

Blue Toolbar



Eye Camera View



Camera View



Perspective view from camera



Create camera from perspective view?



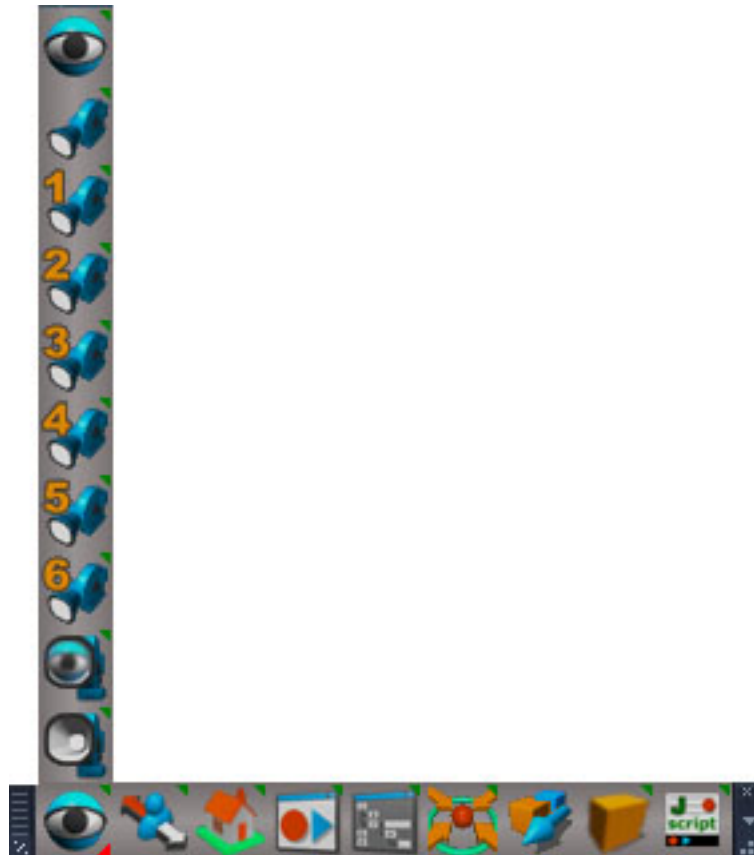
Camera Views 1 - 6



Custom First Person Navigator



3D View Widget



Animation Panel



Scene Animator FX



Transform Object



Replace Objects

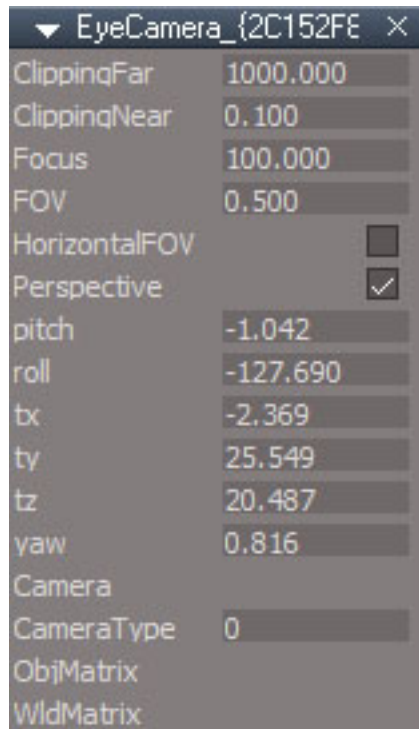


Shear Transform



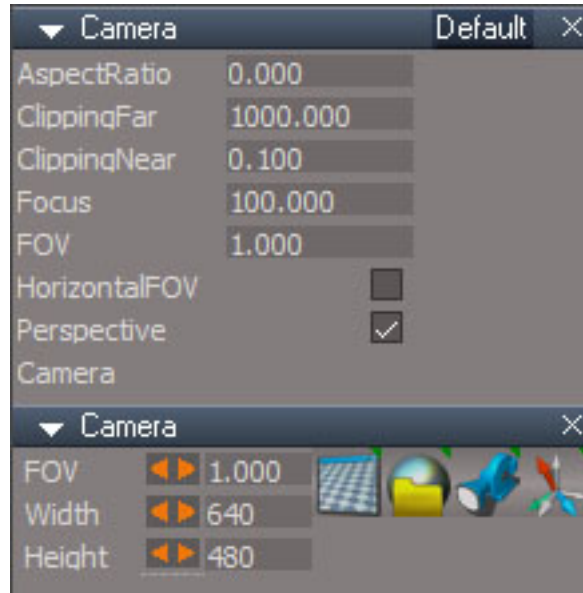
JScript Create and Autoload

The **EyeCamera** nodes are used inside trueSpace to display 3D views. It can be the view through a camera, a perspective view, an isometric view or one of the orthogonal views.



Eye Camera View - if the first 3D view is a camera view it will switch to a perspective view, next it will switch all open 3D views to match the first 3D view created. All changes to the first view will effect all the open 3D views. To release a view and make it unique switch it to a camera view, isometric view or one of the ortho views. To leave all other windows linked except for the first 3D view change the first 3D view into a camera view.

RMB - open the EyeCamera node for the first 3D view.



Camera View - will switch all open 3D views to a camera view. **A camera named "Camera" must be in the scene.**

RMB will show Camera panels for the "Camera". The first Camera panel is similar to the EyeCamera panel - **TODO - update manual changes to show UU camera panel with buttons**



Perspective view from camera - the first 3D view must be a perspective view. Select a camera and press the button. The camera transform and FOV values will be copied from the camera to the first 3D view. The camera will be deselected so it does not interfere with the updated view.

This will erase the undo history.

RMB - same as LMB but works with any renderable item, it does not set any FOV values and does not deselect the item. Also does not erase undo history.

One good use is to position and orient a light based on the 3D view.



Camera from perspective view - the active 3D view must be a perspective view. Creates a camera and then copies the 3D view attributes to the new camera and sets the camera as the view.

This will erase the undo history.

RMB - same as RMB Perspective view from camera above.

Dev note - first several if statements don't make any sense to me

if(Node.ConExists(workwindow,"Def3D ")) - there is no Def3D conn with a space at the end

if(Node.ConExists(workwindow,"View Index ")) - same, no space at the end

even it there was it would just return without doing anything



Camera Views 1 - 6 - same as Camera View above except only works with a camera in the scene named "Camera, 1" or "Camera,1"

"Camera, 2" or "Camera,2"

...

"Camera, 6" or "Camera,6"



First Person Navigation Custom

