

# MGED Menu

## ➤ Under File

Before

New...	
Open...	
Import	▶
Export	▶
Load Script...	
<b>Raytrace</b>	
Render View	▶
Preferences	▶
Create/Update .mgedrc	
Clear Command Window	
Exit	

After

New...	
Open...	
Import	▶
Export	▶
Load Script...	
Create/Update .mgedrc	
Clear Command Window	
Exit	

Explanation—

1. The file tab should contain only the things which we can save and which we can load from the saved ones
2. This criteria is filled by the following menu items only
3. New, Open, Import(ASCII and Binary Data base), Export(ASCII and Binary Data base), Load Scripts(Load all the saved scripts), Clear command windows and Create and update .mgedrc
4. These are the reasons I want only these options to be found in it

## ➤ Under Edit

Primitive Selection...  
Matrix Selection...

Primitive Editor

Combination Editor

Attribute Editor

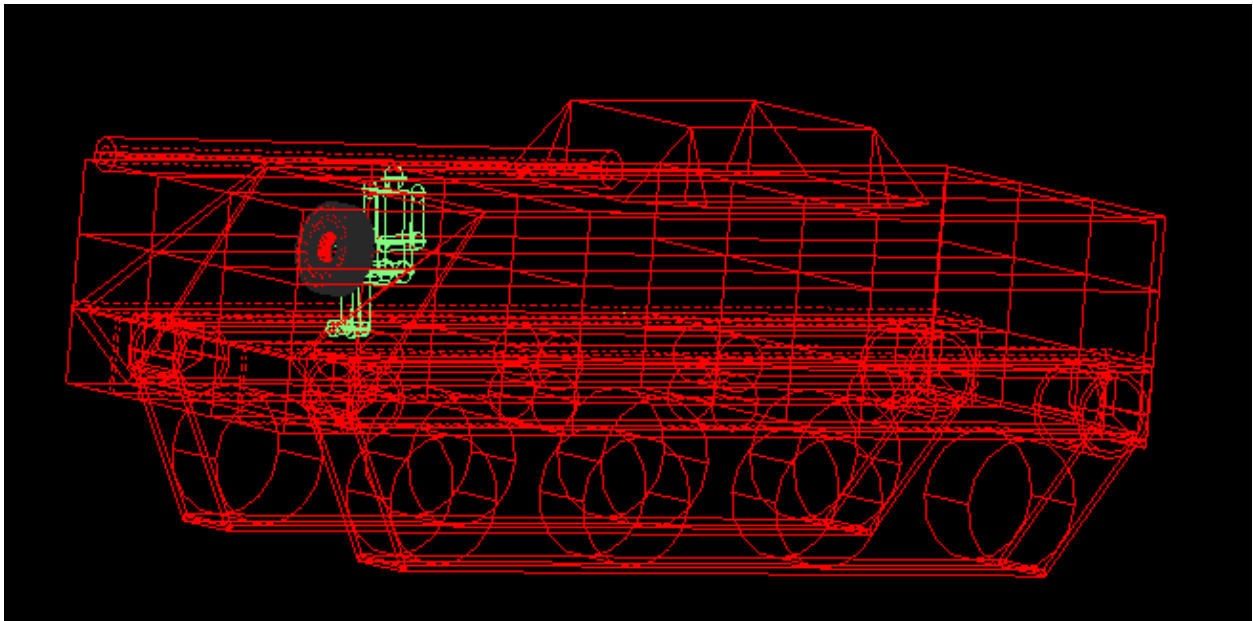
Browse Geometry

The Edit tab needs no change as it is perfectly arranged. It has the Primitive Selection Tool (Helps us select stuff that we can edit), The matrix selection tool (Which will select a much larger object and not just the properties making it)

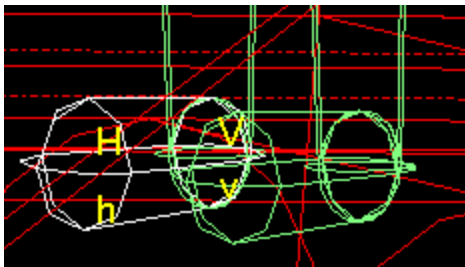
Then it has the attribute editor and the primitive editor and also the Browse Geometry

I have given a basic example of their functionalities below

For an example I have made and used this image Hope like it- It is made from the most basic create Wiz tool from the tool called ARCHER –



Primitive selection-



Using the primitive selection tool I will be able to edit the smaller parts of my three main objects in the example- The Human, Tank and the tyre which is the driving wheel.

On the left you will see that I have selected the Right Foot from the primitive selection tool and now I can edit the foot only without affecting rest of the image- As you can see The Foot

selected it further sub- divided into H,V Etc – these can be acced in the edit tab itself which has now become really big with lots of options

- Set H
- Set v
- Set h

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- Rotate
- Translate
- Scale
- None Of Above

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- Reject
- Accept
- Apply
- Reset

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- Primitive Selection...
- Matrix Selection...

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- Primitive Editor
- Combination Editor
- Attribute Editor
- Browse Geometry

Now if we select the Set H the editings will be done only to the SET h of the foot we selected

Hope you all understand what rotate and scale do

Reject is the withdraw the changes you just did to that particular (Foot in my example) and apply and accept just save the current state of the object

The primitive editor can be used to make copies of shaped ETC

Next comes the combination editor – This will help you to select various regions of the objects you have create and beatify them with various colors. And lastly the browse Geometry used to select the items to be displayed.