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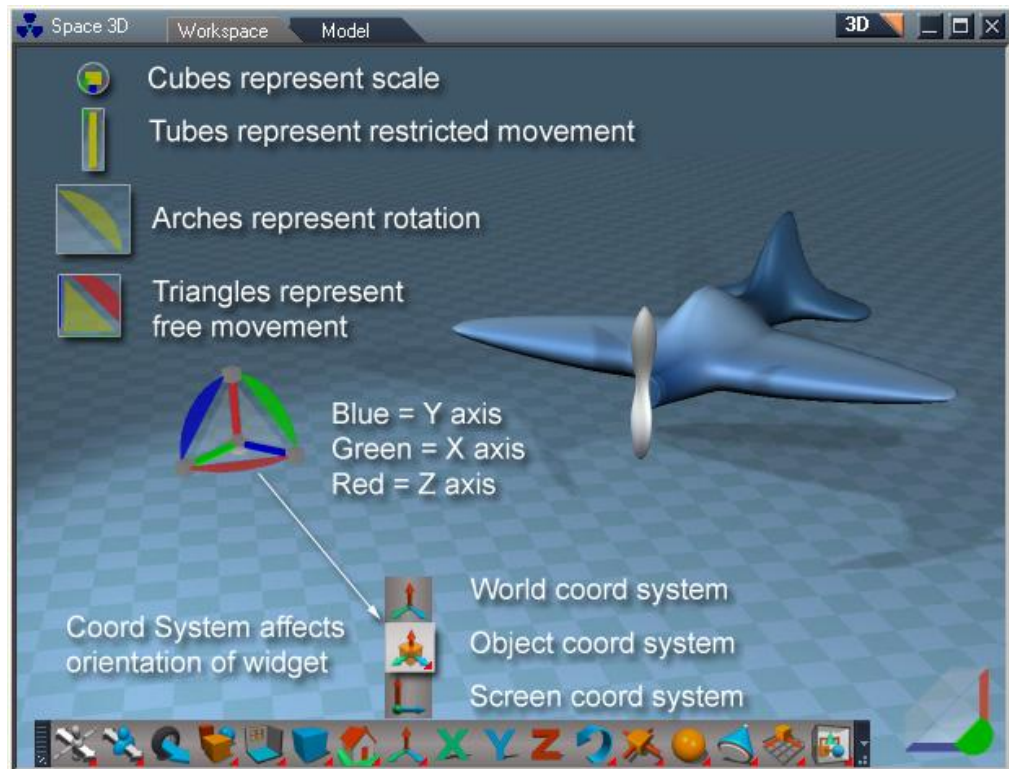
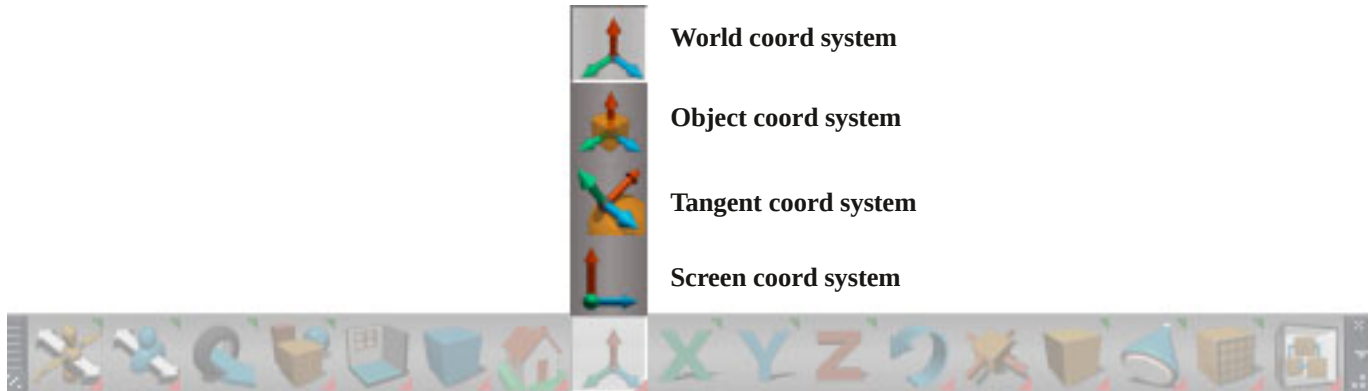
placeholder

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.

Copy shortcuts tables here

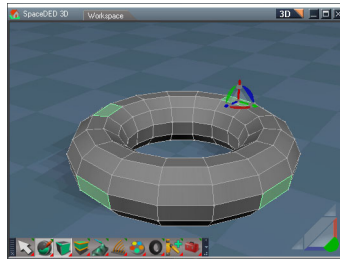
2.5.1 Using Widgets



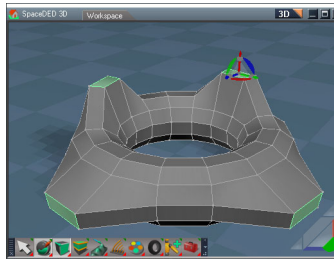


Tangent coordinate system is useful for point edit modeling. The object navigation widget in tangent mode behaves the same as in world coord mode.

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



Before move



After move

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.

The object navigation widget will line up with the first selected object when in object coord mode.

2.6 Info Panel

math expressions can be used in the numeric input fields:

+, -, *, /, sin, cos, arcsin, arcos, ln, log, exp, sqrt, PI

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



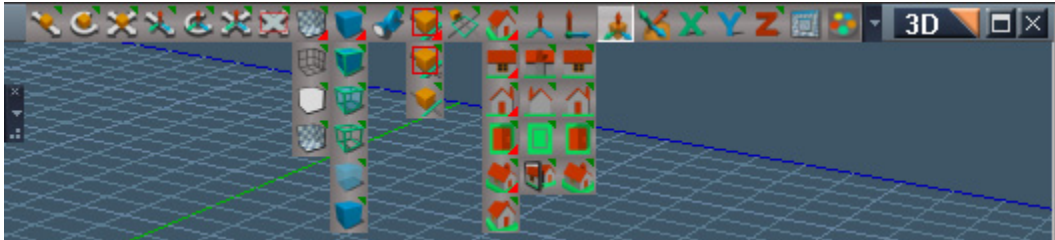
Camera FOV RMB to exit tool



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



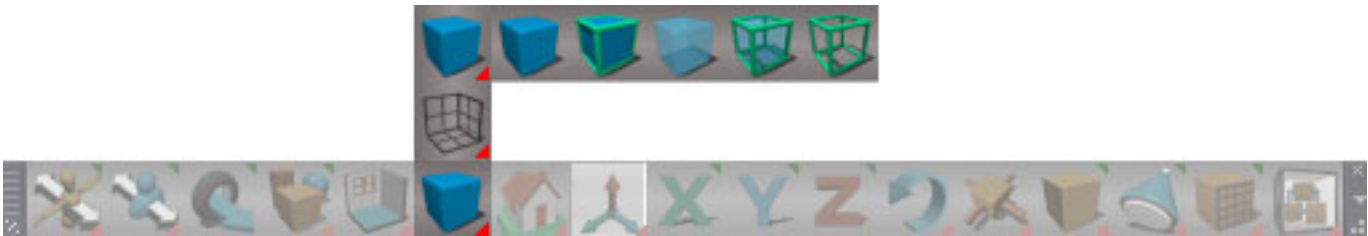
Set Camera RMB switch to perspective view.



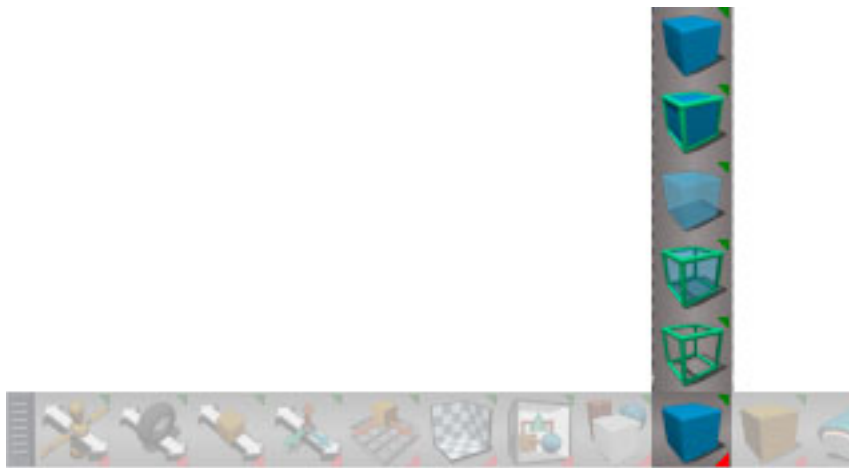
Zoom To Selection RMB reset view.

2.7.4 Render Preferences Presets

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



Render Preferences Presets



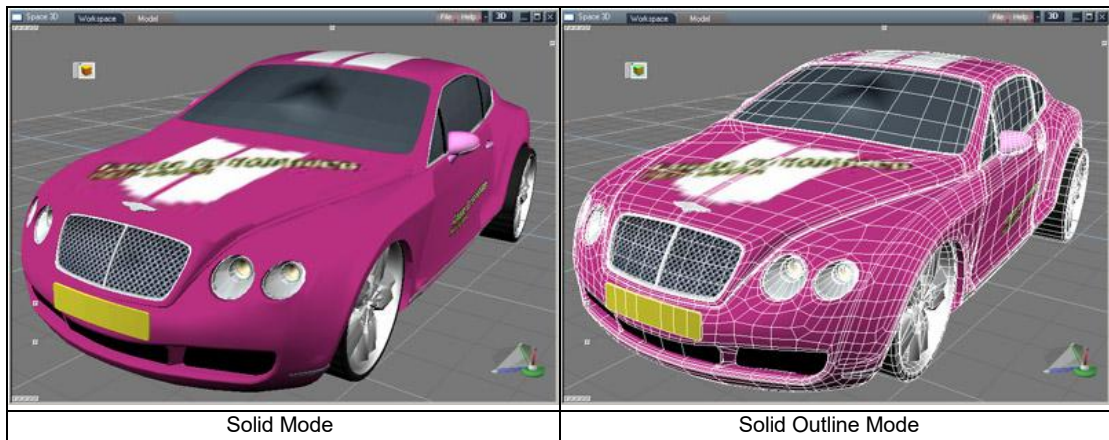
Unofficial Update Render Preferences Presets

Draw as Solid

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

Draw as Solid Outline

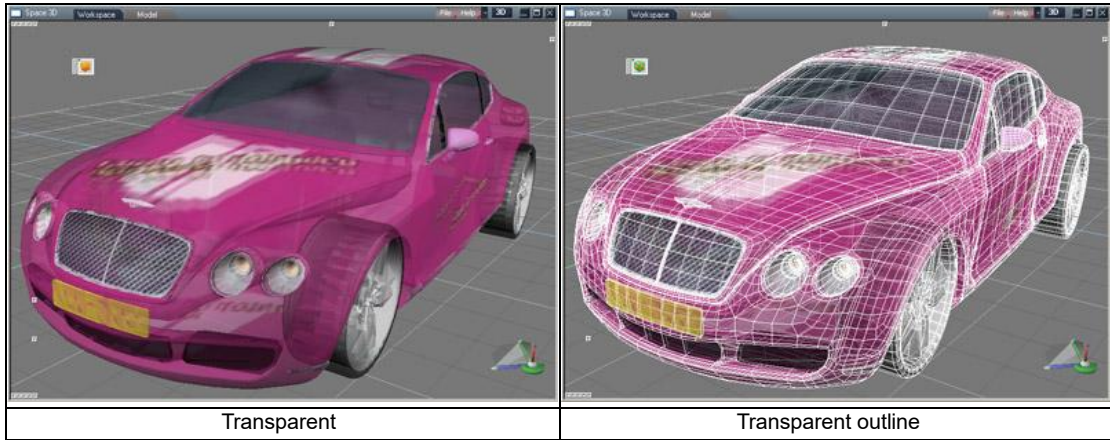
trueSpace will render the objects just as in solid mode and also outline the edges and vertices of the objects.

**Draw as Transparent**

This will allow you to partially see through objects.

Draw Transparent Outline

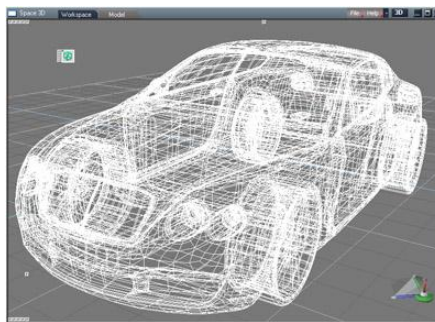
This is similar to Draw as Transparent , with the added function of highlighting all vertices and edges.



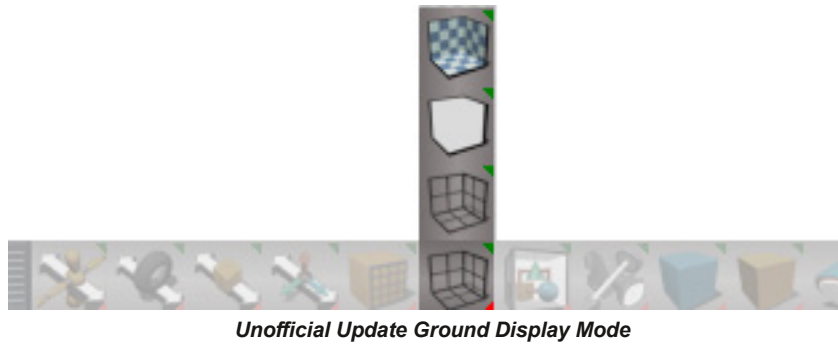
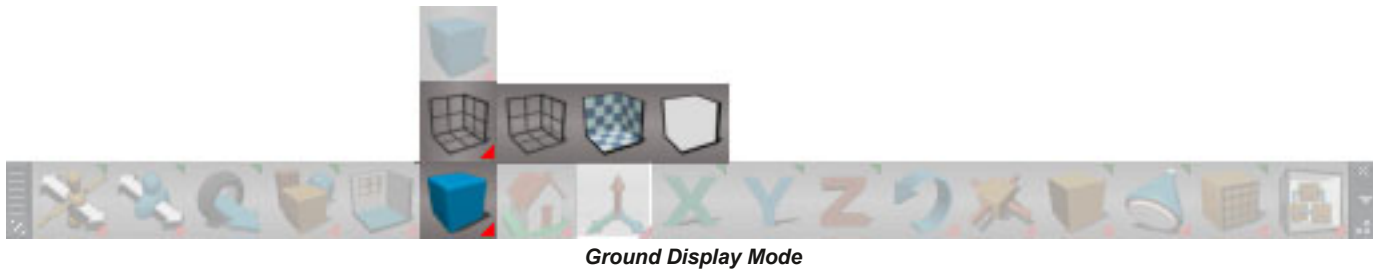
Draw as Wireframe



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 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.



Show and Hide



Show Selected



Hide Selected



Show Cameras and Lights show all cameras and lights



Hide Cameras and Lights hide all cameras and lights



Show All

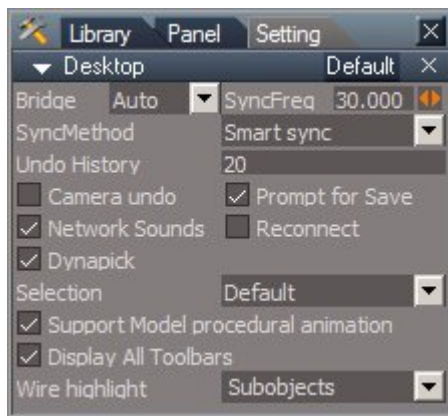


Hide All

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

To isolate the selected objects Hide All then Show Selected

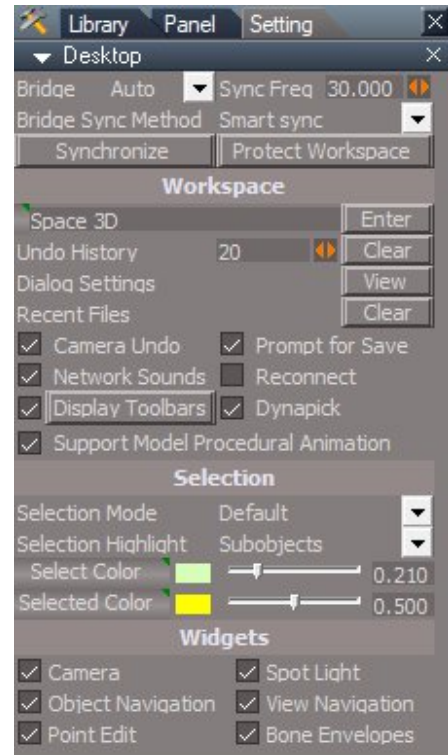
2.7.6 Desktop Preferences



Desktop Default



Colors Aspect.



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

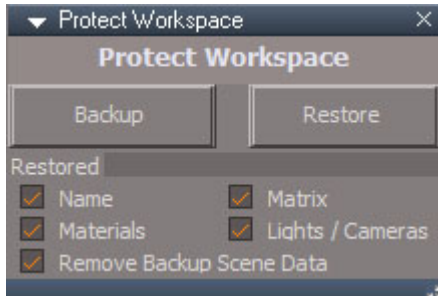
Clear – clear recent files list

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, object names, matrix transforms, camera fov and spotlight 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

Lights/Camera - stop changes in spotlight angle and camera fov

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

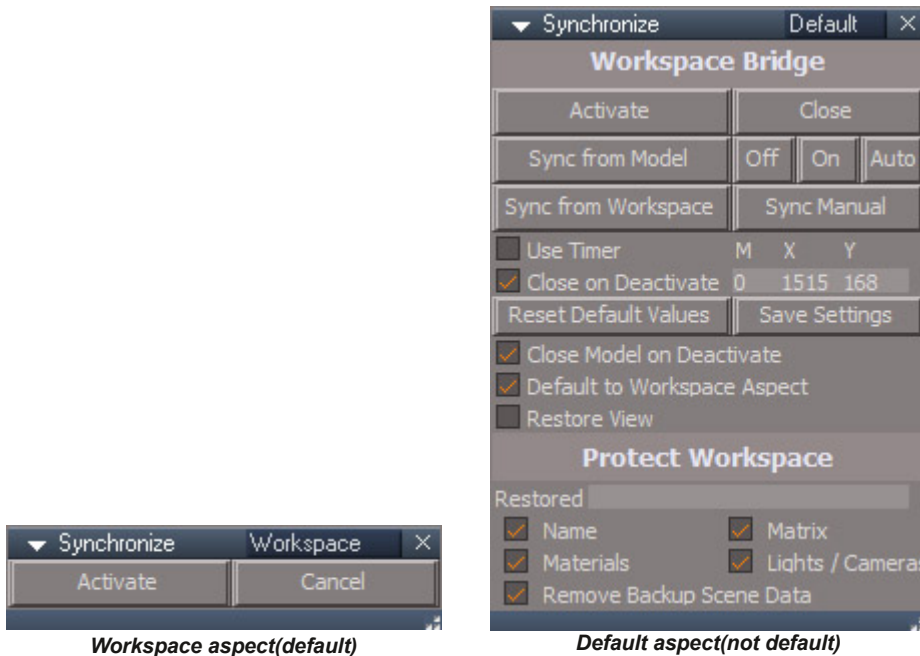
Usage:

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



Changes in the workspace view are not reflected in the modelspace view. You can move an object in modelspace and the same object will follow in workspace, but if you move the same object in workspace, modelspace will not follow. The Synchronize script makes modelspace follow the workspace changes. With synchronize active it is possible to render a workspace animation from inside modelspace and to combine workspace and modelspace animations into one render.



Activation of the Synchronization scripts will erase undo history.

Workspace aspect

Activate will open a new 3D view or use an existing 3D view, convert it to a modelspace view and modelspace will become aware of workspace changes.

Deactivate or **Cancel** will stop the synchronization, close the modelspace view and close the synchronize panel.

Workspace is the true default mode and runs in 100% automatic mode. Pressing any button in the Workspace Aspect will change the run time values to Workspace aspect default values. If you make changes in the Default aspect do not press any buttons in the Workspace aspect or you will lose your changes.

Default aspect

To set the Default aspect as the default behavior mode takes the following steps:

- 1.Switch to the Default aspect
- 2.Uncheck Default to Workspace
- 3.Press the Save Settings button to make the change permanent

Activate will open a new 3D view or use an existing 3D view, convert it to a modelspace view and modelspace will become aware of workspace changes.

Deactivate will stop the synchronization, close the modelspace view and close the synchronize panel.

Close will close the synchronize panel.

Sync from Model is the same as turning the bridge Off then to Auto and automatically pressing the Content synchronization dialog button labelled "Sync from Model".

Sync from Workspace is the same as turning the bridge Off then to Auto and automatically pressing the Content synchronization dialog button labelled "Sync from Workspace".

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

Sync Manual is the same as setting the bridge switch value to Off and then Auto .

Use Timer is for synchronizing workspace physics and procedural animations.

Close on Deactivate when checked will close the panel after the Deactivate button is pressed. The tool can be run more than once if this option is turned off.

Reset Default Values sets all controls to the Workspace aspect(default) automatic run values. It also resets it's internal camera parameters.  *This will clear the undo history.*

Save Settings saves the settings used in the default aspect.

Close Model on Deactivate when checked will close the modelspace view after the Deactivate button is pressed. The tool will not close an open modelspace view if this option is turned off.

Default to Workspace Aspect when checked will make the workspace panel the default.

Restore View when checked will restore the workspace 3D view to the state it had before synchronization.

Jump to Protect Workspace