errors

COLLABORATORS			
	TITLE : errors		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		March 1, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

errors

1.1 errors.guide

```
ERRORS FOUND IN THE MANUAL

Mostly due to the layout process, some RPL and other program examples in
the manual do not work. The errors and the corresponding page numbers are:


Tutorial 1.10
-------------

    Error
        The bottom row of the table hierarchy diagram
        'stand1'    'stand2'    'stand3'

    Should be
        'stand1'    'stand2'    'brace'

    Error
        <Help> key cannot be used for flashing wireframes of selected
        objects, because it is now reserved for online help feature.

Tutorial 2.11
-------------

    Error
        Second paragraph:  Project/Project/Load Sections

    Should be
        Project/Project/Insert Sections

Tutorial 3.6
------------

    Step 6 of the material example: the Turbidity of gas should
    be 30 % instead of 10 %.

Tutorial 3.19
-------------
```

```
    Error
        Step 3 of the RPL controlled material example:
        "attr(wood->bril)=Time*100" EVAL DROP

    Should be
        "data(wood->bril)=Time*100" EVAL DROP

    So the correct data fetch expression is 'data' instead of 'attr'
```

Tutorial 4.7

```
Error
    Paragraph 5: Reparametrize 'w' and 'h'

Should be
    'u' and 'v'
```

Tutorial 6.18

```
Error
    Paragraph 6: The actions specified in this paragraph should be
    skipped. SFOR tag is not evaluated by this method.
```

Tutorial 6.49

```
Error
    Paragraph 3:
    SFOR if(x<0,f=f*2,f=0)

Should be
    SFOR f=if(x<0,f*2,0)
```

Tutorial 7.10

```
Error
    ( this is an illegal comment too )

Should be
    ( this is an
    illegal comment too )
```

Tutorial 7.42

```
    The improved version of SphereMan example can be found from the file
    r3d2:rpl/meshtosph.rpl.
```

Reference 1.63

    The function 'Export RPL' is not part of render settings;
    it should be written with underlined typeface.

Reference 3.32

    Section 3.2 claims that object creation constants are defined in
    the file 'creation.rpl'; the correct file name is 'objects.rpl'.

Reference 3.49

Error 3.50
    F. F. F (print out the direction)

Should be
    F. F. F. (print out the direction)

Reference 3.50 and 3.54

Error
   bOFO_NAME + CPY

Should be
   O.sNAME + CPY

Reference 3.53

Error
   LOCK_EXCLUSIVE, LOCK_SHARED, LOCK_REMOVE

Should be
   iLOCK_EXCL, iLOCK_SHARED, iLOCK_REMOVE

Reference 3.55

Error
   0 0 1.0 PLAY

Should be
   1.0 PLAY

Reference 3.57

Error
    (insert all sections found)
    "MyProject" lRIO_ALL 0 FIL_LOAD

```
    ( insert all except objects )
    "MyProject" lRIO_ALL lRIO_ROBJ FIL_LOAD
```

Should be
```
    ( insert all sections found )
    "MyProject" lIO_RALL 0 FIL_LOAD

    ( insert all except objects )
    "MyProject" lIO_RALL lIO_ROBJ FIL_LOAD
```


Reference 3.63

Error
    iType definitions iWT_xxx changed. New definitions can be found from
    the file r3d2:rpl/sys/editor.rpl.

Reference 3.66

Error
    LIB_ words are not implemented in the current version of Real 3D V2
    but are described in the manual.

V.2.40 Appendix, page 10

Error
    The greater the value of the handler variable 'a' of noise handlers,
    the denser the texture pattern.

V.2.40 Appendix, page 29

Error
    The radio buttons to the right of the aimpoint and viewpoint
    coordinates do NOT lock camera components. Instead, they directly
    select which one of the viewpoint and aimpoint is modified.
    For example, to rotate Viewpoint around aimpoint, select
    viewpoint radio button before using Heading and Pitching sliders.

V.2.40 Appendix, page 44

Error
    The vertical bar showing the current time cannot be used for
    modifying the current time. Use the controls of the animation
    window or the tool window or the keyboard shortcuts instead.

RPL Tutorials and RPL reference

Error
    Some examples where the MENU word has been used may not function
    properly, because the menu system has changed. The examples
    can be fixed by redefining the menu numbers appropriately.

    SEE List of Menu Numbers