Tutorial 1

Step 1

First, create a new Operation set. If no document window is open, you skip
that and go to step 2 - a new one is automatically created in the moment
you choose an Op from the palette.
Alternatively you can always create one by selecting 'New' from the File
menu.

Step 2

Add two extrude options
to the OpSet by clicking
two times in the button
with the Extrude Icon

Step 3

Now call the option dialog of the first Op by clicking on it's icon:

lternatively you may move up the mark (the little red error) with the arrow keys and press (don't use , as this opens the link file dialog)

Step 4

In the Op's option dialog set the angle to 135 and the number of repeats to 2:

tep 5

Now click in the
preview to calculate
the preview of the
terrain map

Step 6

As you can have seen, the both Ops are simply added. This is symbolized by
the '+' sign at the left of the Op. Adding does not sound very impressive -
right? Yeah, but wait!
Clicking the plus sign of an Op reveals the mode popup, where you have 5
different modes to choose from:

Multiply: the new terrain data is multiplied with the existing
data.
Maximum: the new terrain data is used if it is higher.
Add: the new terrain is simply added.
Minimum: the new terrain data is used if it is lower
Skip: the terrain is skipped

Now choose each of the modes in the lower Extrude Op and click in the
preview afterwards. Do you get the idea? This may not be the best example
for multiply mode, but you should get the idea of the other modes at least.

Skipping one or more terrains is a very good method to understand how a single Op affects a complex OpSet or how several Ops interact! Using modes in modeling is one of the core features in BSmooth!

By the way: Functions only have two modes, the skip mode and the fx mode. There's no magic here: fx means on, skip means - surprise! - off.

Step 7

Up to now we have used the default profiles only. Now we will link one of our Ops to an external file. Generally the Op's text is showing the link status of the Op:

• Default   means that the Op is already linked to default data
• still unlinked   means that you need to link the Op to an external file
text whithout a leading dot means that the Op is using an external file with that name

Now click the caption of the upper Extrude Op. Alternatively you can move the mark to the Op and press the key.
A file dialog comes up. Select the file "Flag.art" in the folder   example files: Extrusion examples: Illustrator files. This file is a Adobe Illustrator file (you find details about the file format later and in the reference section).

After clicking "ok" the caption of the Op is changed to the file name. If you now check the Op's option dialog, you see that the new profile is used to create the terrain now.

Step 8

Start the creation process of the terrain by clicking on the green sphere labeled "Go!". After some seconds you are asked for the file name of the created scene file.

Some final remarks:

The red mark shows that it's the currently choosen Op. This Op is moved, copied, or cleared when you choose the matching item in the Edit menu.

I have implemented hotkeys for the fast movement of the marks and the Ops:

moves the mark up (=to the start)

moves the mark down (=to the end)

âŒ˜ moves the currently choosen Op up (=to the start)

âŒ˜ move the currently choosen Op down (=to the end)

You may use the instead of alternatively, and instead of .

If you are closing an unsaved OpSet, you are asked if you would like to save it. Here the following hotkeys work like in Bryce:

Enter = Yes
Esc / âŒ˜. = Cancel
d = don't save