

# AXEL™ v1.01 Release Notes

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The v1.01 release of AXEL provides performance and usability enhancements. This document describes Feature improvements and Documentation errata

## Feature improvements

In addition to the performance improvements, the following changes appear in AXEL version 1.01:

### Work area

#### **Playback off by default**

When you start a new project, time is not running. You can Press P, or click the Play button in the toolbar to start playback. Remember that for certain features, time needs to be running for you to “see” them (particles, spring, snap).

#### **Host Web Page displayed by default**

When you start a new project, the host web page is displayed in the top right viewport. To switch to a 3D WebCam view, right-click the viewport and toggle off Host Web Page.

#### **Features renamed**

Coloring per Vertex is now called Coloring per Point. To color selected points, choose Color per Point in the surface geometry parameters. For more information, see “Color per point”, in AXEL online help.

To save space, the word “Animation” is abbreviated to “Anim” in the World Explorer, Parameter Editor, Sequencer, and Interaction Editor.

For Grouped reactions, the parameter “Trigger mode” is renamed “Trigger order.”

### **Improved error messages**

Additional, specific information has been added to all error messages to guide you while using AXEL.

## **Manipulation and viewports**

### **Snap to Grid now snaps to visible grid**

When translating objects, they snap to the intersection of grid lines.

### **Shift + Zoom will now zooms in or out more**

Holding the Shift key while zooming in a viewport increases the speed of the zoom.

## **Modeling**

### **Bend deformation streamlined**

It is now easier to control the point where the object bends and the size of the region that gets deformed. For more information, see “Bending surfaces” in AXEL online help.

### **Center mode is now available for groups**

You can now translate the center of a group. Switch to Center mode (press 5), turn on the Translate tool, and drag in the viewport.

### **Extrusion along curve**

Using extrusion along curve on a closed curve now generates a closed surface.

## **Relations**

### **Orientation parameter displayed for Ball joint constraint**

Ball Joint constraint Orientation now appears in the World Explorer and Parameter Editor, making it easier to adjust the constraint with precision.

# Textures

## **PNG now supported**

You can use PNG files as textures. This allows you to have areas of transparency in your texture.

## **New Decal mode for PNG textures**

Use Decal mode to create cut outs with PNG textures.

## **Texture format displayed in Parameter Editor**

The texture image size and format appears in the texture file parameters.

## **Texture Scale parameter inverted**

The scale parameter in Texture settings now represents the relative size of the texture. For example, setting Scale to 2 makes the texture twice as big. For more information, see “Texture Parameters” in AXEL online help.

# Interaction

## **Background sensor replaced by mouse sensor on webcam**

The webcam handles now use a mouse sensor on the webcam instead of a background sensor. Placing mouse sensors on webcams allows you to connect different reactions to various webcams.

## **Tooltips on groups and web cursor**

You can add a tooltip reaction to a group or to the web cursor.

Note: For groups, the tooltip appears at the center of the group, which is at 0,0,0 by default.

## **Multi-selection of parameters used for reactions and sensors**

You can apply the following reactions and sensors to several parameters at once: Set Parameter, Toggle Parameter, Parameter Change, Parameter Range. Multi-select the parameters, then choose the reaction or sensor to apply.

## **Play Sound from sounds in Resources**

To use the same sound in more than one Play Sound reaction, you can select it from World Explorer/Resources.

Note: Although the sound appears twice under Resources, the project contains only one copy of the sound file.

### **Play Animation reaction improvements**

You can now add keys to a Play Animation reaction the same way as you add keys to an animation.

You can now offset a PlayAnim reaction without having to collapse it. Click and drag the blue bar representing the PlayAnim Reaction in the Interaction view of the sequencer.

## **Web Integration**

### **A host web page can contain more than one stream file**

It is now possible to embed several independent AXEL streams in one html page. If you use a Hyperlink reaction to open another web page in a new window, that web page can also contain more than one AXEL stream.

## **VRML Import improvements**

The menu command **File > Import VRML** calls a stand-alone importer. This will allow MindAvenue to provide updates to the VRML importer between software releases. The latest updates are available at [MindAvenue.com](http://MindAvenue.com).

VRML importer now supports animation as well as pure box, cone, sphere and cylinder shapes.

VRML files using shared materials are now imported with their shared materials intact.

VRML importer no longer multiplies textures.

VRML importer now imports more than one camera.

Vertex colors are now imported.

VRML files exported from Maya 3.0 and Lightwave 6.5 are now imported correctly into AXEL.

# Documentation errata

The features changes in AXEL v1.01 affect the following pages in the version 1.0 documentation:

## User Guide

The following errors appear in the AXEL v1.0 User Guide.

### **Page 19, Importing Objects into AXEL**

The first bullet point is incomplete: supported texture formats include PNG files. For more information, look up “png” using the Search tab in AXEL online help.

### **Page 21, “Customizing the Work Area”**

In the default work area, the host webpage should appear in the top right viewport.

### **Page 29, “Using a Grid”**

The last paragraph is incorrect. When Snap to grid is turned on, objects snap to the visible grid.

### **Page 47, “Sequencer”**

The screen shot is outdated. In the interface, the word Animation should be abbreviated to “Anim.”

### **Page 75, “Coloring”**

“Per vertex” is now called “Per point.”

### **Page 90, “Bend Parameters”**

The Bend parameters have changed. For more information, look up “Bending Surfaces” using the Search tab in AXEL online help.

### **Page 123, “Ball Joint Constraint Parameters”**

The Orientation parameter should appear in the table.

### **Page 139, “Texture Settings”**

Texturing modes now include Decal. For more information, look up “Decal” using the Search tab of AXEL online help.

### **Page 144, “Supported Texture Formats”**

The list of supported formats should include PNG.

### **Page 162, “Navigating in Time”**

The first sentence is incorrect. Time is not running by default.

### **Page 221, “Mouse Sensor”**

The third paragraph is incorrect. The background sensor is no longer available. It was replaced with a mouse sensor on the web cam. For more information, look up “Mouse Sensor” using the Search tab of AXEL online help.

### **Pages 236 and 237 WebCam Handles**

The webcam handles no longer use background mouse sensors. Instead, a mouse sensor is applied to the webcam.

### **Page 244, “Group Reaction Parameters”**

“Trigger mode” is now called “Trigger order”.

## **Tutorials**

The following errors appear in the AXEL v1.0 Tutorials.

### **General**

- Some screenshots may show the MouseSensor(Background) which is no longer available.
- When you first launch AXEL, the Rocket project is open allowing you to experiment with AXEL features using existing content. Before starting a tutorial, choose File > New.
- Ignore instructions to turn on Display > Constraints if constraints are already displayed.
- Ignore instructions to turn on the Host Web Page if it is already displayed.

### **Page 19, step 2d**

The start and stop values are inverted. The correct values are: Set the Start value to 100, set the Stop value to 0.

### **Page 24, step 3b**

The explanation is incorrect. The Snap to grid function forces the cursor to snap to the visible grid.

### **Page 43, step 1c**

The scale value is incorrect. It should be **0.2 0.2**. This makes the texture five times smaller.

### **Page 44, step 3d**

The scale value is incorrect. It should be **0.33, 1**

### **Page 54, step 3b**

The cube snaps to the closest sphere only if playback is on.

### **Page 57, Adding a WebCam Handle**

1a should be:

Choose Interaction > Handles > Zoom WebCam.

2b, 2c, and 2d should be:

2.b) Expand MouseSensor(Webcam)

2.c) Shift-click OnLeftClick and ZoomWebCam1 to multi-select them, then press Ctl-U to unlink them.

2d) Drag from OnMiddleClick to ZoomWebCam1 to link them.

Note: the screenshot is incorrect. It should display the interaction described in the previous steps.

### **Page 70, Using a background sensor to trigger the animation**

This title should be “Using a webcam mouse sensor to trigger the animation.”

### **Page 70, step 2**

Should be:

2. Link the reaction to a sensor so you can trigger it:

- a) In the World Explorer, select the WebCam, then choose Interaction > Sensors > Mouse.
- b) Expand MouseSensor(WebCam), then drag from OnLeftClick to the PlayAnim reaction.

Note: The screenshot is incorrect. It should display the interaction described in the previous steps.

Step 2c is correct.

**Page 120, step 3a**

Orbit WebCam sensor should be Orbit WebCam reaction.

**Page 127, step 9**

“Trigger mode” is now called “Trigger order.”

**Page 133, step 2d**

The sentence is incorrect. You can move the center of a group. Select the group, switch to Center mode (press 5), then drag the center in the viewport. Switch back to Object mode (press 3) to rotate the group around its new center.

**Page 139, step 5d**

You must turn on Record before translating the points.

**Pages 119, 122, 123, 125, 126**

MouseSensor2 should be MouseSensor1.