kinemac_header_logo.jpg ¨

Kinemac v. 1.1.1 (March, 4th, 2006) for Tiger

3D Real Time Animation Software for MacOS X
http://www.kinemac.com - info@kinemac.com

Kinemac is a MacOS X application which lets you create your own 3D animations and play them in real time or export them to a QuickTime movie or a serie of still images.
Kinemac is very simple and intuitive, however to use it at the best we suggest you to consult our on line support pages at
http://www.kinemac.com/support
We are constantly improving Kinemac adding features and enhancing the performances to give you as best as we can. So feel free to send us your feedback or your feature request to **feedback@kinemac.com**. Your email is always welcome.

Enjoy the product!
Lorenzo

Special Thanks:
A special thanks goes to Apple Developer Relationship Europe (London) for the great support and suggestions they provided to us. We say thanks especially to: Paolo Varani, Xavier Legros, Peder Engrob and Paul Burford. Also we would like to say thanks to all the people who emailed us with congratulations, feedback and wonderful comments. We appreciate it a lot.

Requirements:
• PowerMac G5 (recommended) or G4 with MacOS X 10.4. If you run on Panther (MacOS X 10.3) please download the version for Panther from our web site.
• One of the following Graphic Cards, or better:

    %ATI Radeon X800 XT Mac Edition   (recommended)

%ATI Radeon 9800 XT (R360)   (recommended)
%ATI Radeon 9800 Pro (R350)   (recommended)
%ATI Radeon 9700 Pro (R300)
%ATI Radeon 9600 XT (RV360)
%ATI Radeon 9600 Pro (RV350)
%ATI Mobility Radeon 9700 (RV M11)
%ATI Mobility Radeon 9600 (RV M100
%NVIDIA Quadro FX 4500
%NVIDIA Quadro FX 4400
%NVIDIA Quadro FX 3450
%NVIDIA Quadro FX 3400
%NVIDIA GeForce 7800 GTX 512
%NVIDIA GeForce 7800 GTX
%NVIDIA GeForce 7800 GT
%NVIDIA GeForce 6800 Ultra DDL (NV40)
%NVIDIA GeForce 6800 GL DDL
%NVIDIA GeForce Go5200 (NV34M)
%NVIDIA GeForce FX 5200 Ultra (NV34)

- NVIDIA GeForce2MX

We have successfully tested Kinemac with a G5 Dual 2GHz with ATI Radeon 9800 XT (256 Video-RAM).
However, even on a PowerBook G4, we have tested, Kinemac runs in real time with a few objects, a scrolling texts and a movie texture Sorenson3, 320 x 240, 24 FPS.

Disclaimer:

Kinemac is not responsible for any damage to the purchaser's computer system or data and in no event will Kinemac, its officers, directors, employees or agents be responsible to the user for any consequential, incidental, or indirect damages (including damages for loss of business profits, business interruption, loss of business information and the like) arising out of the use or inability to use the Kinemac product, even if Kinemac has been advised of the possibility of such damages.   Because some states do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitations may not apply to you.

Support/Help:

You can find the latest support on our web page
http://www.kinemac.com/support

Those support web pages include animated graphics on how to work with Kinemac. It's very easy.
Also we suggest to download some sample files (with the "kmc" extension) from our Gallery at http://www.kinemac.com/gallery/
then open some file **filename**.kmc and press the space bar to start/stop the animation.
You can also press "**Command ***" to play the animation in a full screen.
Press again "Command *" or **Escape** to return to the small window.

Installation:

Simply copy the Kinemac folder to your boot disk within the /Applications folder and double click the application file Kinemac.
To know more about registration, installation and moving licenses to a different machine please go to http://www.kinemac.com/support/installation
The unregistered version has this limit: it displays an orange grid over the Stage window and doesn't let you save your animations to a file. If you buy a license at our Web Store you will run Kinemac without these limits, therefore Kinemac will not display the orange grid anymore and you will be able to save your animations to a file. Also you'll have the right to get all the next 1.X.X versions for free.

Versions:

What's new in 1.1.1 version (March 4th 2006):
- Fixed a bug come with the version 1.1.0 which didn't let you re-edit a 3D Text.
- Fixed a bug come with the version 1.1.0 which didn't let you enter a script value to a non-script sprite.

What's new in 1.1.0 version (March 2nd 2006):
- This is a free upgrade therefore all the version 1 registered users can upgrade to this version without any additional fee.
- We added our own infinite sliders in the Inspector panel to let you quickly set any value just by clicking and dragging the mouse on the slider.
  Drag the slider to left or right to change the value using a 1 unit step.
  Drag the slider holding down the Option key to change the value using a 0.1 unit step.
  Drag the slider holding down the Control key to change the value using a 10 units step.

Drag the slider holding down the Command key to snap to a 10 units grid.
Double click the slider to enter the zero value.
Double click holding down the Shift key to enter the zero value to X, Y and Z values.

- Added the steppers in the Inspector panel to increase the value to 1 point.
Hold down the Option key to increase the value to 0.1 point.
Hold down the Control key to increase the value to 10 points.
- Activate a lock and get that size change proportionally with the other locked sizes.
- Added the Anchor point fields, sliders, steppers and key frames.
- You can select a sprite then call the menu "Sprite:Duplicate Multiple" to duplicate an object in series using an offset on translations, rotations, sizes... Kinemac will quickly create, in one click only, e.g. 12 beams of a clock just setting total sprites = 12, delta rotation Z = 30. In the Delay tab you can also apply a delay to each curve animating the object duplicated such a way to create e.g. a train of stars moving together.
- You can quickly create an animated Chart by dragging a ".txt" Tab-Text file.
- When pasting the sprite values (with the pop-up menu in the Sprite window) now you will be shown a dialog asking which parameters you want to paste to the selected sprite. It's very useful when you copy the sprite values from a sprite and you want to paste just the animation and not the size or fading or other paramters to a destination sprite. This way you can tranfer e.g. an animation from a cube to e.g. a cylinder keeping size and other parameters.
- With this version you can create movable sprite lights and set keyframes to the source position, the target position, the ambient, diffuse and specular colors, the spot angle, the focus and the decay. This means that you can vary all of these light parameters while the animation is playing.
- With Kinemac 1.0.0 you were able to create cameras with fixed viewport frame (equal to the Stage window frame) and fixed point of view placed in the center of the Stage. Therefore putting e.g. a spinning logo to the low-right corner of the Stage resulted in a deformed perspective. With this version you can place the camera viewport origin to any point of the Stage and to resize the camera viewport frame as your wish. This way you can easily get a central perspective of your objects in any point of the Stage. Also you can set a border and a border-color to the viewport frame. You can use both positive and negative values of border to get a border outside or inside the frame.
- With Kinemac 1.0.1 you can select any object on the Stage window more easier than the previous version. You can now select either the

object clicked and any of its parent folders. In the sample here below, the object RedCube is nested within the hierarchy: GroupA/GroupB/RedCube

Direct Selection:On the Stage window, you can quickly select the RedCube object clicking on it holding down the Option key. This way you will always select the clicked object.

Hierarchical Selection:a) On the Stage window, click on the RedCube object to select the GroupA.b) When the GroupA is selected (blue borders) you can double click on the object RedCube to select the GroupB. c) When the GroupB is selected you can double click on the object RedCube to select the RedCube.

Permanent Selection:Unlikewise the previous version, the selection of objects nested within a group is now permanent. This means that if you select a nested object (e.g. holding down the Option key), then release the mouse button to e.g. change its size in the Inspector panel, you can quite go back to the Stage and drag it without the need to select it again holding down the Option key or walking through the hierarchy.

Deselect:Press the Escape key or click on the Stage background.

Group Bounding Box:More than in the previous version, now when you select a sprite group, you will see a dynamic blue bounding box. The selection color of a group is always blue to let you understand that the object selected is a group therefore you can double click on it to select the next object in the group hierarchy.

- With Kinemac 1.0.1 you can create and edit 3D Bezier paths and link any path to any camera (eye or target) on the Stage. The result is that the camera moves smoothly and without discontinuity along that path. We suggest to create a path this way. Firstly create a Sprite Path calling the menu Objects:Path, then set the view Top, press "o" to set an Orthogonal projection, select the tool "Pen", and while the sprite Path is selected, click on the Stage and drag the mouse to see the control point. Release the mouse and create the next points clicking and dragging as per the first point. You can lately select the arrow tool to move the points in the other orthogonal views (like front, right...). You can also move the points in the Work view and any other Camera view just dragging the points. When a perspective view is selected, hold down the Option key and drag to move the point along the Z axis.
- Improved the rendering speed when running in Full Screen.
- Added a "Selection Color" well in the Preferences panel to let you change the color of the bounding box of the selected object in the Stage window.
- Added the Global Ambient Color in the Static Lights panel.
- Added the Focal Lens Key Frame to the Sprite Cameras Panel. Now you can assign key frames to this parameter and change the focal lenght of a camera dinamically, while the animation is playing, to zoom the scene without moving the point of view.

- Added the hot-key "g" to the Stage window to toggle the grid on/off.
- Click on the Grid tool icon holding down the Option key to modify the grid.
- The Inspector panel now reports the name and icon of the selected sprite.
- The Export Movie dialog now properly remembers the last folder you saved the previous movie to. Also it remembers the last "Frame Per Second" value.
- The Export Frame dialog now properly remembers the last folder you saved the previous frames to. Also it remembers the Frame Rate, the Image Format and the "From Frame To Frame" values.
- Fixed a bug when changing the End Sprite (field) in the Inspector:Geometry panel and the Start Sprite was different than zero.
- Fixed a bug when deleting a sprite. In the previous version Kinemac didn't really select the next available sprite in the sprite list.
- Fixed a bug when duplicating a sprite with textures.
- Addressed the issue when resizing a pie width and the internal radius is different than zero.
- Addressed the issue when fading the volume of a sprite using QT 7.0.4.
- Addressed the issue when panning the Top View along the X axis.
- The toolbar of the Stage window now shows a sorted buttons list with separator, flexible space...
- When you paste a sprite while a sprite group is selected and expanded, Kinemac will paste the sprite within the sprite group, at the last position.
- Other fixes and improvements.

What's new in 1.0.0 version (December 1st 2005):
- Dramatically improved the speed (**x10**) at rendering 3D OBJ models. Drag a filename**.obj** file onto the Stage window to import your own 3D model into Kinemac and animate it at the utmost speed your graphic card allows.
- **Authorize/Deauthorize** your license. Now the application asks for an internet connection at the first launch **only,** in order to authorize your license. Then you can even disconnect your machine from internet and launch and work on Kinemac without any limit. If you have to move your license to a different machine, firstly deauthorize it on the current machine choosing the menu item "Kinemac:Deauthorize License" (with internet connection), then move the Kinemac application and the RegistrationFile.txt to the second machine and launch Kinemac (with internet connection). Your license will be activated at the first launch. If not, choose the menu "Kinemac:Authorize License". You can authorize/deauthorize a license as many times you want, at any time

you want and on any computer you want. To know more about registration and installation please go to http://www.kinemac.com/support/installation

- Added 5 parameters to the object Sphere. Now you can vary (even while the animation is playing) the Internal Radius of the sphere, the Horizontal Angle and its starting point, the Vertical Angle and its starting point such a way to get e.g. half a sphere or a quarter of sphere... see the latest movies in our web gallery to know more.
- Added the 3D Object "Star". You can quickly create parametric stars and parametric polygons choosing the menu item Objects:3D:Star. Then you can vary the number of the sides, the internal radius, the emboss of the center point and the extrusion values in the "Inspector:3D Parameters" panel. You can assign key frames to the parameters "Radius", "Emboss" and "Extrusion" creating morphing effects to the polygon while the animation is playing. Also you can apply a QT movie onto each surface.
- More than using Sprite Scripts, any object on the Stage could be now scriptable. This means that any object on the stage can behave as a button. For example you can click on an object while the animation is playing and get Kinemac go to a given frame or open and play a different animation file. In order to have the objects clickable you have to activate the menu "**Animation:Interactivity**". To know more please go to our support page: http://www.kinemac.com/support/interactivity
To assign a script to an object simply select the object in the Stage window or in the Sprite window then go to the "Inspector:Script" panel and choose the Event and Action of the script, e.g.:
  Event: When the user click on this object.
  Action: Open and play the animation file "/Animations/Animation2/Animation2.kmc".
- Added the "Interactivity" item to the "Animation" menu. Always enable this menu item to add interactivity to your animation. When the animation is playing and this menu item is enabled, if you click on an object containing a Script, Kinemac will execute that script (e.g. Go to Frame 200 or Play Animation file...) and will not select that object (e.g. to rotate it). Basically when this menu is enabled **and the animation is playing** you cannot click-select any object on the stage nor you can use the shortcuts to select cameras/views/tools (like e.g. the "w" key to select the "Work" view and the "Camera" tool). If the "Animation:Interactivity" menu item is enable, when the animation is playing, Kinemac will detect the mouse-clicks on locked sprites too. This way you can lock an object to prevent any modification on the Stage (position, rotation,...) and let the user click on the object to activate your script when the animation is playing.
- Now you can specify the sprite associated to the Action "Go to Start of Sprite" and "Go to End of Sprite". To choose the sprite just drag a

sprite from the Hierarchical Sprite List (at the left side of the Sprite window) onto the "Sprite" field in the Inspector:Script panel. You can set the sprite "me" clicking on the "Chain" button, so the Action will result in e.g. "Go to the start of this sprite". With this feature you can easily set a script like e.g. "When the user click on this object, go to the start of the sprite Cube". Even if you move the sprite Cube to a different time point, the script will work properly.

- Added the action "Play Animation File" to the "Actions" menu in the "Inspector:Scripts" panel. This way you can tell Kinemac to automatically open and play a different animation file when a given event occurs, for example, when a sprite starts or when a sprite ends or when the user hits a key or when the user clicks on an object... When picking the animation file to play from the panel you can choose an absolute pathname or a pathname relative to the current application pathname. You would use the relative pathname when you want to move all of your animations (called by your scripts) to a different disk or CD. In this case create e.g. a folder "Show" then put the application Kinemac within this folder. Put all of your animation folders within this folder too. Then arrange your script picking the animation files with a relative pathname. The pathname will be stored as relative to the application Kinemac current pathname, therefore moving the folder "Show" to a different disk, the relative pathnames will work properly. We think to release a "KinemacPlayer" application such a way you can put it within the folder "Show" instead of the application Kinemac itself, e.g. when you want to distribute your Show on CD/DVD. The KinemacPlayer is an application which just plays your animations. It doesn't let the user modify your animations nor save, nor create new animations.
- Added the action "Set Stage Size" to the "Actions" menu in the "Inspector:Scripts" panel. You have to specify the size of the Stage in the "Size" field writing "widht x height", e.g. "**1000 x 500**" (within the quotes).
- Added the action "Toggle Stage between Window and Full Screen" to the "Actions" menu in the "Inspector:Scripts" panel.
- Added the action "Set Stage to Window" to the "Actions" menu in the "Inspector:Scripts" panel.
- Added the action "Set Stage to Full Screen" to the "Actions" menu in the "Inspector:Scripts" panel.
- SVG Extruded objects have now right normals. The sharp corners, the rounded surfaces and the flat surfaces now look properly.
- Addressed the issue on the hierarchical sprite list scrolling. Now the hierarchical sprite list is always aligned to the sprites view even during a drag or a wheel scrolling. Furthermore we eliminated the unwanted horizontal scrolling from the hierarchical list.
- Addressed the issue when changing a parameter of an object (e.g. the X position) when no key frame is associated to that parameter on that

time point. Now you can modify the value of the paramenter in the Inspector panel typing a value or moving the slider. Since no key frame is associated to that parameter on that time point you will modify (e.g. translate) the object along its whole sprite duration. Therefore the whole curve describing that parameter will be translated up or down in the Bezier window.

- Addressed the issue when stretching a sprite from the left side. Now you can properly stretch the sprite from the left side with or without (hold down the ALT key) resampling the key frames.The latest option is very useful to add frames to the left side of a sprite without modifying the existing key frames. Addressed the snap to the 10 time-points-grid too (drag holding down the Command key).
- Fixed a small bug when resizing the Stage window and the toolbar was visible.
- Fixed a small bug when resizing a Sprite just after adding a new key frame to the sprite.
- Added the Undo feature when modifying an Inspector field or an Inspector slider.
- Short-Cut changed. To modify the origin and the size of a **movie texture** upon a Cube or Rectangle surface, in the Stage window, hold down the "m" key (it was Command key in the previous versions) and click on the movie area upon the surface, then release the "m" without releasing the mouse button key and drag the mouse to pan the movie texture. Hold down the Command key during the drag to resize the movie texture.
- Many other fixes and improvements.

What's new in 0.9.1b version (October 24th 2005):
- Fixed a bug (introduced by the previous version) when replacing movie textures in the "Inspector:Texture Mapping" panel.
- You can now vary the internal radius of the Pie 3D Object. Create a Pie and look at the Inspector:3D Parameters" panel. You can assign key frames to the parameters "Radius", "Start angle" and "Angle" creating morphing effects to the pie while the animation is playing.
- As you know, you can zoom a camera or a view holding down the Alt key and drag the mouse. This task moves the eye point along the axis eye-target closer or far from the target point, while the target point remains at the same position. So you cannot zoom behind the target point. In this version, when a camera or a view is selected (the tool "Camera" is selected in the tool palette) you can drag the mouse holding down the **Alt & Shift** key together to move both the eye and the target points along the axis eye-target. This way you get a translation of the whole camera along its own eye-target axis, therefore the zoom effect is virtually infinite. Please note that way the position of

the target changes so any next rotation of the camera/view around the target point will change as well.

What's new in 0.9.0b version (October 21th 2005):
• Antialias in real time. It's a little bit time consuming thus it could slow down the animation playing rate, especially if running on full screen. A nice compromise between image quality and speed is to set the Antialias quality to "Good". The quality "Best" gives you the best results and should be always chosen before exporting to a QT movie or a still image.
• Dramatically increased the speed of the texture movie rendering (about x3). On our machine (G5 dual 2GHz with 2GB RAM - video card ATI Radeon 9800 XT with 256 VRAM - 23" Cinema display) we have been able to play in real time an animation with 9 different QT movies Sorenson3, 320 x 240, 24 FPS.
• You can now reuse a movie texture for a huge number of times. On our machine, we have been able to duplicate 48 times an object with a texture movie Sorenson3, 320 x 240, 24 FPS. It did run in real time.
• Dramatically increased the speed when exporting to a QT movie (about x2).
• 3D Text objects have now right normals. The sharp corners, the rounded surfaces and the flat surfaces now look properly.
• The menu item "**Help:Kinemac Help**" has been linked to our Support Web Pages. Calling this menu will tell Safari to open the **Kinemac Help On Line** page on our web site. It includes animated graphics on how to work with Kinemac.
• Automatic Scrolling Sprite window. When the animation is not playing, the Sprite window will automatically scroll to always show the Time Marker. For example, when you go to the first frame with Command <- or to the last frame with Command -> or you jump between the key frames of the selected object pressing the TAB key, Kinemac will automatically scroll the Sprite window. If you want the automatic scrolling even while the animation is playing, mark the new check-box "Automatically scroll the Sprite window during the playback" in the Preferences panel. Since in case of a heavy animation this feature could slow down the speed of the animation just when scrolling the Sprites window, we preferred to add this feature as an option.
• Addressed the texture issue on the SVG extruded objects, SVG revolved object, OBJ 3D models, cylinders, tubes, pies...
• As requested we made the Key Frame buttons in the Inspector panel bigger. Now is clearer when a key frame is on or off.
• Improved the control when saving files. Now Kinemac preserves you to "Save As:" an animation within its parent animation folder.
• While modifying the views Default Camera, Perspective, Front, Back, Left, Right, Top and Bottom, now you can see the values changing in the

Inspector:Camera panel.
• The Inspector:Camera panel now shows the status of the Key Frames (on/off) properly.
• The Inspector:Camera panel now shows the right camera values (eye and target coordinates and distance eye-target).
• Restored the snap to 15 degrees to the Bezier Window when dragging a Control point holding down the Command & Alt keys. See version 0.8.0b.
• Fixed a minor but annoying bug which caused to ask to save the changes all the time, even when not needed. Now you have to save your animation once, then the save promt will run properly.
• Fixed a minor bug when changing manually song and movie **paths** in the "Media Edit window" (you can open that window double clicking on the "Movie" fields in the "Inspector:Texture Mapping" panel, or in case of "sprite song" you can double click the sprite). Now Kinemac will copy the High Resolution media files within the animation folder if you specify so.
• Fixed a bug when exporting to image files and some HR movie has been defined.
• Many other fixes and improvements.

What's new in 0.8.0b version (September 22th 2005):
• Added the Sprite Movable Cameras feature such a way you can now display the animation from "several and moving" points of view.
You can define as many cameras you need in the Sprites window and change camera on the fly during the animation.
You can animate the sprite cameras by defining key frames as well as for any other object on the stage. Also you can link the camera **eye** point to an object on the stage such a way they always move together. And you can link the camera **target** point to an object on the scene such a way that object, even if moving, always remains in the center of the screen.
See later the chapter "**Cameras/Views**" to know more.
• Improved the views Front, Back, Left, Right, Top and Bottom. Now you can zoom with the mouse wheel and with Drag + Alt key. You can pan the views (drag) and toggle between orthogonal and perspective view (pressing the "o" key). Anyway you cannot rotate these views. They are made to let you always have 6 absolute points of view on your model. Use instead the new entry view "**Perspective**". Consider this view as a working one. You can rotate this view around your model, zoom and pan as you check any detail of your scene. Also use this camera to select objects that otherwise are hidden by other objects in the scene. Just rotate the view until you see the hidden object you are looking for, then select the "Arrow" tool in the Tools palette (or shorlty press the key "a"),

then click on the object to select it. Press the key "c" to select the tool "Camera" again.
• Added the menu item "Reset View" in the "Views" menu. Call this menu item to reset the current view. You cannot reset the "Sprite Movable Cameras" view, since it regards several cameras in the Sprites window.
• Added the **Tool** palette. Actually it includes functions as: Object Selector, Camera Selector, Grid on/off. It will contain more tools on the next releases.
• Added the angle-snap feature to the Bezier View. Drag an handle (green and orange points) holding down the Control & Command keys in order to modify the control point of the curve using multiple angles of 15º. You will see the tangent of that angle and the value in degrees. See later the chapter "Bezier window".
• In the Stage window, you can now select an object behind another object holding down the Control key when clicking over the first object.
• Added the **forward/back** short cut in the Stage Window. Click on the Stage window holding down the '**e**' key then drag the mouse to the right or the left to go forward or back in the animation. It works even while the animation is playing and on the full screen Stage window too. It's very useful to control the animation in full screen.
• Activate the command "Go to Frame" in the "Animation" menu.
• Fixed a minor bug occurring when changing the animation playback point (with mouse or keyboard) while the animation is playing. Now the media are properly updated to the new playback point.

The following has already been done in the previous version 0.7.0b but we forgot to mention here.
• Added the menu "View" which lets you set 7 different views to the Stage window.
• Added the Zoom feature in the Sprites window. You can zoom the sprite view from 1:1 to 1:20 using the slider at the bottom-right corner of the window.
• Added 3 kinds of zoom in the Beziers window.
    1. Zoom by slider: you can zoom the beziers view from 1:1 to 20:1 using the zoom slider at the bottom-right corner of the window.
    2. Zoom area: hold down the Command key then click and drag the mouse defining the area you want to zoom.
    3. Zoom point: click on a given point of the view holding down the Alt key then drag up/down the mouse to scale the view from that point.

What's new in 0.7.0b version (September 7th 2005):
• Added the "Change Font to a Group of 3D Objects" feature. Select a "Group" sprite containing several "3D Text" sprites then choose a font/size/style in the Font panel. The change will affect all the objects in

the group.
• Added the "Remove single or group Key Frame" feature in the Inspector panel and in the Bezier window. Click on the KeyFrame icons holding down the ALT key to remove that keyFrame. This way you can remove e.g. the 3 KeyFrames (positions x, y and z or rotation x, y and z) in one click only simply clicking on the Positions KeyFrame icon or the Rotations KeyFrame icon.
• Added the Undo to the "Set Key Frame" commands in the Inspector Panel.
• Added the Undo to the "Set Key Frame" commands in in the "Set Key Frame" Popup menu (Sprites Window).
• Added the Undo to the "Paste Sprite Values" command in the "Set Key Frame" Popup menu (Sprites Window).
• Added the Undo to the "Paste Frame Values" command in the "Set Key Frame" Popup menu (Sprites Window).
• Added the Undo to the "Add Key Frame point" command in the Bezier window.
• Added the Undo to the "Remove Key Frame point" command in the Bezier window and in the Inspector panel.
• Fixed a bug when quit after exporting to a QT movie.
• Fixed a bug when exporting to a QT movie using a texture movie with auto-repeat.
• Fixed a bug when exporting to a QT movie using an high resolution texture movie.
• Fixed a bug when exporting to a QT movie using DV codecs.
• Fixed a minor bug when dragging a control point in the Bezier window.
• Fixed a minor bug when redrawing the grid in the Bezier window.
• Fixed a minor bug at refreshing the hierarchical Sprites table.
• Fixed a minor bug when modifying a Bezier curve then selecting a different Sprite.
• Fixed a minor bug at displaying a new added key frame point in the Bezier window.
• Other improvements and fixing. A lot more in the next version!

What's new in 0.6.2b version (August 3rd 2005):
• Introduced the Motion Blur feature in the Exporting Movie panel and in the Export Images panel. The Kinemac animation runs in real time at 60 frames per second (fps). When you export it to a QT movie with 60 fps you get the maximum quality of the movement. But you cannot use that 60 fps QT movie to e.g. burn a DVD because it is to heavy to play. Also it gets a high data rate and a high data size. So you need to export your animation to a QT movie using a lower fps value (e.g. 30 fps). For example, your original animation is 1 second long so it has 60 frames. You export it to a QT movie at 30 fps, so that QT movie will contain 30 frames. Kinemac will mix 2 original frames to compose one QT frame. In

order to get a good blur effect you need to specify a higher value (2 is not enough. Suggested values are from 8 to 64 or more). Kinemac will do the resampling job automatically. Using a value like 64 blurred frames produces a fine smooth result but requires a long time rendering.
• Added the temporal compression when exporting to a QT movie.
• Now you can use the Quick Time Option panel to customize the keyFrame rate and the data rate values.
• Kinemac now uses an internal antialias engine to create alialiased output when exporting to a QT movie or to an image file.
• Added a Monitor Window to let you see in real time the output image when exporting to a QT movie or to a series of image files.
• You can drag a kmc file and a rss3d onto the Stage window in order to open that animation file.
• You can change the pathname of a song sprite double clicking the sprite and choosing a new song path reference.
• You can change the pathname of a movie texture applied to an object double clicking the movie field in the Inspector panel and choosing a new movie path reference.
• If the movie texture you applied on the surface of an object is to heavy to play in real time, you can create a low resolution version of it (e.g. Sorenson3, 30 or 24 fps, 240 x 200 pixels) and set this low version movie as movie texture. Then double click on the movie field in the Inspector panel and define the pathname of the high resolution movie. When running in real time Kinemac will use the Low Resolution Movie. When exporting to a QT movie, Kinemac automatically will use the High Resolution Movie.
• Fixed a bug when exporting a soundtrack to a "From Frame To Frame" movie.
• Fixed a bug when exporting to a RSS3D file.
• Other minor improvements.

What's new in 0.4.1b version (July 18th 2005):
• Fixed a bug when setting a key-frame on an existing key-frame point.
• Fixed a bug when re-editing a 2D scrolling text.
• The 2D Scrolling texts can be as long as your RAM allows.
• Fixed a minor bug about typing a new value in the scrolling speed field of the Inspector panel.

What's new in 0.4.0b version (June 23rd 2005):
• This version saves the animations as NewsTrailer (RSS3D) format. If you want to promote some product (e.g. CD, DVD, Movies, Songs, Concerts, Books,... or sell tickets for concerts...) you can post these files on your web site and let your clients be informed about your products using our screensaver "NewsTrailer". NewsTrailer automatically picks

your animations from your web site and play them on your clients' screen all the time it comes out.
NewsTrailer will be available for download in few days. To know more about NewsTrailer, please go to
http://www.kinemac.com/products/newstrailer
• Added the import of 3D model as format **OBJ** (WaveFront). We still have to define groups and materials. This feature in this version is just to play with some OBJ model. We will improve it in the next version, of course.
• Added the feature "**Software Update**" in the preference panel. You can choose to check for new versions manually or automatically.
• Improved the rendering speed for the scrolling text.
• Some improvement in the Preferences panel.
• The user can mark the check-box "**Save 2D Text as PDF**" in the Preferences panel (Export Tab) such a way that animation file will display the text properly even on a different machine which has not installed the fonts used within the animation file.
• Other minor fixing.

What's new in 0.3.8b version (June 06th 2005):
• Fixed a bug when dragging images onto the stage, which created objects with wrong size. Now Kinemac creates rectangles and cubes with the image size.
• Fixed Undo on objects without key frames.
• Fixed import objects *filename*.kmcobj without key frames.
• Fixed a bug which asked the user to save the changes to the file even if he didn't make any change.
• Fixed a bug when opening animations on a different machine (the window origins were wrong).
• Other minor fixing.

What's new in 0.3.6b version (June 1st 2005):
• Just the first public beta release. Happy zero birthday Kinemac!