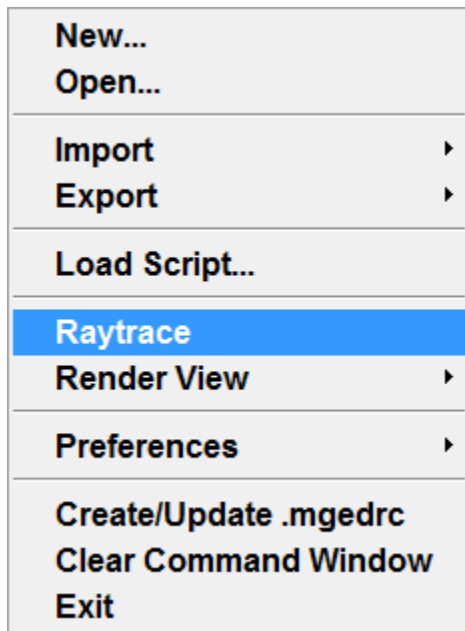


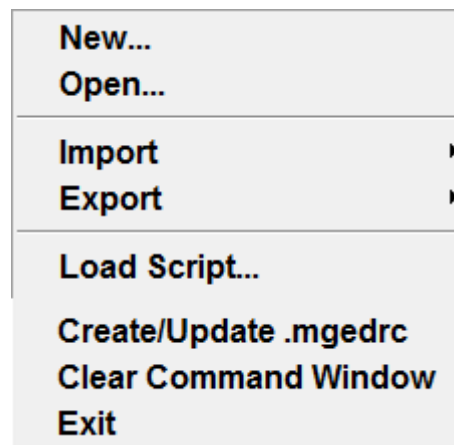
Reorganize MGED Menu

➤ File

Before



After



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

➤ Edit

Primitive Selection...
Matrix Selection...

Primitive Editor

Combination Editor

Attribute Editor

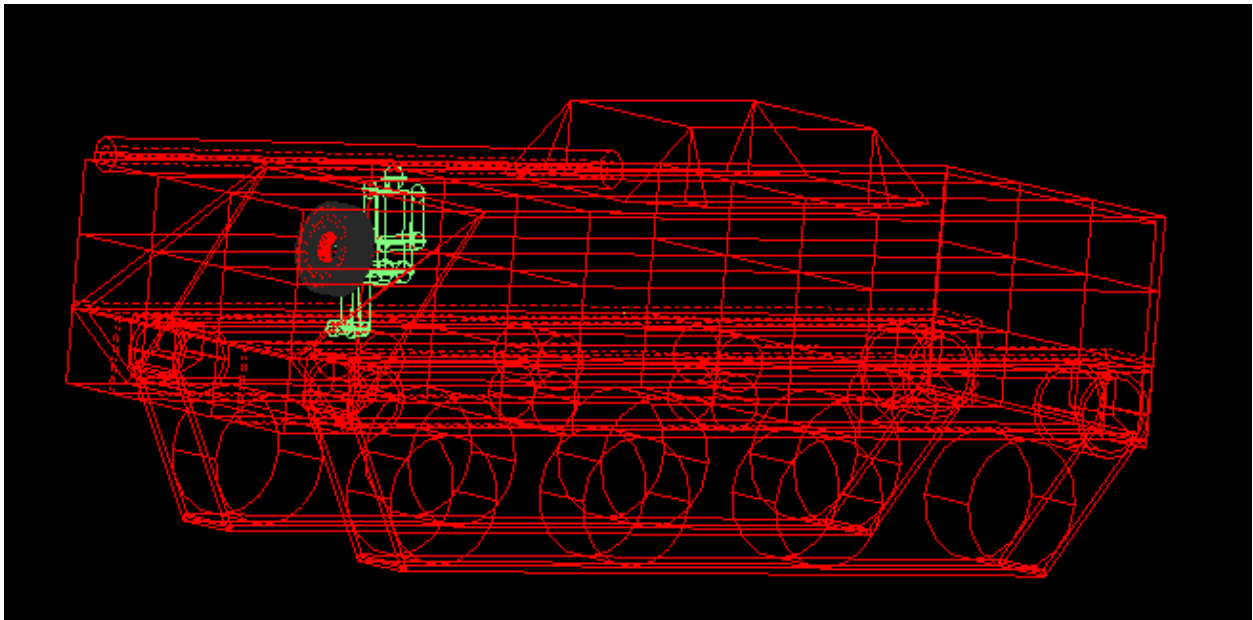
Browse Geometry

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)

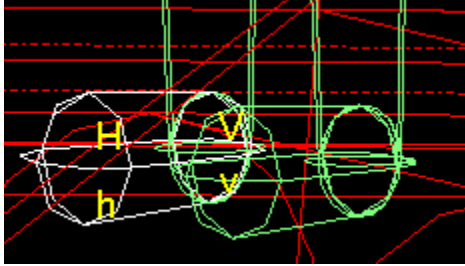
Then it has the attribute editor and the primitive editor and also the Browse Geometry

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 tire 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

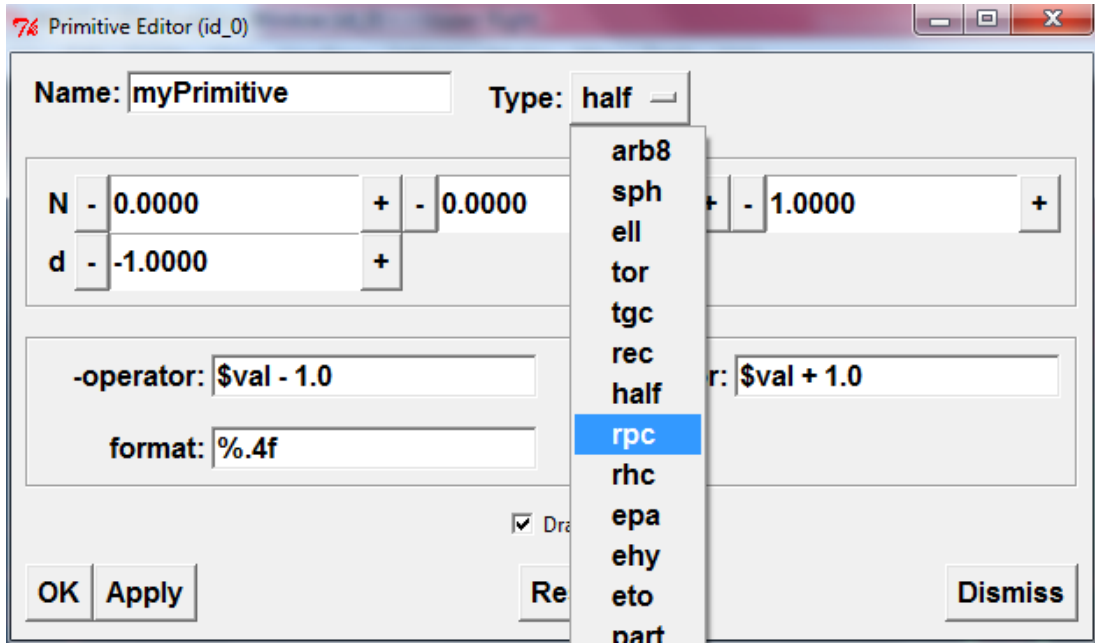
accessed in the edit tab itself which has now become really big with lots of options

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 editing's 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.

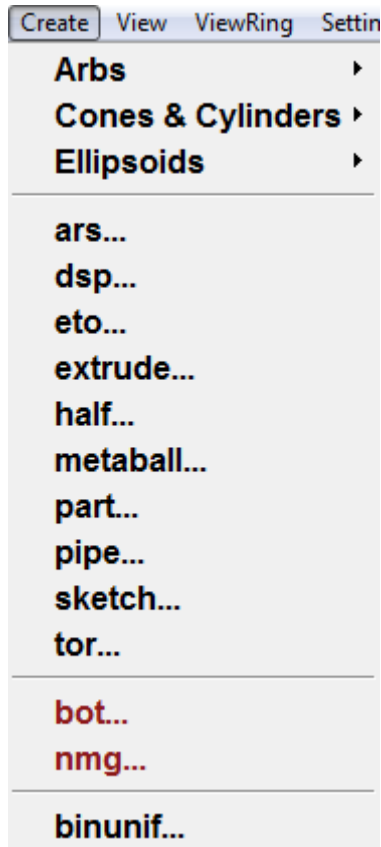
➤ Create

The create tab has lots of options to create and make new stuff specially stuff like shapes ETC

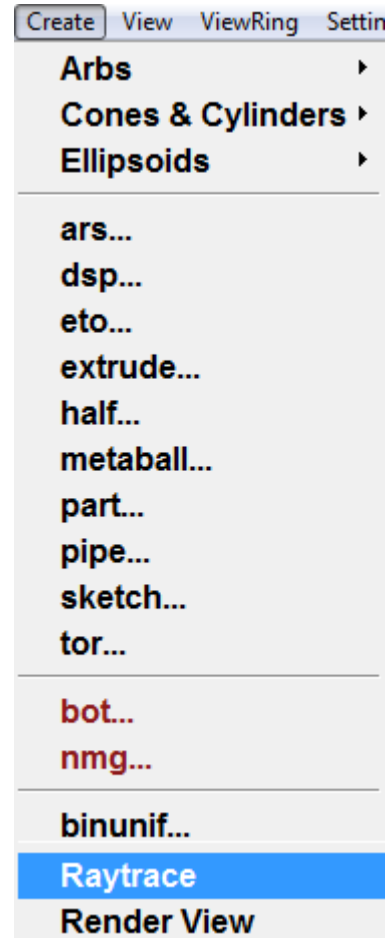
The **raytrace** is added to this menu because of the functionality of raytrace. **Raytrace** option retraces the objects which are drawn in the graphics window – So doesn't it come under the create option?

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.

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 doesn't 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

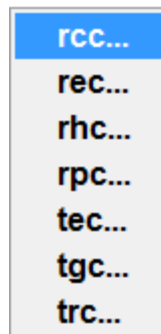
Before



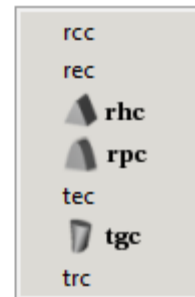
After



Before



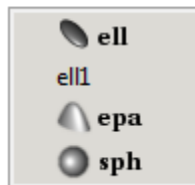
After



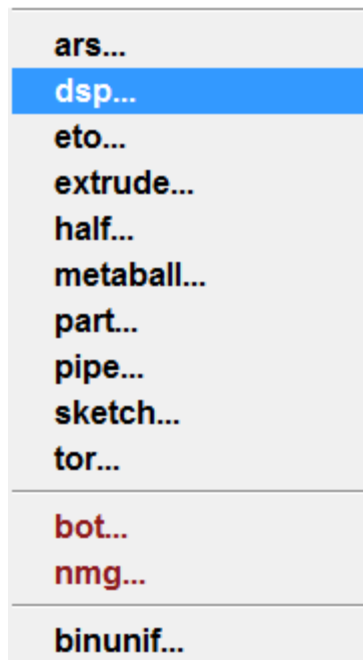
Before



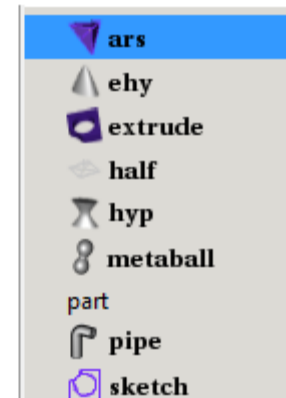
After



Before



After





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

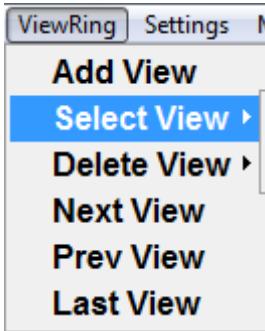
Before

Top (t)
Bottom (b)
Right (r)
Left (l)
Front (f)
Rear (R)
az35,el25
az45,el45
Zoom In
Zoom Out
Default
Multipane Defaults
Zero

After

Top (t)
Bottom (b)
Right (r)
Left (l)
Front (f)
Rear (R)
az35,el25
az45,el45
Zoom In
Zoom Out
Default
Multipane Defaults
Zero
Grid
Grid Spacing
Axes

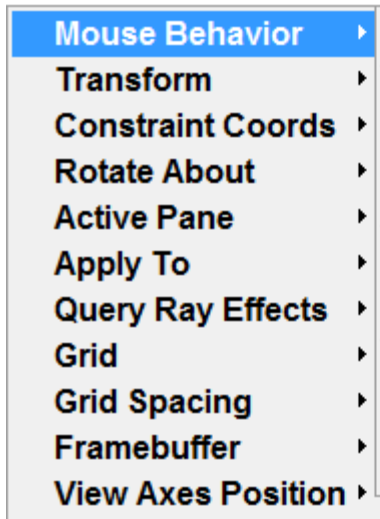
➤ ViewRing



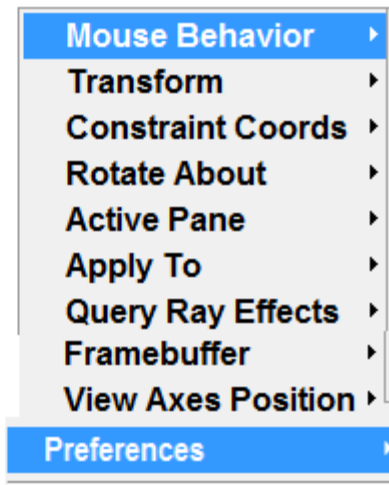
Just a thought – View Ring can be called view circle or view manager because it manages the stuff

➤ 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

➤ Modes

Before

Draw Grid
✓ Snap To Grid
✓ Framebuffer Active
✓ Listen For Clients
Persistent Sweep Rectangle
Angle/Dist Cursor
Faceplate
Axes 
Display Manager 
Multipane
Edit Info
✓ Status Bar
Collaborate
Rateknobs
Display Lists

After

Draw Grid
✓ Snap To Grid
✓ Framebuffer Active
✓ Listen For Clients
Persistent Sweep Rectangle
Angle/Dist Cursor
Faceplate
Multipane
Edit Info
✓ Status Bar
Collaborate
Rateknobs
Display Lists

In this section (Tab) I have deleted the display manager and the axes from the modes list to put it up in the tools tab

➤ Misc

This tab does not need further changes



Tools

Before

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
Overlap Tool
Upgrade Database...
Command Window
Graphics Window

After

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
Overlap Tool
Upgrade Database...
Command Window
Graphics Window
Display Manager ▶

The only other settings that has been changed in this tab is the display manager which helps us to determine the 3D plugin to use for example OpenGL in windows.



Under Help

No further Modifications required under this tab