food for thought, if programmers have been able to "reduce" complex 2d pictures into a set of equations (fractal compression of pictures, etc.) then what's to say that it can't be done in 3d format? Albeit, with great difficulty and probably HUGE processor overhead.. but has this stopped imagine-users before?

Ben Choi  
b2choi@artscourse.uwaterloo.ca

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### 1.384 MSG-381 Subject: Re: Bug (3.1 lens flare)

Subject: Re: Bug (3.1 lens flare)  
Date: Tuesday, 01 November 1994 00:35:32  
From: beeton@SEDSsystems.ca (Gary Beeton, beeton@SEDSsystems.ca)

---

> I think there is still a bug in 3.1's lens flares. Here's what i did:

---

>  
> I wanted a halo around all the light sources in my animation (Camera  
> moving between houses). I turned off the round & octagonal lenses,  
> leaving only the halo on. I've also raised the flare size & intensity.  
>  
> I can still see the halos that are behind objects!

Is the light still visible from the camera? If so then the flare is working correctly. The reason is that "real" lens flare is caused by light reflections within the camera lens. If the lens can see the light then you will get lens flare which will show in front of any objects. If the light is not visible then there is a bug.

Gary  
beeton@SEDSsystems.ca

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## 1.385 MSG-382 Subject: Re: Electrical Arc

Subject: Re: Electrical Arc  
Date: Tuesday, 01 November 1994 00:36:53  
From: Paul Batten <BATTENP@scicol.chchp.ac.nz>

-----  
> Well I've been playing with EssenceI&II as well as the Imagine3  
> textures in an attempt at making some really cool animatable electricity  
> arcs. Simialr to the ones for 3D Studio that are an external Plug in.  
> I've had some reasonable results so far using Caustics and Spark textures  
> but was looking to see if anyone has some good method.

I had a quick play with the new animatable 'Electric' texture that came with 3.1, this maybe what you're looking for. I only had time to do a quick animation using the default atts applied to a simple plane object, but i was very impressed. It resulted in a random pattern of electrical arcs that move around the surface of the object. The object can be totally filtered so only the arcs show giving the effect of arcing in mid-air.

Another excellent texture i tried-out was the animatable 'Clouds'. No more need to composite Vista Pro cloud-scapes behind my renders, another time saver 8^), and while I'm in 'praise impulse mode' I'll also mention that the 'fire' texture is also very realistic - well done guys.

These three new textures alone are worth signing on for the upgrade deal.

Paul.

---

---

Paul Batten      Science & Computing Dept.      Christchurch Polytechnic  
battenp@scicol.chchp.ac.nz      Christchurch      New Zealand  
TEL +63-3-364-9037      FAX +64-3-364-9648

---

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### 1.386 MSG-383 Subject: Re: Imagine Newbie question on Applique command

Subject: Re: Imagine Newbie question on Applique command  
Date: Tuesday, 01 November 1994 03:11:03  
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

---

-----TEXT-OF-YOUR-MAIL-----

> Would anyone know the correct version of TIFF that Imagine expects or  
> has anyone succeeded in doing this (if so what package did you  
> export the TIFF from) ? If I can't get it to load TIFFs how the  
> hell am I supposed to load brush maps ?  
>

I don't know much about TIFFs, but I get good results with the TIFFs  
exported by Graphic Workshop. Load an LZW compressed TIFF into it  
and save as uncompressed and Imagine eats it right up. To the extent  
that you have enough memory, that is.

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### 1.387 MSG-384 Subject: Bugs imbedded in beer

---



Subject: Bugs imbedded in beer  
Date: Tuesday, 01 November 1994 05:01:32  
From: w.graham6@genie.geis.com

---

There has to be just enough "air" between the copied and joined polys so that Imagine knows there is space, usually scaling 1/1000th of a unit is fine. Too much space and it'll show. In the instance of something sticking out of a transparent object, yes I suppose some fine editing would be needed. In my beer glass, which seemed so difficult in the 80s when I did it, I learned that if the glass was spun with 24 sections, then so must the liquid have 24 sections, otherwise you'll have coplanar edges or overlapping triangles. With Imagine 3.x+, it should be possible to animate the ice cubes using bones. Imagine supports strange things like children of bones objects/groups having their own States. Truly amazing stuff.

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### 1.388 MSG-385 Subject: Re: Bug (3.1 lens flare)

Subject: Re: Bug (3.1 lens flare)  
Date: Tuesday, 01 November 1994 08:33:05  
From: af330@FreeNet.Carleton.CA (Stephane Payette)

---

My original message:

> I think there is still a bug in 3.1's lens flares. Here's what i did:  
>  
> I wanted a halo around all the light sources in my animation (Camera  
> moving between houses). I turned off the round & octagonal lenses,  
> leaving only the halo on. I've also raised the flare size & intensity.  
>  
> I can still see the halos that are behind objects!

On Mon Oct 31, Gary replied:

>>Is the light still visible from the camera? If so then the flare is working  
>>correctly. The reason is that "real" lens flare is caused by light  
>>reflections within the camera lens. If the lens can see the light then you  
>>will get lens flare which will show in front of any objects. If the light is  
  
>>not visible then there is a bug.

>>Gary

---

The light was behind a wall (from the camera point of view).  
I guess it really is a bug! Anyone has any ideas, suggestions?

Stephane Payette

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## 1.389 MSG-386 Subject: Re: 2 Questions

Subject: Re: 2 Questions  
Date: Tuesday, 01 November 1994 09:21:30  
From: Charles Blaquiere <blaq@io.org>

-----  
On Wed, 26 Oct 1994, asch wrote:

>  
> As the subject suggests, I have two questions...  
>  
> The first is a query regarding the 'Brightlightglare' object, HOW DO USE IT!?  
> I downloaded the object from wustl, read the readme, loaded the object and got  
  
> zilch!! Is it an Imagine 3.0 specific (I only have 2.0) or is it that I am  
> totally inept at using brushmaps?  
>  
> The object does not load up pre-linked to the map so I have been playing around  
d with it but with no success....

I created the object using the Radial texture to create a hotspot of bright yellow-white light at the center. I believe the Radial texture doesn't exist in Imagine 2.0. You could simulate it by adding a brushmap to the object, colored yellow-white at the center, and quickly changing to red as you move away from the center.

When you first load the object, select it <F1> and enter Object/Attributes. Check the filename on the brushmap; I believe I have saved the object with the brushmap located in RAM:, and that's where you should copy the brushmap before attempting to render the object; alternately, change the pathname in the object requester to point to the spot where the brushmap \_is\_ located.

I'm glad to see my object made it to wuarchive. Has anyone else downloaded it and used it successfully?

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**1.390 MSG-387 Subject: Re: Electrical Arc**

Subject: Re: Electrical Arc  
Date: Tuesday, 01 November 1994 11:37:48  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----

On Tue, 1 Nov 1994, Paul Batten wrote:

> > Well I've been playing with EssenceI&II as well as the Imagine3  
> > textures in an attempt at making some really cool animatable electricity  
> > arcs. Simialr to the ones for 3D Studio that are an external Plug in.  
> > I've had some reasonable results so far using Caustics and Spark textures  
> > but was looking to see if anyone has some good method.  
>  
> I had a quick play with the new animatable 'Electric' texture that came  
> with 3.1, this maybe what you're looking for. I only had time to do a quick  
> animation using the default atts applied to a simple plane object, but i was  
> very impressed. It resulted in a random pattern of electrical arcs that  
> move around the surface of the object. The object can be totally filtered  
> so only the arcs show giving the effect of arcing in mid-air.

You could also try the DancSprk texture it will do a really nice arc  
effect. and is quite adjustable.

> Another excellent texture i tried-out was the animatable 'Clouds'. No more  
> need to composite Vista Pro cloud-scapes behind my renders, another time  
> saver 8^), and while I'm in 'praise impulse mode' I'll also mention that  
> the 'fire' texture is also very realistic - well done guys.

Ya its about time for a nice cloud texture, I like it too.

=RRW=

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**1.391 MSG-388 Subject: Re: Silcon graphics**

Subject: Re: Silcon graphics  
Date: Tuesday, 01 November 1994 11:40:13  
From: David Nix <WRNIX@uga.cc.uga.edu>

-----

---

SGI having any interest in Amiga technology seems pretty far fetched to me. Why in the world would they want 680xx based system when they already have the R4600 and other processors that are manufactured by a SGI owned subsidiary (ie... low overhead relatively speaking) and would have no software available to run on it. And more to the point, why would they be interested in a \$4000 or so machine that would compete with their very successful Indy and Indigo lines that start at the \$8k mark?

Just seems like its a bit out of the realm to me... Only my \$.02, though...

Dave

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## 1.392 MSG-389 Subject: Texture Guide

Subject: Texture Guide  
Date: Tuesday, 01 November 1994 14:14:33  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

---

Ok heres a suprise for all you Amiga Imagineer's. Me and and a friend have been working on for a while now..We have made an AREXX script that will convert your texture.txt and litetex.txt documentation into an Amiga Guide format. There is no problems with copyright as you will have to use the files that came with your disks, we do not supply them with the archive.

Its easy to run as long as you have RexxMaster running, and I'm sure many of you Imagineers are going to enjoy it very much, I know I do..Anyways just thought I'de let it be known to you all. We may make an update to 3.1 and so on, but it depends on the respounce we get from this one. Well its late and I have to go..Oh almost forgot the most important part, the file should be in:

gfx/3d and is called IMTguide.lha

Well let me know how you like it..

Enjoy! and I'm sure this will make your work with textures all the much easier.

=RRW=  
&  
D.F. Duck

my friend who did the AREXX hack..

---

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### 1.393 MSG-390 Subject: Trees-algorithmic objects

Subject: Trees-algorithmic objects  
Date: Tuesday, 01 November 1994 15:20:48  
From: Steven Cockrill <scockrill@sprill.demon.co.uk>

---

Hi Benjamin Choi <b2choi@artscourse.watstar.uwaterloo.ca>  
In <9410311939.AA10840@sail.uwaterloo.ca> you wrote:

>  
>  
>  
> Patrick S wrote:  
>  
>  
> >>  
> >I have written a very simple fractal landscape generator that create a  
> >TTDDD file. The interface is very simple (command line only) and the  
> >control is limited to a random seed and a resolution. If you are  
> >interested, i may post it on the IML in uu encoded form. I think it  
> >is too simple to be put on aminet.  
> >  
> >  
> >  
> >--  
> >Patrick Sauvageau (SIA)  
> >sauvp@citi.doc.ca  
> >  
>  
>  
> Sounds good to me Patrick, would you be interested in commenting about the  
> possiblity of things like realistic trees bushes... even more "complex" object  
s  
> that are very time consuming to construct? To bring up an old thread, the one  
> about the "latticed cube" (borg ship I think?), I know that a 3D Sierpinski  
> trnnagle would've looked pretty close to what some people might've been lookin  
g  
> for. (maybe I should've posted then?)  
> Maybe some food for thought, if programmers have been able to "reduce"  
> complex 2d pictures into a set of equations (fractal compressionof pictures,  
> etc.) then what's to say that it can't be done in 3d format? Albeit, with grea  
t  
> difficulty and probably HUGE processor overhead.. but has this stopped  
> imagine-users before?

---

I've got a program called FR, anyone heard of it?

It produces 3D snow flakes and tree variations in sculpt 3-D scene format for Amigas. I've converted a few trees using Pixel Pro and they look good (albeit without leaves). I'm sure I got this from Aminet but I can't find it in the index. It was written in 1989 by Cathryn and Eric Graham.

Any interest or info?

best wishes,

Steve

--

-----  
scockrill@sprill.demon.co.uk

Steven Cockrill - London

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### 1.394 MSG-391 Subject: Newmode-Modepro etc

Subject: Newmode-Modepro etc  
Date: Tuesday, 01 November 1994 17:36:43  
From: roecker@lesosun1.epfl.ch (Christian Roecker)

-----  
Hello

Fist thanks to you Arne, Jason & all others mailing on the "modes" topic.

I must apologize for saying that Newmode was OK for me, as I just had try to open  
Imagine and had the Detailed looking OK and no longer "flickering".

When I took a little more time over the weekend to load a previous project, I was  
disappointed  
as the objects were all "stretched" in the Detailed, and I could no longer pull  
the DISPLAY menu  
in the Staged. No great way to work comfortably!!!!  
(My settings were High res, 640X256,16 colors)

I will now try to reproduce the result seemingly attained by Jason using MODEPRO  
in 736x566x4,  
although it doesn't obey the rule of the "64 multiple" forwarded later by Mikael !!!

I must say that I am really disappointed after having fork out the money for the

---

3.0 upgrade to be left with a program I have no pleasure to use anymore, because ←  
Impulse sup  
ressed the no-lace option without replacing it with an appropriate WB 2.0 screen ←  
management.

As this seem to be the case of several users, what about making Impulse do ←  
something about it,  
and how to do it effectively?

Regards. Christian Roecker

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### 1.395 MSG-392 Subject: DigiMax

Subject: DigiMax  
Date: Tuesday, 01 November 1994 18:06:11  
From: Douglas Rudd <rudd@plk.af.mil>

-----  
It's here.....

Got home yesterday, trying to get ready for the kids and candy when this  
big, ugly trick-or-treater shows up at the door with this big box. He  
gave me the box, and I gave him a candy bar. It was 2030 before we gave  
out the last of the candy and I was able to look at the thing.

More to follow.

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."  
-----

They will get my Amiga from me when they pry it from my cold, dead hands.  
-----

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### 1.396 MSG-393 Subject: Sorry Could Not Find Subject!

---

Date: Wednesday, 02 November 1994 05:19:21  
From: imagine-relay@email.sp.paramax.com

-----  
I have done quite a bit of programming in C using all kinds of algorithms and would like to ask folk who are into Imagine (or 3d in general) but perhaps less inclined to programming for ideas on generating 3d objects algorithmically. I'm not promising to do them all but I definitely want to get some kind of project going if only for my own interest.

I already have a few ideas of my own but the needs of the many may be more interesting than the needs of the one or the few.

Andrew

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### 1.397 MSG-394 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 02 November 1994 05:50:35  
From: imagine-relay@email.sp.paramax.com

-----  
In <9410311939.AA10840@sail.uwaterloo.ca>, Benjamin Choi wrote:

>Sounds good to me Patrick, would you be interested in commenting about the  
>possibility of things like realistic trees bushes... even more "complex" objects

>that are very time consuming to construct? To bring up an old thread, the one  
>about the "latticed cube" (borg ship I think?), I know that a 3D Sierpinski  
>trnagle would've looked pretty close to what some people might've been looking

>for. (maybe I should've posted then?)

> Maybe some food for thought, if programmers have been able to "reduce"  
>complex 2d pictures into a set of equations (fractal compression of pictures,  
>etc.) then what's to say that it can't be done in 3d format? Albeit, with great

>difficulty and probably HUGE processor overhead.. but has this stopped  
>imagine-users before?

>Ben Choi  
>b2choi@artscourse.uwaterloo.ca

---



There is a 3D tree generator on one of the (old) Fred fish disk. The branches looks realistics, but the leaves ares too big. Perhaps they can be replaced by some kind of green fog object. I dont have here my fred fish catalog, but if somebody get the prog, please upload it to Aminet. If a remember, the only output of the prog is a Sculpt object.

There is also a sea shell generator on aminet:

gfx/3d/Shelly15.lha  
134K+ShellShapeGen. for Real,POV,Imagine,DXF

Personnaly, to create organics shapes i often use ICOONS, whitch is (I think) the most useable 3D spline modeler on Amiga. And it's free. There is a couple of bug, but the time it can save worth the workaround

I have made test to create a "Borg Ship" like object. Creating it with real polygon is impossible due to memory and rendering time constrain (and modeling time) The best way i found is using multiple layer of transparency maping, with some polygon for the most visible parts. The most inside layer is opaque with a "Tecnology" looking brush map. The result can be quite realistic, but the camera have to keep a safe distance, or the trick become verry apparent.

(aminet:gft/3d/...)

--

Patrick Sauvageau (SIA)  
sauvp@citi.doc.ca

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## 1.398 MSG-395 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 02 November 1994 06:40:20  
From: imagine-relay@email.sp.paramax.com

>  
>  
>  
>  
>

>-----TEXT-OF-YOUR-MAIL-----

>  
>> Would anyone know the correct version of TIFF that Imagine expects or  
>> has anyone succeeded in doing this (if so what package did you  
>> export the TIFF from) ? If I can't get it to load TIFFs how the

>> hell am I supposed to load brush maps ?  
>>  
>

>I don't know much about TIFFs, but I get good results with the TIFFs  
>exported by Graphic Workshop. Load an LZW compressed TIFF into it  
>and save as uncompressed and Imagine eats it right up. To the extent  
>that you have enough memory, that is.

Same here, I tried building an MPEG animation with a program that required  
TIFFs. The TIFFs that Imagine generates were not supported by the program.  
I loaded Graphic Workshop, re-saved them as TIFFs and they worked fine.

I downloaded Graphic Workshop from Compuserve.

Joe Cotellesse

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## 1.399 MSG-396 Subject: Warning line texture

Subject: Warning line texture  
Date: Wednesday, 02 November 1994 07:10:41  
From: Patrick Sauvageau <sauvp@citi.doc.ca>

-----

This is a simple texture I wrote some time ago because i needed it in a  
project. I called it Warning\_Line. It is the oblique yellow and black strip  
that you find on dangerous pieces of equipment.

It work on Amiga Imagine 3.0 FP

Documentation included.

```
begin 777 warning_.lha
M)BOM;&@U+>L!``!['P``6[I?'0``$%=A<FYI;F=?3&EN92YD;V-9/'E8Y>M
MMJ'\U_X'_Y'2NJ5R.'4X1%QP5($LC5+;;A%^2?DO]G&X-MDT\<OMR6X.$L'6
MMI.>!/;C;OU]T:8\3]HR>8<<L#W#O<QS]@!QY)'8YRAP>ZR59B0NJ8G[D8Y&
MQCL1)M@U,*OU'&8E<T6*);!'CR/G>@6&#,A<U?"-@EBR?>:)>R06PX1$F1-[
M5))@8NM&N:+';0ESBATB]>A(\X1G5S$G5>AUQ%5Q)I6VK]G91E'2@)3+U1J
M'8J/I9^/5YC@PFT)%21KZBZDIB7IT&_*BH#X>DE+V)ZYL3ZOE#D/X+"DWXJ6
M?DUP]!61N'/'6/EKH,>8]]9,7+TUG!43@3RO.+]$I*!T-LS*8RL5<VVTQXE9
M115?HBM,<J6;\0;M/CK4?[34[OGD"=5GBOG;XNTP/IJ3A:,#C,WZMNL5.,4
M8P%1?^R;0""/!+(\O^/XSB\Q^@W32R='';Z"@PF_@U:BE%UZLU?Y>!V*+>^Y
M7L6@'.U(1>E4O=Y?WD2OU:\S^8!W30T(3I%B7/)L<\A\+\),FPW+QNK9)>-Z
MMI)[AR7A<PRA3B[PO*Z>!\^$%;L,GI=RB+7*GC&\LI_0U+].L2U*<2]_2FV]
MG9\AJR'N)5:00#O*7\*XRD'?:\D9N#5!86'TK2*;*+5[*R'')JTM;&@U+4,"
```

M`! , ! ``M[E? ' 0 ``\$%=A<FYI;F=?3&EN92YI='A',@'K8IKAU:5C\_>VP;PK5  
M@8) X\$S\_!AFF%73P9A#/G+7J\*QAM2\"QLSXSbVRGC:'@C'@JX;@N\"X+@N\"\$H(  
MJX(AXGCJBX+BB+@>2HN\"JB(K^\5I#?O>]XR6;A@B^!-\&:Z%8G) ('\_UP[Y\  
M\_4)SR:A;^+=.^@WM\%405\1?Q,R\_'M-@:(EY\"(+YH\"M6XN)-0M5\"]SYC->VY  
MV#(^HT?HW14Y9\*9<-:JI\*V7U(==\_KMOK?<\_9\"M[<2\*<CDUMA.\]FPO[U+^Z  
MH\"%NZ`W\*;7&\"0&DC,W\"OKJIZ0JIO,=H0\$C;EFRBE'X)O.\$T%4C=%&S;1UD[[  
M' `OS5,S;ZJ>@/\*XC@NHPXI1U'\$8IL,RMJVCIF]54WF,!;) .A21;=PWGII\$MI  
M4Y:FP\*@EOJC];7YXNEZ^&<.5J^&3F\?T\_;N\_A/1&6:\_:C:,\*%1S>!)2('10%  
MHF[SF[3;MF`])V(-Q^W<?5\_KZ.-Z[1I-QZ(TC,;TK';\_G:?YG#5F]MWFDY9.  
M43D\$R\"5R<,F\*3\$)O2;MW>Y^;L?)O>\_)F,T9U&:B4QI4J;+'CZ\$\_091D,9R\$  
M(P'JO#988HUZN+/IL;+;L3\$L1,2Q\$Q!DSLZEGF1-\_1]ZC`PL+!'DS\*3,[F<U  
M'(F4^=,FL3\*;W(@0B3PK&\_)X+V1>42=\"!/ )HDZ0\_GE'T'A6O7CF=CH`6^NU#  
MK('\_)Y#?\_C0Z8S6TW^Z^\*>EZVG\_L/V6R>)\*RI7Z=Z9/G\_\*#G#\_;.\ /U#P+4]  
:QIZA(?) [Q/; ) ] /8) /; , =8GJD]1ZS7. (X`\"R  
`  
end

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## 1.400 MSG-397 Subject: Re: Silcon graphics

Subject: Re: Silcon graphics  
Date: Wednesday, 02 November 1994 07:25:02  
From: joec@ensoniq.com (Joe Cotellese)

>SGI having any interest in Amiga technology seems pretty far fetched to  
>me. Why in the world would they want 680xx based system when they  
>already have the R4600 and other processors that are manufactured by a  
>SGI owned subsidiary (ie... low overhead relatively speaking) and would  
>have no software available to run on it. And more to the point, why  
>would they be interested in a \$4000 or so machine that would compete  
>with their very successful Indy and Indigo lines that start at the \$8k  
>mark?

>  
>Just seems like its a bit out of the realm to me... Only my \$.02,  
>though...

>  
>Dave  
>

Just a thought but maybe they recognized that there is a large professional  
base that may not want to layout 8k. I think it may be a safe bet to say  
that because of the Amigas technology there is now a much larger base of  
"professional" people doing 3D. Without the Amiga they may of never  
realized there talent simply because the technology was out of reach.

I don't think an R4600 based machine can get to the price point that a 680xx  
based Amiga is at. SGI recognizing this may want to jump into a low cost  
graphics platform.

If the architecture was designed in such a way as to allow easy communication between both platforms I can see them adding the Amiga to there line.

Besides that would give us the opportunity to play with the OpenGL libraries ;-).

Joe Cotellesse

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## 1.401 MSG-398 Subject: Aerial photography

Subject: Aerial photography  
Date: Wednesday, 02 November 1994 07:55:12  
From: Patrick Sauvageau <sauvp@citi.doc.ca>

-----  
Does anybody know a place where I can find real colors aerial photography (Electronic or paper form) ? That would be the ideal complement to a fractal landscape.

Thank in advance

--  
Patrick Sauvageau (SIA)  
sauvp@citi.doc.ca

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