

# 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

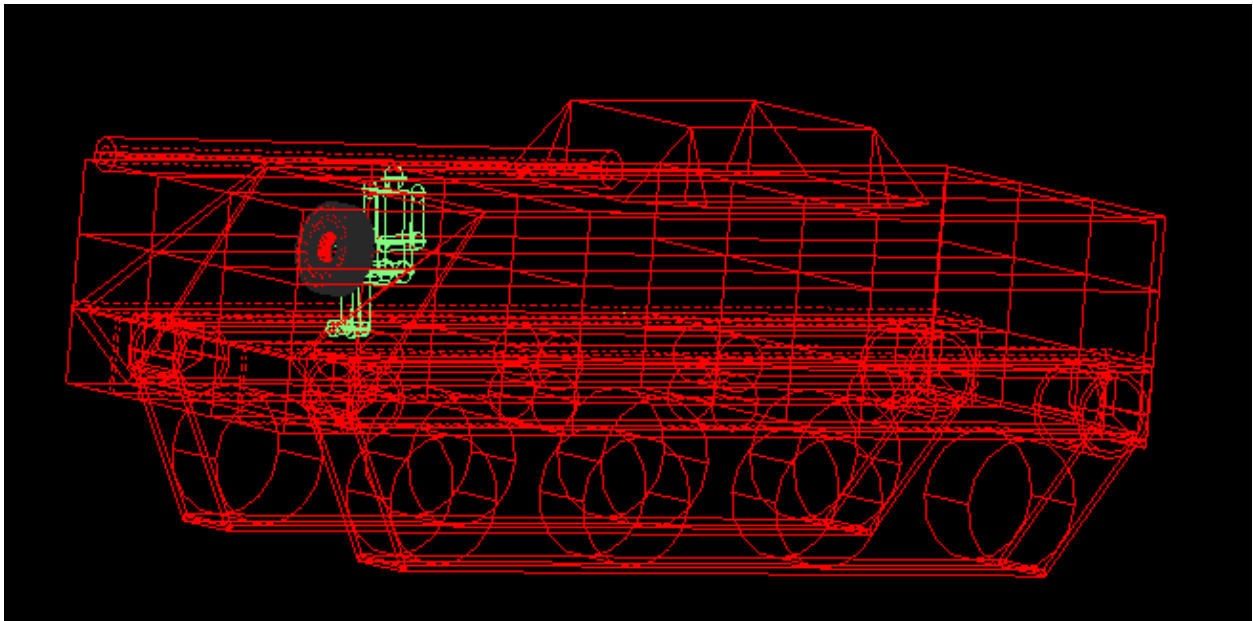
Browse Geometry

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)

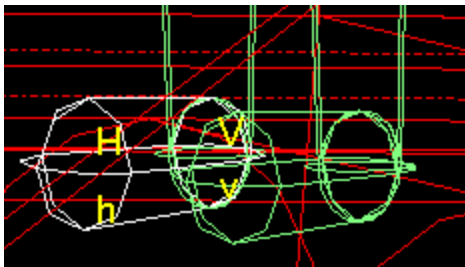
Then it has the attribute editor and the primitive editor and also the Browse Geometry

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
- Rotate
- Translate**
- Scale
- None Of Above
- Reject
- Accept
- Apply
- Reset
- Primitive Selection...
- Matrix Selection...
- 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

Primitive Editor (id\_0)

Name: myPrimitive Type: half

N - 0.0000 + - 0.0000

d - -1.0000 +

-operator: \$val - 1.0

format: %.4f

OK Apply Reject Dismiss

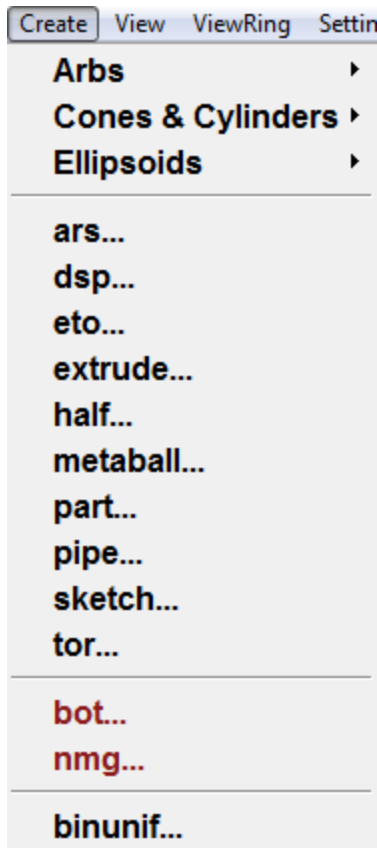
- arb8
- sph
- ell
- tor
- tgc
- rec
- half
- rpc**
- rhc
- epa
- ehy
- eto
- part

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

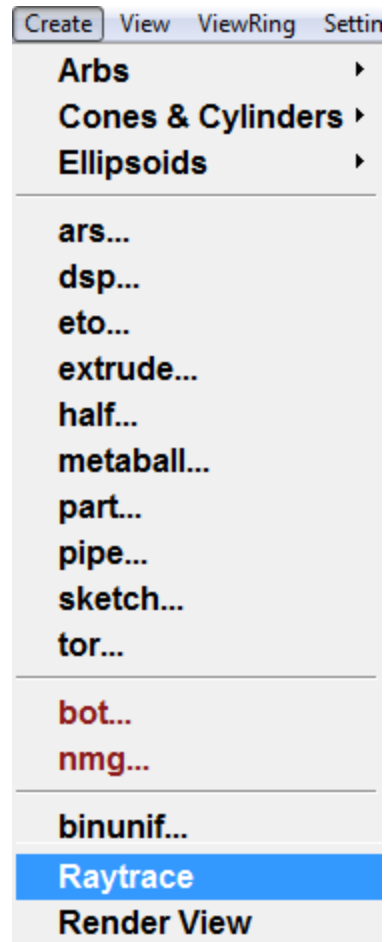
Next comes the combination editor – This will help you to select various regions of the objects you have create and beatify them with various colors. And lastly the browse Geometry used to select the items to be displayed.

## ➤ Create Tab

### Before



### After



The create tab has lots of options to create and make new stuff specially stuff like shapes ETC The **raytrace** is added to this menu because of the functionality of raytrace. **Raytrace** option retraces the objects which are drawn in the graphics window – So dosent it come under the create option?

The Render View options contain the options to load and **create** scripts – For example the *rt\_script* that will contain a script to run the *rt* program and **create** a color shaded image of the current MGED display.

I would also like some changes in the display system of the create menu that will allow us to know what the shapes – The following are the Images

## Before



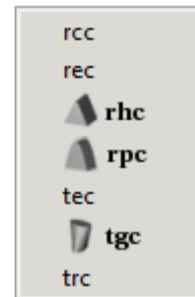
## After



## Before



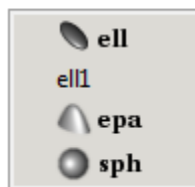
## After



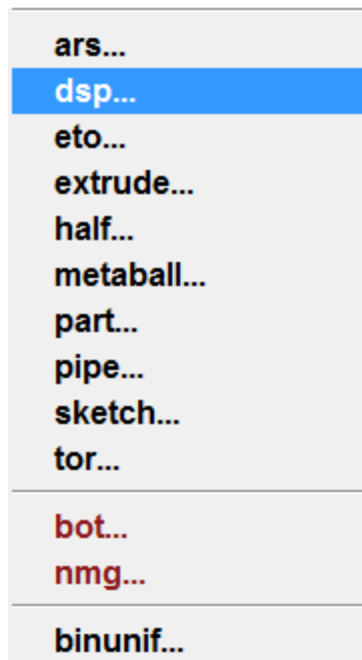
## Before



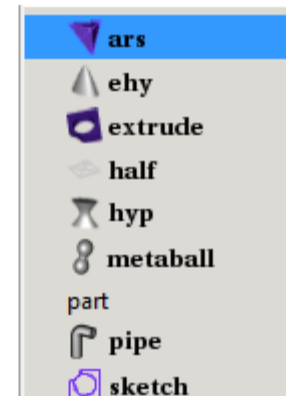
## After



## Before



## After





## Under View-

# + The shortcuts (t)(b)(r)(l)(r)(f) are cool

I have put the grid and grid spacing in the view tab because it is really important that this option stays in the view or in create as we are actually creating and adjusting the grid spaces for our convince so as to make 3D models to scale- This option really doesn't need to be in the settings. The axes are the options that

display the axes in different conditions which is why it should be in view and not in the Modes section

- Top (t)
- Bottom (b)
- Right (r)
- Left (l)
- Front (f)
- Rear (R)
- az35,e125
- az45,e145

---

- Zoom In
- Zoom Out

---

- Default
- Multipane Defaults
- Zero
- Grid
- Grid Spacing
- Axes

- Top (t)
- Bottom (b)
- Right (r)
- Left (l)
- Front (f)
- Rear (R)
- az35,e125
- az45,e145

---

- Zoom In
- Zoom Out

---

- Default
- Multipane Defaults
- Zero

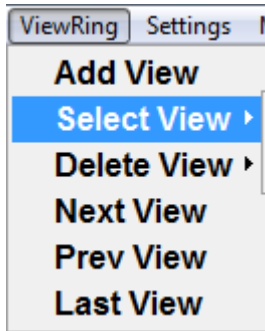
## Before (On the left)

## After (Above)



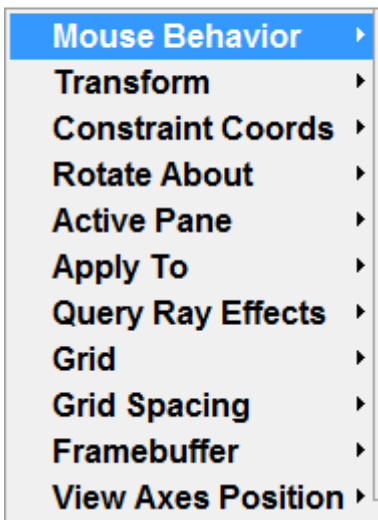
## Under ViewRing

Just a thought – View Ring can be called view circle or view manager cause it manages the stuff

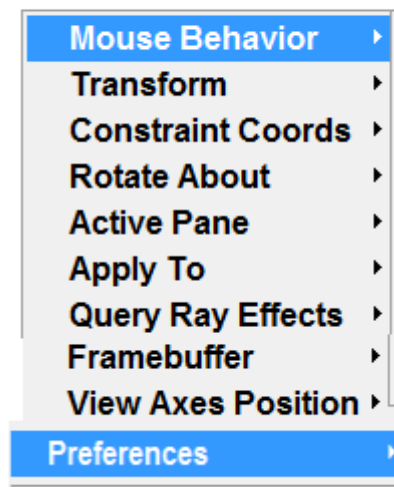


## Under Settings

### Before



### After



The preferences are a thing that has to be set and not a thing that I would love to see below the File tab

## ➤ Under Modes

Before	After
<ul style="list-style-type: none"><li>Draw Grid</li><li>✓ Snap To Grid</li></ul>	<ul style="list-style-type: none"><li>Draw Grid</li><li>✓ Snap To Grid</li></ul>
<ul style="list-style-type: none"><li>✓ Framebuffer Active</li><li>✓ Listen For Clients</li></ul>	<ul style="list-style-type: none"><li>✓ Framebuffer Active</li><li>✓ Listen For Clients</li></ul>
<ul style="list-style-type: none"><li>Persistent Sweep Rectangle</li><li>Angle/Dist Cursor</li><li>Faceplate</li><li>Axes</li></ul>	<ul style="list-style-type: none"><li>Persistent Sweep Rectangle</li><li>Angle/Dist Cursor</li><li>Faceplate</li><li>Multipane</li></ul>
<ul style="list-style-type: none"><li>Display Manager</li><li>Multipane</li><li>Edit Info</li><li>✓ Status Bar</li></ul>	<ul style="list-style-type: none"><li>Edit Info</li><li>✓ Status Bar</li></ul>
<ul style="list-style-type: none"><li>Collaborate</li><li>Rateknobs</li><li>Display Lists</li></ul>	<ul style="list-style-type: none"><li>Collaborate</li><li>Rateknobs</li><li>Display Lists</li></ul>

Deleted the display manager and the axes from the modes list to fit them in somewhere else

## ➤ Under Misc.

May remain as it is undisturbed

## ➤ Under Tools



Before	After
ADC Control Panel AnimMate Control Panel Grid Control Panel Query Ray Control Panel Raytrace Control Panel	ADC Control Panel AnimMate Control Panel Grid Control Panel Query Ray Control Panel Raytrace Control Panel
BoT Edit Tool Build Pattern Tool Color Selector Geometry Browser <b>Overlap Tool</b>	BoT Edit Tool Build Pattern Tool Color Selector Geometry Browser <b>Overlap Tool</b>
Upgrade Database...	Upgrade Database...
Command Window Graphics Window	Command Window Graphics Window
	<b>Display Manager</b> ▶

The display manager has been brought forward to the Tools tab because it doesn't fit in the category of Modes



## Under Help

Help tab looks cool without any further modification