08443ab8-0

Matthew Parker

COLLABORATORS

	TITLE : 08443ab8-0		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Matthew Parker	July 10, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

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1.1   Contents

IMArexx scripts set#1

v1

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FREEware

CONTENTS

1.2   Requirements

To run these scripts you need Imagine 5.0 or higher and have RexxMast running.

1.3   Installing

INSTALL

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If you already have a drawer for your Imagine arexx scripts then just copy the contents of the 'Arexx' drawer to your drawer for Imagine arexx scripts.

== or ==

If you do not have a drawer for you Imagine arexx script (then get busy and write some :-) then just drag the "arexx" drawer into your Imagine drawer. Next, go into Imagine's preferences and enter "arexx" into the 'RXPT' value box [save and use].

1.4 ColrFc2Sub.irx (Color Faces to Subgroups)

Version: 1.1

Discription:

-Arexx macro for imagine 5.0 to make each set of faces with an unique color into subgroups (i.e. all faces with color R=150 G=44 B=0 would be one subgroup).

Usage:

-In 'object mode' Pick the object(s) (i.e. 'pick all' or dragbox around the objects with <shift> held) and then run this script. When the script is finish a requester will tell you how many subgroups were made. The subgroups will be named COLOR_# (i.e. COLOR_1, COLOR_2, COLOR_3 , etc...)

Note:

-If a subgroup is named COLOR_# it will be overwriten but not any other subgroups. So, if you modify any face colors and run this script again it will update the subgroups (unless there are fewer unique colors than the first time, then some of the highest subgroups will still survive (i.e. if there were 4 unique colors the first time and 2 unique colors the second time then subgroups COLOR_1 and COLOR_2 would be overwriten and COLOR_3 and COLOR_4 would survive)).

-If the object has a large number of faces it will take a while for the script to finish. So be patient, and remember you can select multiple objects.

Bugs:

-If you run the script with more that one object selected the requester at the end will only tell you number of subgroups made on the last object.

What in the world would you use this for?

I wrote this to help me modify objects converted from other formats that were only one object with different colored faces instead of a group of objects.

Tip;

-After you have run ColrFc2Sub.irx on the object run Subgroup2Obj.irx to split each color into an object.

1.5 FindBrsh.irx (find objects with textures/brushs)

Version: 1.1

Discription:

-Arexx script for imagine 5.0 to add a plus (+) to the front of an object's name that uses brushes or textures.

Usage:

-Select the objects you want to check for textures or brushes and run this script. When the script is done, a requester will tell you how many objects have textures or brushes in their attributes. Any object with a Texture or brush will now have a plus at the begining of its name (i.e. "plane.1" will now be "+plane.1".

What in the world would you use this for?

When you have a group of [oh say, 157] objects and you hit QRender and it says "Error - can't texture: texetue/starrs" or "Error opening brush: dh5:bru/wood.iff", you can use this script to mark the objects with textures or brushes and make them easy to spot in the 'find' requester. Then just modify or drop the path to the texture or brush in the attributes. Great for objects off of CD-ROMs.

1.6   fix_objects.irx

Version: 1

Discription:

-Arexx script for imagine 5.0 to take a bad odject(s) and fix them by "merging" each object one by one.

Usage:

-Pick all the objects that you want to fix and run this script. The "merge" command will be executed on each object one at a time (no objects will be merged together).

What in the world would you use this for?

When you have a group of [oh say, 157] objects and you hit QRender and it says "Error - object plane 2432, 2342 points identical" or some such thing. Basicaly an object is "bad" and if you had just one object then all you would have to do is pick it and merge it [to fix the object]. However, if you had 10 or more objects, and one or more of them was bad it could take a while to find and fix all of them. This script will fix any object that can be fixed by the merge command.

1.7   qren.irx (quick render)

Version: 1

Discription:

-Arexx script for imagine 5.0 to quickrender and save pic to ram (this is the default path in Imagine's pref's).

Usage:

-This script will start quickrendering without displaying the "quickrender lighting" requester and will automaticaly save the pic "guickrender" to ram: [or whatever path you set in Imagine's pref's.

WhY?

-I wrote this script because I have a graphics card and it takes a lot of mouse clicks (6 and return once I think) to render and display the pic. I still have to click on show pic (there is no arexx command for display pic yet (hint, hint Impulse ;-)) but it is faster.

Tip:

-add this script to your macro menu and then add that to your "User Gadgets".

1.8   Sharp2Quick.irx (Sharp edges to Quick edges)

Version: 1

Discription

-Arexx script for imagine 5.0 to make sharp edges also quick edges.

Usage:

-Pick an object and run this script, then press F7 and click on the Quick Edges button and click 'ok'.

1.9   Subgroup2Obj.irx (Subgroups 2 Objects)

version: 0.1

Discription:

-Arexx script for imagine 5.0 to split an object's subgroups into seperate objects

Usage:

-Pick an object with two or more subgroups and run this script. Each subgroup will be split into a seperate object, and any faces not part of a subgroup will be deleted.

NOTE!!!!!!!!!!!!!: only faces that are part of a subgroup will survive this script and undo will not work. So it is a good idea to save the object before you run this script.

Bugs:

-The axis of each object created will be at the same location.

Tips: Run ColrFc2Sub.irx on the object first to split different color faces into seperate objects

1.10 Author Matthew Parker

I'm a Sound designer/engineer by enployment and FX artist in my spare time (although I don't have much spare time). If you find these scripts useful, find bugs, or have any cool scripts of your own, I can be e-mailed at mattparker@usa.net.

I don't have plans to write any more scripts at this time, but if I have a idea for other scripts I will post the sets as freeware. I hope to finish (make fake objects and write docs) and upload my Imagine objects by March 97

1.11 Coming Soon

ARCHIVE DISCRIPTION

QT_Bouys.LHA -a set of Star Fleet bouys

QT_Travelpod.LHA -The travelpod from the Star Trek movies

full detail inside and out.

QT_DS9.LHA -Deep Space 9 (I have 24MB and I'm

running memory rendering

QT_Regula.LHA -Regula 1 from Star Trek II

QW_AT-PT.LHA -AT-PT from Star Wars a two legged walker

Q2_dicovery1.LHA -The Discovery 1 from 2001

Q2_Station5.LHA -Space Station 5 from 2001

Key

QT_ = quality Star Trek object

QW_ = quality Star Wars object

Q2_ = quality 2001 object

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