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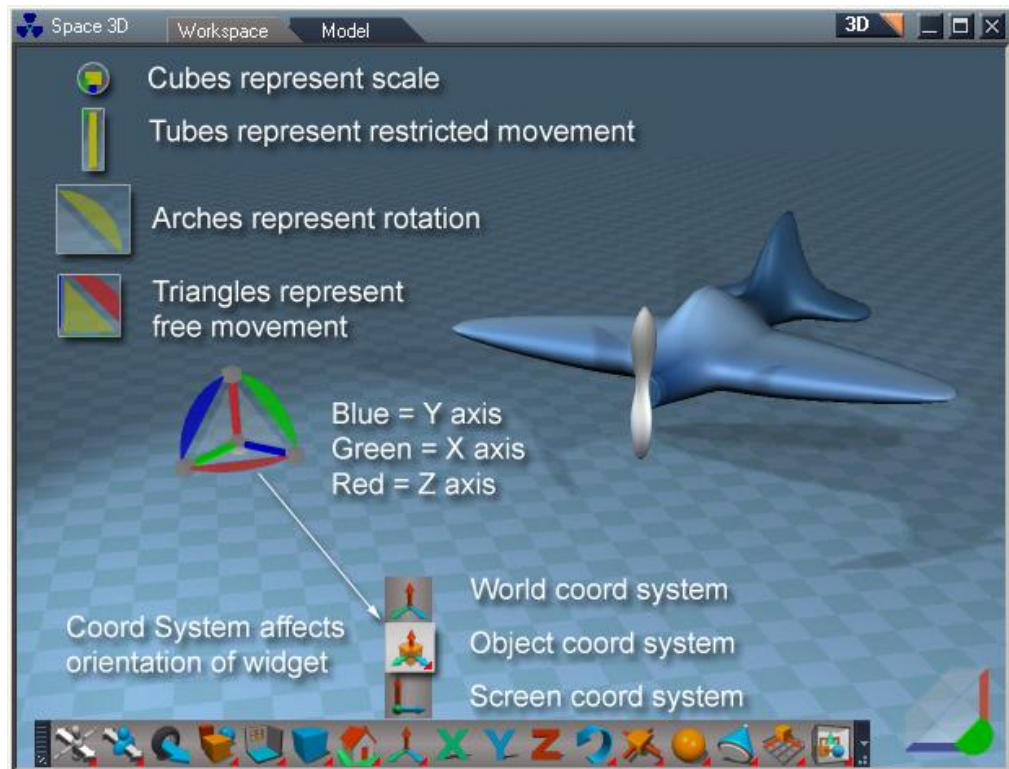
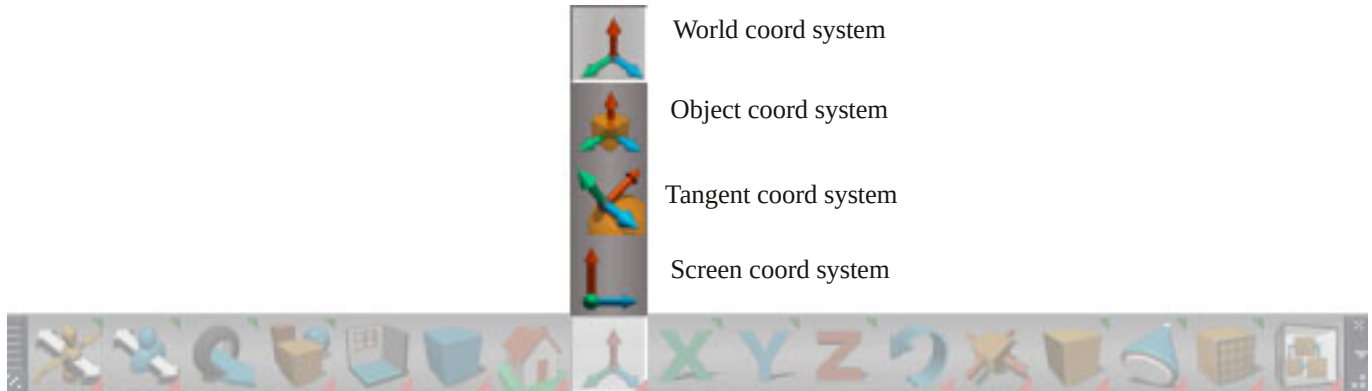
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2.4.5 Preset Shortcuts

trueSpace comes with a set of predefined shortcuts for Workspace, Link Editor, and some that work in every view. The following table shows the list of these predefined shortcuts.

2.5.1 Using Widgets





Tangent coordinate system is useful for point edit modeling. It does not provide any unique behavior for the object navigation widget.

The tangent Coordinate system is not documented in the original manual.

When 2 or more unconnected elements are selected the widget will be centered on one of the elements and each of the elements will move as if they each have an individual widget with the z handle aligned with the normal direction of the element and that moves with the visible widget. The elements will each move, rotate and scale individually instead of from a shared central location.

When 2 or more meshes are in point edit mode together and the selection has elements from two or more of the meshes, the rotation and scale will be centered on the widget and the elements do not move as individuals.

When a single edge or point is selected the tangent coordinate behaves the same as the object coord system.

When a single face is selected it behaves almost identically to the object coord. At some angles the widget will be slightly rotated on the z axis.

If 2 adjacent elements are selected the tangent widget is the same as object widget. This includes two points joined by an invisible triangle edge.

In object navigation mode tangent coord will be the same as world coord.

Object coordinatte in object navigation mode will line up with the first selected object.

link to somewhere, links must be relative, do not use absolute path option. can go to a document or video or to a page within this document.

2.7 3D View – Workspace

2.7.1 Object Navigation Tools



Object Move RMB to exit tool.



Object Rotate RMB to exit tool.



Object Scale RMB to exit tool.



Object Look At



Object UnLook At

To use UnLook At, select the object that is to be freed then click the button to remove the Look At constraint.

2.7.2 View Navigation Tools



Unofficial Update Bottom Toolbar



Unofficial Update Stack Toolbar



First Person Navigation

Camera Move

Camera Rotate

Camera FOV

Rectangle Zoom



Look At Selection



Reset View



Camera Move RMB to exit tool



Camera Rotate RMB to exit tool



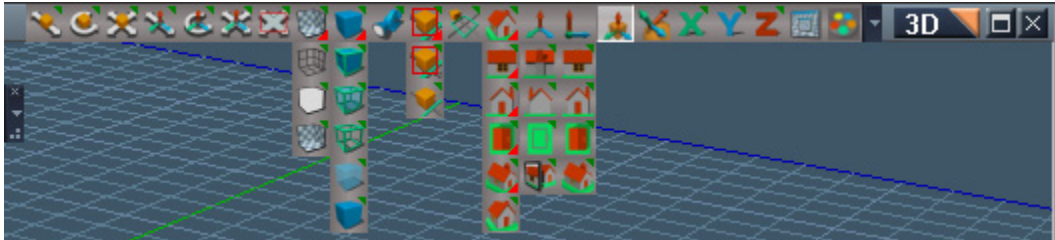
Camera FOV RMB to exit tool



Look At Selection RMB select and look at next object.



Zoom To Selection Left-Click = Zoom to Selection / Right Click = Zoom to next object



Unofficial Update 3D Mini Toolbar



Perspective View



Isometric

Perspective and Isometric include a RMB action to rotate the view in 90 degree increments.



Open New 3D View



Open Material Editor



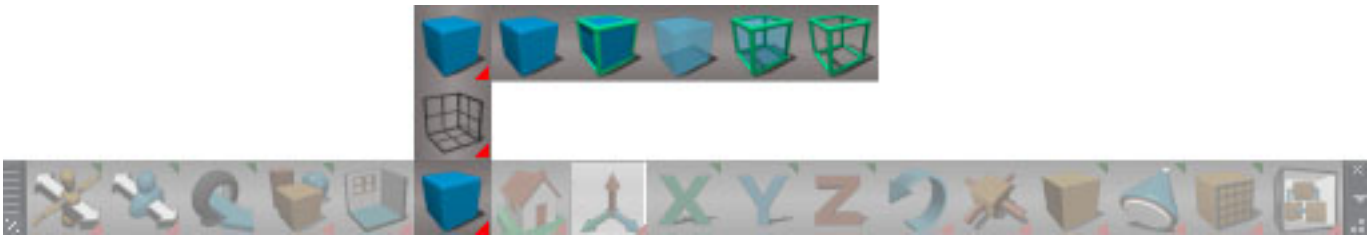
Set Camera RMB switch to perspective view.



Zoom To Selection RMB reset view.

2.7.4 Render Preferences Presets

With this icon group you can set the real-time render modes.



Render Preferences Presets



Unofficial Update Render Preferences Presets

2.7.4 Render Preferences Presets

With this icon group you can set the real-time render modes.
RMB to apply change to all visible 3D views.

Draw as Solid

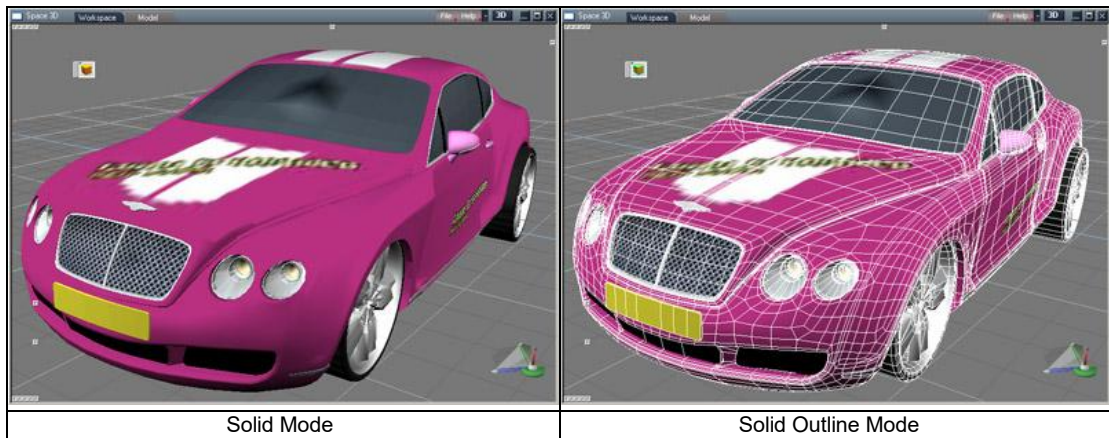


trueSpace will render all objects in your scene as completely opaque, shaded, and preview rendered.

Draw as Solid Outline



trueSpace will render the objects just as in solid mode and also outline the edges and vertices of the objects.



Draw as Transparent

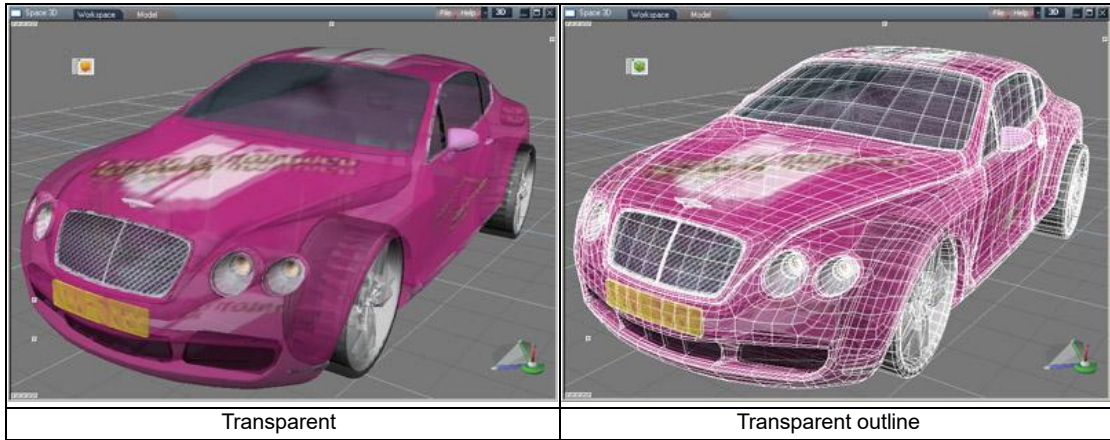


This will allow you to partially see through objects.

Draw Transparent Outline



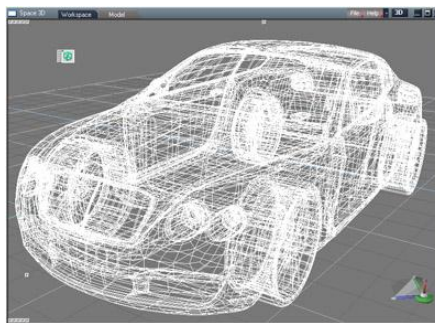
This is similar to Draw as Transparent , with the added function of highlighting all vertices and edges.



Draw as Wireframe



This will not give you a preview render of what your object will look like in the final render, but it will speed up navigation in the interface because there is less information on screen for the video card to update.



Wireframe



Ground Display Mode



Unofficial Update Ground Display Mode



Ground Solid



Ground None



Ground Wire

The Render Preferences Ground settings also has a **TwoSided** ground which is the same as solid but with a visible bottom surface.



note seems likely that
these will probably erase
the undo history, TODO
check that

Show and Hide



Show Selected



Hide Selected



Show Cameras and Lights



Hide Cameras and Lights



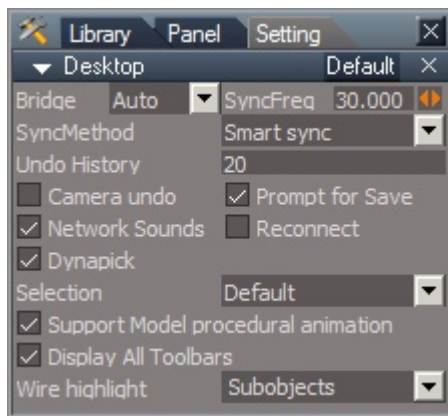
Show All



Hide All

RClick on the buttons opens the object render attributes panel for the first selected object.

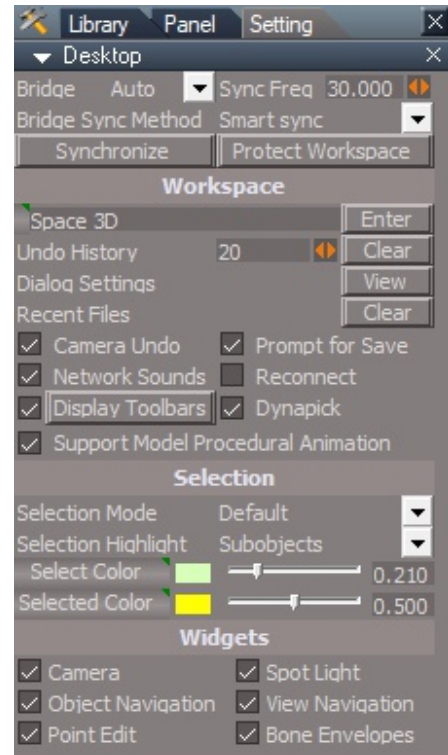
2.7.6 Desktop Preferences



Desktop Default



Colors Aspect. Desktop Colors



Unofficial Desktop Combined Default

Synchronize loads the Synchronize script into the scene and opens the panel.

Protect Workspace open the Protect Workspace panel

Scene naming - small button LMB copies the scene name into the text input field, RMB sets the text input field to "Space 3D", Enter button renames the scene based on the text input field.

Clear – clear undo history

View open the dialog settings panel

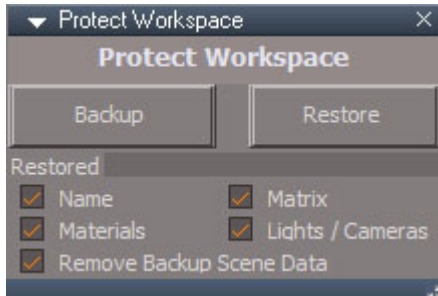
Clear – clear recent files list

Display Toolbars button and checkbox – uncheck to only show the 3D toolbars in the active 3D window. Press the button to restore normal behavior.

Picking Select and Selected Color reset buttons – RMB to reset, LMB no effect

Picking Select: Double click to Set the selected object wire color.

Selected: Double click to Set selected object wire color.



The Protect Workspace script saves and restores workspace attributes to protect them against modelspace changes. It protects materials, names, matrix transforms, camera fov and spot angle.

Backup - save data and materials nodes to temporary stores in the scene

Restore - restore the data and material nodes

Protection Options

Name - stop renaming of nodes

Materials - stop conversion of workspace materials to lightworks materials

Matrix - stop transformation value changes

Light/Camera - stop change of spot light angle and camera fov

Remove Backup Scene Data - optionally delete backup data when restore is run

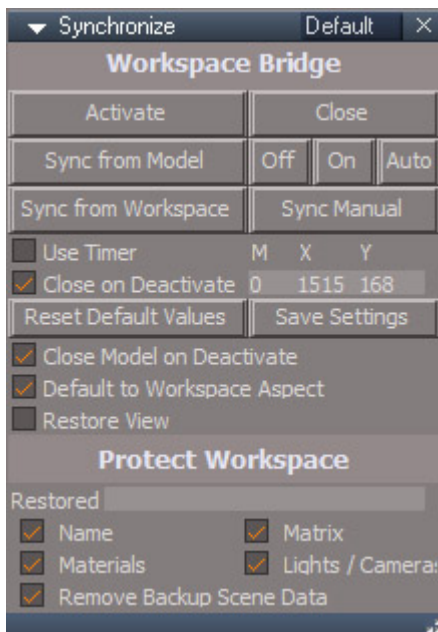
Usage:

Push the Backup button to backup the nodes and values

Open modelspace and do modelspace work

Close the modelspace window

Push the Restore button to retrieve the previous workspace state



Use Timer is not for animation, but is used for interactive update.

Workspace is the default aspect and runs in 100% automatic mode and will overwrite any user input in the Default aspect.

Default can be set as the default aspect by switching to the Default aspect and unchecking Default to Workspace Aspect and press the Save Settings button to make the change mostly permanent.

Reset Default Values sets all controls to the Workspace aspect run values.

Pressing any button in the Workspace Aspect will change the run time values to Workspace aspect default values. If you make any changes in the Default aspect do not press any buttons in the Workspace aspect or you will lose your changes.

Pressing any button in the Workspace Aspect will change the run time values to Workspace aspect default values. If you make any changes in the Default aspect do not press any buttons in the Workspace aspect or you will lose your changes.

What does this thing do? First reads the workspace animation range, sets the active flag and saves the user selection. The active enables the code that sees frame number changes and synchronizes the scene. Sets up protection of workspace values from modelspace changes. Gets the active 3d window or the first 3d window found active or not. The 3d window is switched to a perspective/camera view if it is an orthogonanal view. The 3d view position and orientation fov etc. are saved and then copied to the synchronize camera. Then synchronize is set in timer mode or camera watchdog which looks for camera changes and syncs them to modelside?. Next it will open a model view window if one is not open already. Set the synchronize camera as the active camera for the 3d view and set modelspace to the same camera and restore the user selection.

Synchronize scene script is run at each timer change or camera change. Synchronize scene does not sync the scene but syncs the parent camera object.

Looks like maybe the timer is broken – only syncing the camera not the scene. The old script timer synced each renderable item in the scene, one by one. Test shows even though only camera is synced the entire scene seems to get synced. Timer maybe obsolete unless physics or someother procedural anim needs it – doubt it.

Off, On, Auto set bridge switch using buttons instead of the desktop panel dropdown .

Sync from Model, Sync from Workspace one button sync which answers the content synchronization dialog automatically.

Sync Manual one button press to open the content synchronization dialog.

See earlier pages for protect workspace notes, **TODO cleanup and add info for each check box option.**

copy and delete RMB old behavior with copy only copies first selected item, delete works with multi selection, LMB - copy works with multiple selections and arranges new nodes in the LE and selects the new nodes and erases undoes, LMB delete works with NURBS and does something extra?

copy - lose undos, delete does not



4.1.1 Copy and Erase



Copy

The Copy tool simply creates a copy of the selected object(s) in place.

A note about naming: trueSpace names each copy the same as the source object, appended by the next sequential number. So if the object is called “sphere,” the copied object will be called “sphere,1.”



Erase

The flip side of copying an object is erasing it. To erase an object, either use the erase icon, or simply hit the DEL key on your keyboard while the object you wish to erase is selected. This will erase the current object from your workspace.

4.1.2 Undo and Redo



Undo



Redo

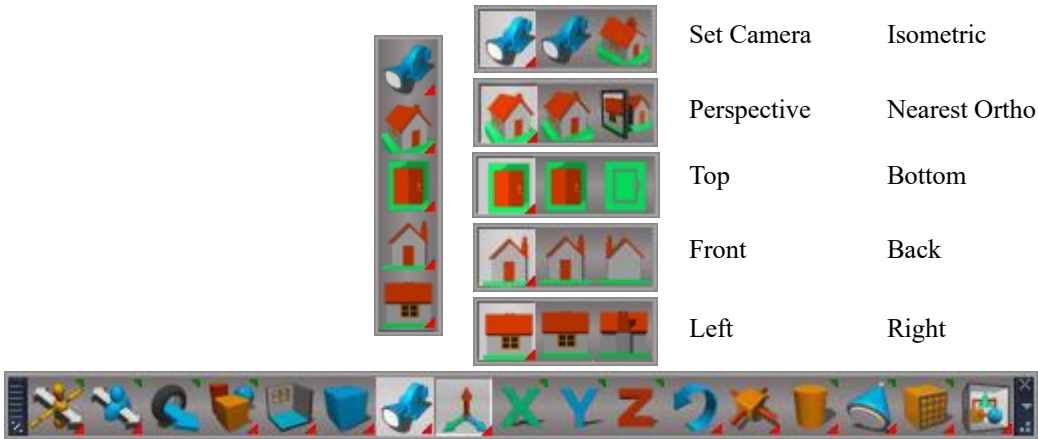
The Undo tool (CTRL+Z keyboard shortcut) reverses the last operation performed on an object. This makes it easy to try things out in trueSpace and quickly undo something that did not work out the way you planned.

If you Undo something and then change your mind, you can use the Redo icon.

Each of these tools can store multiple levels of actions. If you wish to undo the last 4 actions you performed on your object, selecting Undo 4 times will bring you back to where you were prior to those actions. If you wish to redo the changes you just made, 4 clicks on the Redo icon will restore all the changes.

2.7.7 Perspective and Orthogonal Views

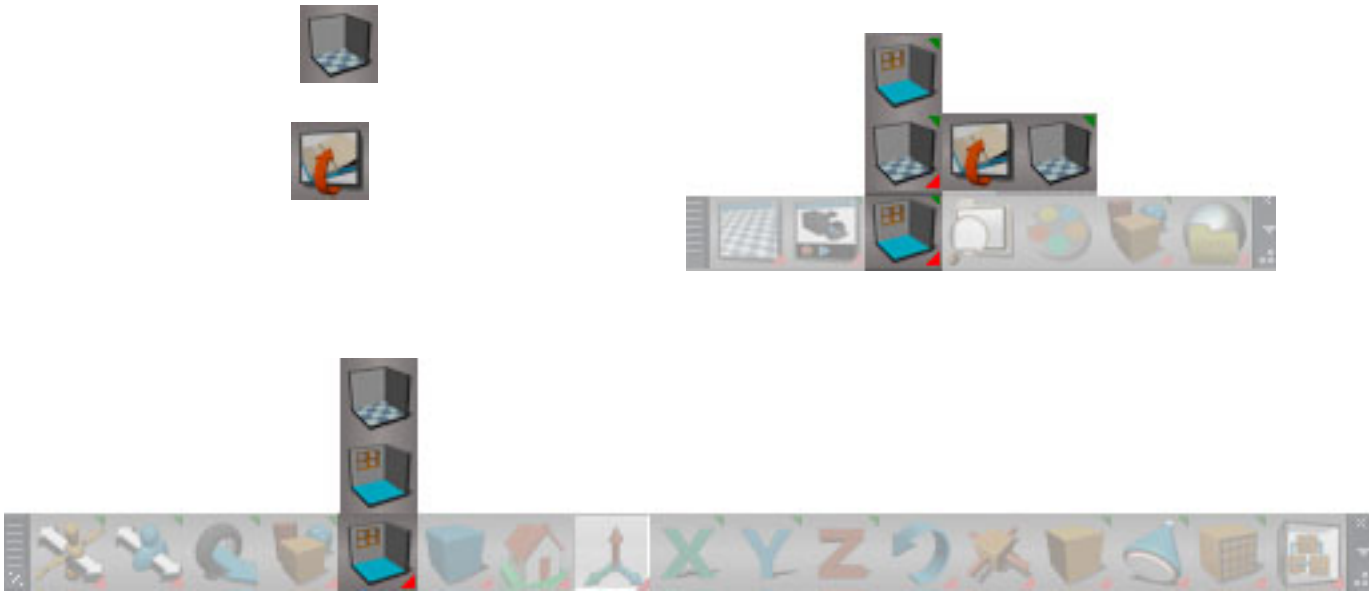
You can switch the view type from perspective projection to special orthogonal projections like top-view and front-view by clicking on the appropriate icons on the Workspace tool bar.



Switching the view to a different type

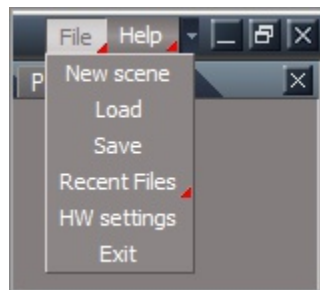


Unofficial Update Bottom Toolbar



2.7.9 Workspace File and Help Menu

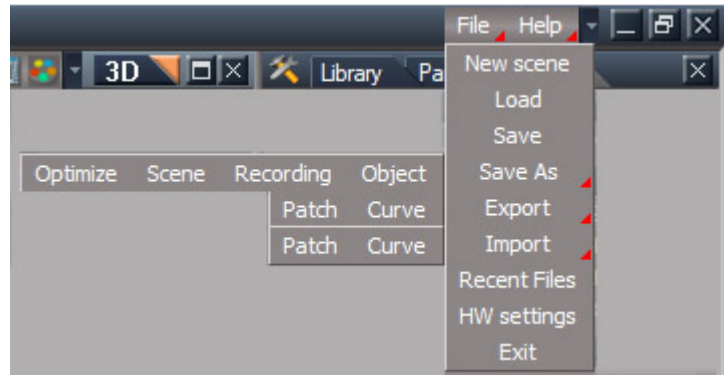
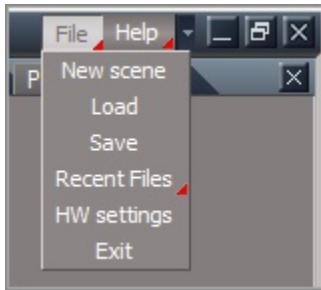
Although most of the actions in trueSpace can be accomplished through icons, there are two menus available: File and Help. The File menu has options for loading and saving objects, as well as access to the WorkspaceHardware



New scene

This removes all objects from your Workspace and starts you off with a fresh scene. It will first prompt you to save your work by pressing no and saving it to a library or to continue and clear the scene.

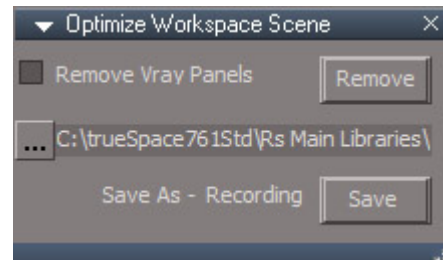
2.7.9 Workspace File and Help Menu



Unofficial Update File Menu

Save As

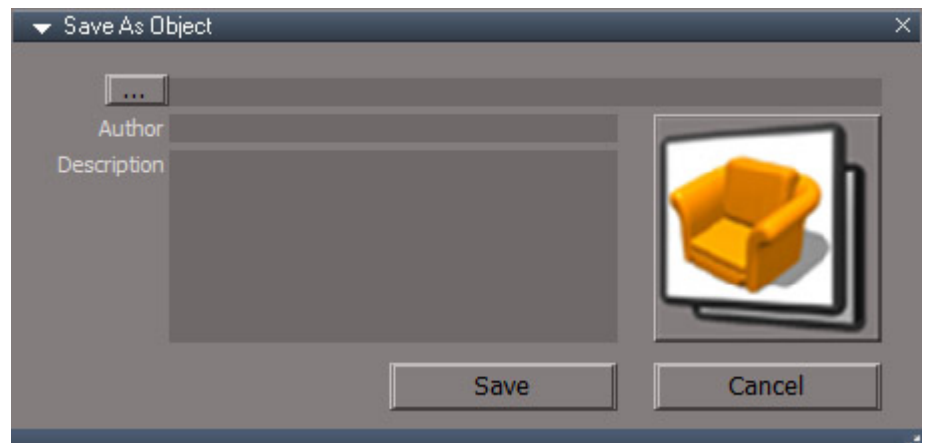
Optimize - “Removes Vray and Model attributes” option to remove PhotoRender and Vray nodes from the scene, is one of these the “Model attributes”? This panel is really save as recording with option to remove the vray stuff as a side function.



Scene – save as RsScn file

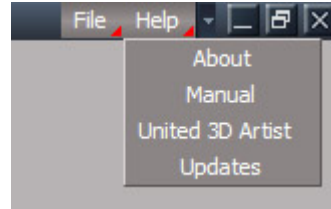
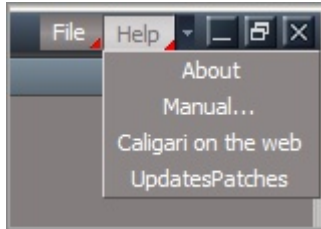
Recording – save as RsRcd file

Object – save as RsObj file



Export
NURBS Curve, Patch

Import
NURBS Curve, Patch



Unofficial Update Help Menu

Help: About

This displays the trueSpace splash screen with the programming credits, the version information, and the display mode in which trueSpace is running. The Unofficial Update version first shows a popup dialog with version information.

Help: Manual

This will take you to the contents page of the PDF version of the manual you are reading now.

Help: United 3D Artist

Open a web browser to the United3DArtists forum.

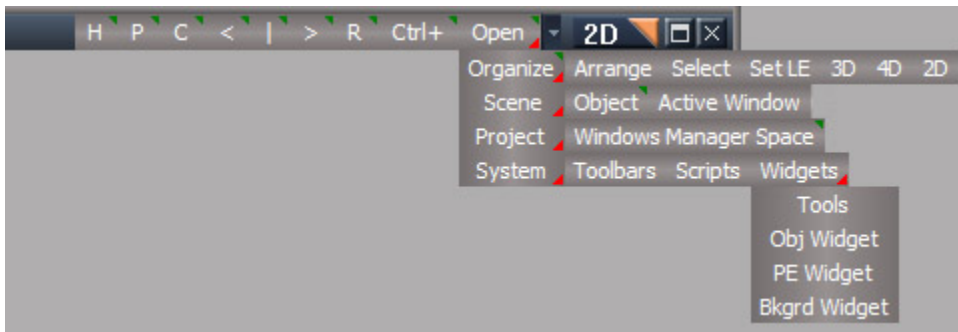
Help: Updates

Open a web browser to the United3DArtists trueSpace Unofficial Updates sub forum.

2.8 2D View – Link Editor

2.8.1 Link Editor Description

To edit any object in trueSpace requires that you must first enter it. This is true whether you are viewing an object in 1D, 2D, or 3D aspect. Here in the Link Editor, which is the 2D area of trueSpace, you will eventually enter and work with objects. The Link Editor provides you with a toolset to browse, assemble, analyze and modify the structure of objects.



Unofficial Update Link Editor Mini Toolbar

Mini Toolbar

H : (3D View) LMB hide unselected, RMB show all

P : LMB select parent(owner) node, RMB open selected node in the link editor

C : LMB select first renderable child node, RMB open selected node in the link editor

< : LMB select previous renderable sibling node, RMB open selected node in the link editor

| : LMB center the selected node in the view, RMB select next renderable sibling node in the link editor and center it

> : LMB select next renderable sibling node, RMB open selected node in the link editor

R : (3D View) LMB start rectangle select tool, RMB open options panel

Ctrl+ : LMB simulate ctrl button press and hold, LMB again to end ctrl button behavior, RMB deselect

Open :

Organize : LMB minimize nodes and arrange, RMB maximize nodes and arrange

Arrange :

Select : open the Select and Alphabetize panel (see next page)

Set LE : set the currently active link editor window as the window to receive link editor commands

3D : switch active window to a 3D aspect

4D : switch active window to a 4D animation aspect

2D : switch active window to a 2D link editor aspect

Scene : open link editor to the scene

Object : open link editor to the selected object

Active Window : open link editor to the active window

Project : open link editor to the project

Windows Manager Space : open link editor to the windows manager space

System : open link editor to the top level root

Toolbars : open link editor to the toolbar prototypes encapsulator

Scripts : open link editor to the scripts

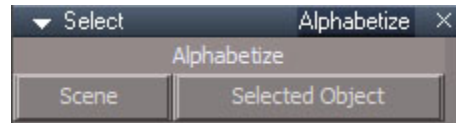
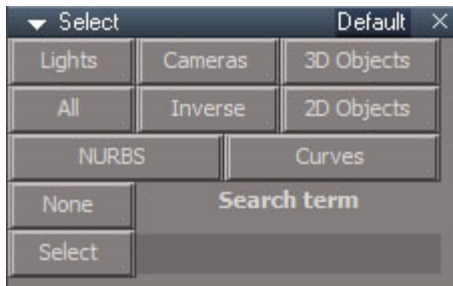
Widgets : open link editor to the active widgets

Tools : open link editor to the widgets tools

Obj Widget : open link editor to the object navigation widget

PE Widget : open link editor to the point edit navigation widget

Bkgrd Widget : open link editor to the background widget



Select Default Select items based on their common characteristics.

By object type : Lights, Cameras, 3D Objects, 2D Objects, NURBS Patches and Curves.

Modify selection: All, None, Inverse.

Name matching: Enter a search term in the text input field and press the Select button.

Select Alphabetize Order the objects in alphabetical order by a delete and restore process.

Scene : Alphabetize the scene.

Selected Object : Alphabetize the nodes inside the selected object.

2.8.5 Encapsulating Objects



Unofficial Update Bottom Toolbar



Encapsulate Objects



Unencapsulate Objects

The Unencapsulate tool, breaks a group apart.



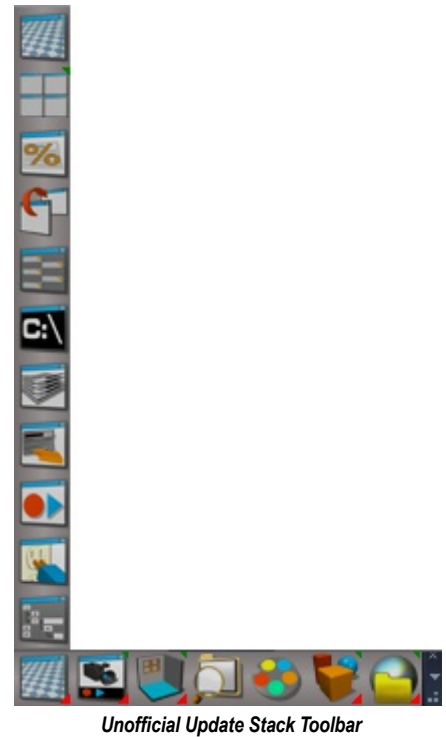
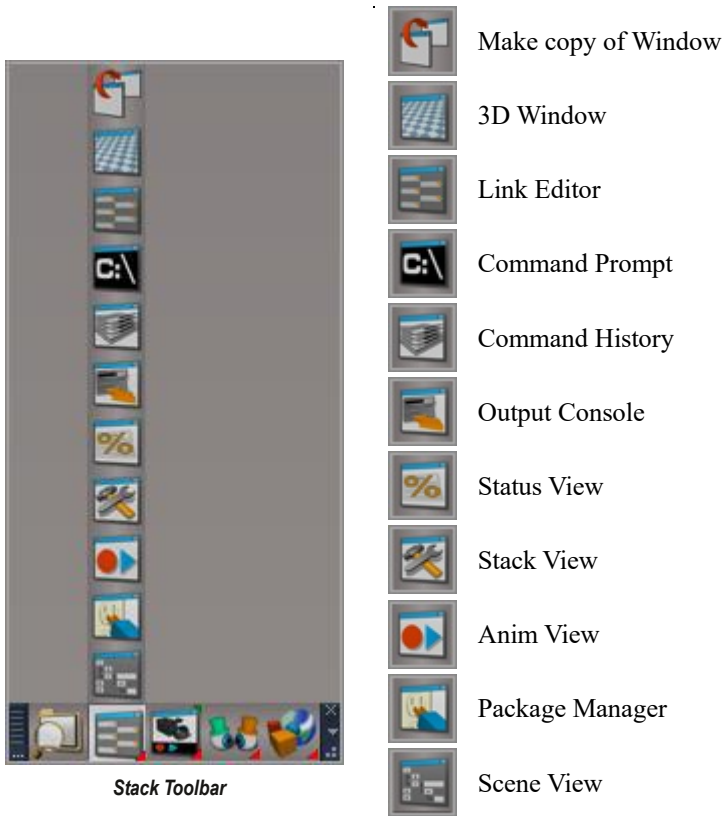
Encapsulate in 3D



Unencapsulate in 3D

The UnEncapsulate In 3D tool breaks a group apart and cleans up extra nodes that were used by the 3D group.

2.12 Other Views

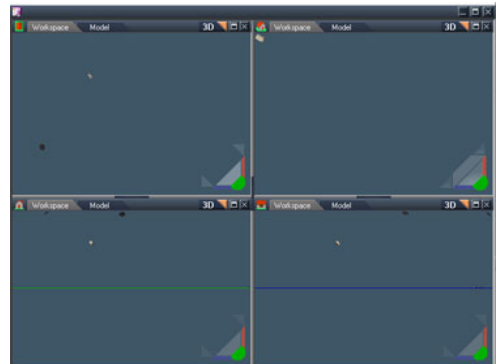


WARNING: 3D Window will clear undo history, others probably have same as well, need to check, also means shortcut does not match button command - need check that too



Quad Window

Opens a viewport composed of 4 3D windows in a 2 by 2 arrangement. RMB Saves Quad Window user modifications



2.13 Macro Recording and 3D Recording

2.13.1 Macro Record



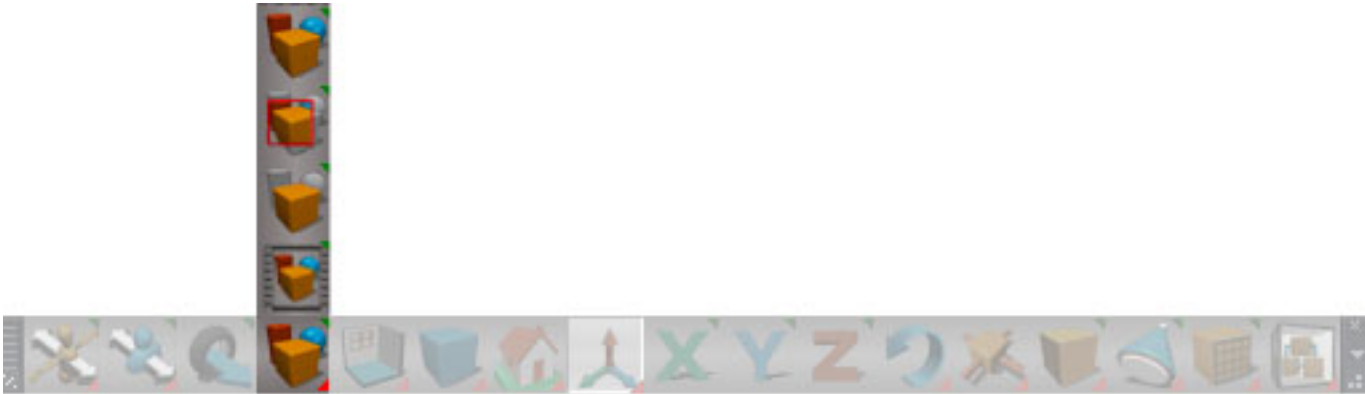
Macro Record – jScript.

RMB create a blank jscript command node in the scene.

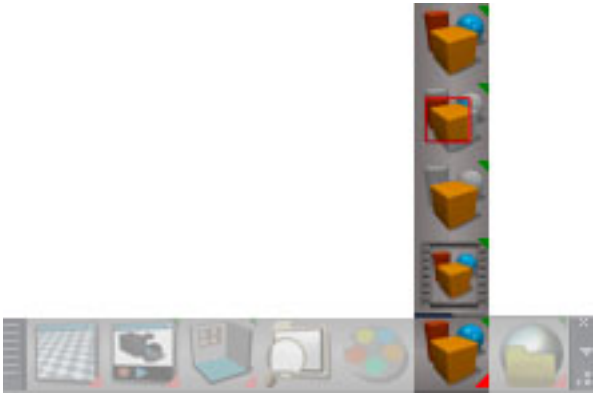


Macro Record - VBScript

RMB create a blank vbscript command node in the scene.



Bottom Toolbar Rendering



Unofficial Update Stack Toolbar Rendering