

# RenderSoft VRML Editor Help Index

## Commands

[File menu](#)

## **File menu commands**

The File menu offers the following commands:

<u>New</u>	Creates a new document.
<u>Open</u>	Opens an existing document.
<u>Save</u>	Saves an opened document using the same file name.
<u>Save As</u>	Saves an opened document to a specified file name.
<u>Exit</u>	Exits RenderSoft VRML Editor .

**New command (File menu)**

Use this command to create a new document in RenderSoft VRML Editor .

You can open an existing document with the Open command.

**Shortcuts**

Keys:     CTRL+N

### **Open command (File menu)**

Use this command to open an existing document in a new window.

You can create new documents with the New command.

### **Shortcuts**

Keys: CTRL+O

## **File Open dialog box**

The following options allow you to specify which file to open:

### **File Name**

Type or select the filename you want to open. This box lists files with the extension you select in the List Files of Type box.

### **List Files of Type**

Select the type of file you want to open:

### **Drives**

Select the drive in which RenderSoft VRML Editor stores the file that you want to open.

### **Directories**

Select the directory in which RenderSoft VRML Editor stores the file that you want to open.

## **Save command (File menu)**

Use this command to save the active document to its current name and directory. When you save a document for the first time, RenderSoft VRML Editor displays the Save As dialog box so you can name your document. If you want to change the name and directory of an existing document before you save it, choose the Save As command.

## **Shortcuts**

Keys: CTRL+S

### **Save As command (File menu)**

Use this command to save and name the active document. RenderSoft VRML Editor displays the Save As dialog box so you can name your document.

To save a document with its existing name and directory, use the Save command.

## **File Save As dialog box**

The following options allow you to specify the name and location of the file you're about to save:

### **File Name**

Type a new filename to save a document with a different name. A filename can contain up to eight characters and an extension of up to three characters. RenderSoft VRML Editor adds the extension you specify in the Save File As Type box.

### **Drives**

Select the drive in which you want to store the document.

### **Directories**

Select the directory in which you want to store the document.



### **Exit command (File menu)**

Use this command to end your RenderSoft VRML Editor session. RenderSoft VRML Editor prompts you to save documents with unsaved changes.

### **Shortcuts**

Keys: ALT+F4

**New command (Window menu)**

Use this command to start with a blank window.

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### To Create an object:

1)Click on any of the following buttons:

"Cone"

"Cube"

"Sphere"

"Cylinder"

"Disc"

"PointLight"

The created object is placed on the center of the screen, regardless of the current camera/eye position or orientation. If there is object in front, the new object might be covered.

Please note that creating an object automatically selects it. Also, creating a pointlight automatically enables the View:Lights option, causing other existing point lights in the scene to be shown.

### To Edit an Object:

1)Pick/Select an object by

a)clicking the "Pick Object" button.

b)click once on an existing object (e.g a cube, a sphere or cone etc) in the scene.

2)After the object is picked, you can do the following to the object:  
Move, Scale, Rotate, Change Scale Orientation, Change Material, Change Texture, Attach anchor.

### Move Object:

- 0)Before you can use this function, you must select an existing object.
- 1)Click on the "Move Object" button.
- 2)With the mouse pointer in the window, click and drag the mouse.
  - a)if the Left Mouse Button is clicked, the object moves Sideways and Towards/Away from you.
  - b)if the Right Mouse Button is clicked, the object moves Sideways and Up/Down.
- 3)You can also make the object moves in the mouse direction using Move Object Options.

Sometimes, if you can't find the objects that you edited earlier, you can use View:Eye menu to reset the view.

### Scale Object:

- 0)Before you can use this function, you must select an existing object.
- 1)Click on the "Scale Object" button.
- 2)With the mouse pointer in the window, click and drag the mouse.
  - a)if the Left Mouse Button is clicked, the object scale in its XY direction.
  - b)if the Right Mouse Button is clicked, the object scale in its XZ direction.

The object is scaled about its center.

Note: How the object will scale depends on the current scale orientation of the object. Also, if the object is not at the center of the screen, the scaling might not look uniform due to the perspective view of the eye/camera.

### Rotate Object:

- 0)Before you can use this function, you must select an existing object.
- 1)Click on the "Rotate Object" button.
- 2)With the mouse pointer in the window, click and drag the mouse.
  - a)if the Left Mouse Button is clicked, the object rotates Sideways and Up/Down.
  - b)if the Right Mouse Button is clicked, the object rotates Clockwise/anti-Clockwise and Up/Down

The object is rotated about its center.

### Change Object Scale Orientation: (Available only in registered version)

- 0)Before you can use this function, you must select an existing object.
- 1)This function will work only if the scale of the object is not uniform.

- To make the scale of the object not-uniform, use "Scale Object"
- 2)Click on the "Change the Scale Orientation of Object" button.
  - 3)With the mouse pointer in the window, click and drag the mouse.
  - 4)Notice that the object is sheared.

### Change Object Material:

The Material of an object describe how the different components(Red, Green and Blue) of light reflect from an object surface.

- 0)Before you can use this function, you must select an existing object.
- 1)Click on the "Change Object Material" button.
- 2)A dialog box pops up. Adjust the sliders to change the material properties of the object.
  - AmbientColor: the color of ambient light the object reflect. The light reflected does not depend on the position of different light sources.
  - DiffuseColor: the color of light that reflects from the object. The light reflected is dependent on the position of different light sources.
  - SpecularColor: the color of light that reflects back to the eye from a very reflective object.
  - EmissiveColor: the color of light from the object if it glows.
  - Shininess : Control the size of Specular highlights that reflect back to the eye.

Please note that pointlight does not have ambient,diffuse,specular, emiisive or shininess properties. However, you can change the color of the light it emits.

### Change Object Texture:

Applying texture to an object is to map an image to the surface of the object. This add greater realism to the rendered scene.

- 0)Before you can use this function, you must select an existing object.
- 1)Click on the "Change Object Texture" button.
- 2)A file dialog pops up. You select/enter a image file to be used as the texture for the object. The format of image files supported are Jpeg (.jpg) and Bitmap(.bmp). Please note that this program DOES NOT save the path of the image, it only saves the filename. You must put the texture files into the same directory with your VRML files the next time you reload your VRML files. If you want to delete an existing texture, type in "none.jpg" for the filename. The textures of duplicated objects cannot be deleted.
- 3)Click "OK" to accept and see the results.

Please note: not all VRML browsers support the Bitmap format. For maximum compatibility, use the Jpeg format.

### Delete Object

- 0)Before you can use this function, you must select an existing object.
- 1)Click on the "Delete Object" button to delete the object.

Please note that pointlight cannot be deleted.

### Duplicate Object

0) Before you can use this function, you must select an existing object.

1) Click on the "Duplicate Object" button to duplicate the object.

Please note that pointlight cannot be duplicated.

### Attach a WWWAnchor to an Object

This function allows a WWW Anchor to be attached to the object. This program does not automatically load the file pointed by the anchor. However, it saves the anchor so that next time when you use your saved VRML file in a Web Browser, you can click on the object and reach the URL specified in the anchor.

0) Before you can use this function, you must select an existing object.

1) Click on the "Attach a WWWAnchor" button.

2) A dialog box pops up. You specify the name/URL of the anchor in the Text Edit Box. The 'description' field (optional) is a string that describe the anchor.

3) Click "OK" to accept.

### To Browse the scene

1) Click on the "Eye Move" or "Eye Rotate" button.

2) With the mouse pointer in the window, click and drag the mouse.

a) if the Left Mouse Button is clicked, the scene moves Sideways and Towards/Away from you.

b) if the Right Mouse Button is clicked, the scene moves Sideways and Up/Down.

3) You can also make the scene moves in the mouse direction using [Eye Move Options](#).

Sometimes, if you can't find the objects that you edited earlier, you can use [View:Eye](#) menu to reset the view.

### Undoing an Operation

1) Click on Edit:Undo

This program allows you to undo the following operations once: Move Object, Scale Object, Rotate Object, Change Scale Orientation, Eye Move, Eye Rotate, Change Object Material.

### Exporting to VRML 2 files

1) Click on File:Export to export VRML 2.0 files.

## View WireFrame or Shaded

- 1)Click on View:WireFrame to view the rendered scene in wireframe.
- 2)Click on View:Shaded to view the rendered scene in shaded mode.

## Viewing Lights

- 1)Click on View:Lights to view all point lights in the scene. The pointlights are rendered as bright wireframed spheres. However, directional and spotlights are not shown. Please note that whenever a pointlight is created using the "PointLight" button, this option is automatically selected.  
In Editing, a PointLight can only be moved and Colored ("Change Object Material").

## Travel Speed

- 1)Click on View:Travel Speed and notice a dialog appears. You can adjust the slider to make the movements in "Move Object" or "Eye Move" faster or slower.

## Texture Environment: Decal or Modulate ("Modulate" option is available only in registered version)

- 1)Clicking on View:Texture:Decal. Whenever a texture exist for an object, its material properties will not be rendered. The object will also NOT be affected by the lighting from different light sources.
- 2)Clicking on View:Texture:Modulate. The texture of an object will be modulated with its material properties. The textured-object will be affected by the lighting from different light sources. The rendering for this option is slightly slower than the Decal Option.

Please note that these data are only used as settings in this program and are not saved in the VRML output file.

## Top View, Side View and Front View

- 1)Click on View:Eye and select one of the views. The View:Eye:Reset Eye option resets the viewpoint to the original when the file is just loaded or when File:New is selected.

## Move Object Options

- 1)Clicking on View:Move Object Options: Move Object in Mouse Direction will make the object move in the direction of your mouse cursor.

With this option, dragging the mouse

- a)if the Left Mouse Button is clicked, will move the object Sideways and Up/Down.
- b)if the Right Mouse Button is clicked, will move the object Sideways and Towards/Away from you.

- 2)Clicking on View:Move Object Options: Move Object opposite Mouse Direction will make the object move opposite to your mouse cursor. This is the default setting.

With this option, dragging the mouse

- a)if the Left Mouse Button is clicked, will move the object Sideways and Towards/Away from you.
- b)if the Right Mouse Button is clicked, will move the object Sideways and Up/Down.

## EYE Move Options

1)Clicking on View:Eye Move Options: Move in Mouse Direction will make the scene move in the direction of your mouse cursor.

With this option, dragging the mouse

- a)if the Left Mouse Button is clicked, will move the scene Sideways and Up/Down.
- b)if the Right Mouse Button is clicked, will move the scene Sideways and Towards/Away from you.

2)Clicking on View:Eye Move Options: Move opposite Mouse Direction will make the scene move opposite to your mouse cursor. This is the default setting.

With this option, dragging the mouse

- a)if the Left Mouse Button is clicked, will move the scene Sideways and Towards/Away from you.
- b)if the Right Mouse Button is clicked, will move the scene Sideways and Up/Down.

## Capability:

This program read and saves VRML 1.0 ascii files. It also export VRML 2.0 files.

## Specifications:

1)Material Binding is not supported.

2)For IndexedFaceSet nodes, the texCoordIndex and normalIndex fields, if they exist, must be per-vertex.

3)For IndexedLineSet nodes, the materialIndex, normalIndex and textureCoordIndex are ignored.

4)When editing an existing VRML 1.0 file that is not created by this program, the presence of Scale nodes/Transform nodes with non-uniform scale values (i.e x not equal y not equal z) high in the hierarchy and not covered with Separator nodes may cause problems when the user tries to use the "Move Object" command.  
The movement orientation might change.

5)Texturing/Material of IndexedLineSets and PointSets is not supported.

6)When you start a new document using File:New, the program automatically adds a perspective camera and directional light to the scene graph.

7)When editing a file not created by this program that contains the DEF and USE keywords; if you pick an object defined inside DEF and edit (move, scale etc.) it, other nodes that



make use of the USE keywords may also be affected.

8)Note that when saving, the DEF and USE keywords in an existing VRML file will be removed, and replaced by the actual nodes and fields.

## Credits

The author of this program would like to thank the following individual.  
Chris Losinger for his wonderful Jpeg/Bitmap class.

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<u>Product</u>	<u>US Price</u>	<u>Singapore Price</u>
<b>RenderSoft VRML Editor</b>	<b>US\$15</b>	<b>S\$20</b>

### Ordering RenderSoft VRML Editor

There are a number of ways to order RenderSoft VRML Editor from us. Whatever method you choose, your order must be accompanied by our Order Form. When we receive your payment, we will e-mail you the registration number to register RenderSoft VRML Editor.

### Cheque/Check

You can post us a check drawn on any bank in the world, in that country's currency. The amount should be equivalent to the price in US\$. For example, if you are in Great Britain, you could order RenderSoft VRML Editor Standard by sending a check made out in Pounds Sterling, for an amount in pounds equivalent to US\$15. The check should be made out to `RenderSoft Software and Web Publishing`.

### International Money Order/Bank Draft

These are normally available from banks or Post Offices. The draft should be payable to `RenderSoft Software and Web Publishing`. The currency of the draft should be in Singapore Dollars, and the amount of the draft should be S\$20.

### Cash

We will accept cash in US or Singapore dollars. However, we will take no responsibility for the cash while it's in transit. For your own protection if you want to pay in cash, we strongly recommend sending it to us by registered mail.

### Purchase Order

We're happy to accept a purchase order(net 30 days) from your organization and send you an invoice. We prefer to fax invoices, but we can mail them if necessary. However, please note that purchase orders are accepted only from government and accredited educational institutions and major corporations.

### Credit Card.

We regret that we do not accept credit card at the moment.

### Where Do I Send The Payment?

By Post:       RenderSoft Software and Web Publishing  
                  Block 1, #08-01/02 Alexandra Distripark,  
                  Pasir Panjang Road  
                  Singapore 118478  
                  SINGAPORE

### What Happens When I Purchase RenderSoft VRML Editor?

When you order RenderSoft VRML Editor, we will e-mail you a registration number. You will

type in this number in the Help: Register menu, this will (1)remove the nag screen, (2)allows you to use the Texture Environment :Modulate Option and (3)enables the Scale Orientation Button.

## Contacting RenderSoft Software and Web Publishing

The preferred source of information about the RenderSoft VRML Editor is our Web site:

<http://home.pacific.net.sg/~jupboo>

Here you can download updates and bug fixes, and follow links to a large number of VRML resources on the Web.

### Fax and Snail Mail

We can be contacted by fax: (65) 2749727

or by post: RenderSoft Software and Web Publishing  
Block 1, #08-01/02 Alexandra Distripark,  
Pasir Panjang Road,  
Singapore 118478  
SINGAPORE

## Order Form

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We accept the following payment methods for RenderSoft VRML Editor:

\* International Money Order, payable in Singapore dollars (S\$20.00); via post

\* a cheque drawn from any bank in your country, in your country's currency for the equivalent price in US\$15.00; via post

Our fax number is: (65) 2749727

Our postal address is: RenderSoft Software and Web Publishing  
Block 1, #08-01/02 Alexandra Distripark,  
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RenderSoft VRML Editor Order Form

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Where did you hear about RenderSoft VRML Editor? \_\_\_\_\_

Comments:



## What other functions do I get if I register?

When you register RenderSoft VRML Editor, we will give you a registration number, which you can type in to your current shareware/unregistered version. You do this by clicking on the `Help' menu, and selects `Register'.

When the program verifies that the registration number is a valid one, it will automatically activate two functions that is not enabled in the shareware/unregistered version.

The first is the Texture Environment :Modulate Option. This will make the rendering of your scenes more realistic as the textures information is now combined with the material properties of your objects. For example, you can now see that your textured cube glows with greenish color set by its Material Properties. Note, however, that this option does not affect your final VRML output file.

The second is the Change Object Scale Orientation Button. This allows your objects in the scene to be sheared when combined with non-uniform scaling.

Also, registered versions of RenderSoft VRML Editor do not shows the nag screen that appears every time you start the program.

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