

ildaGen

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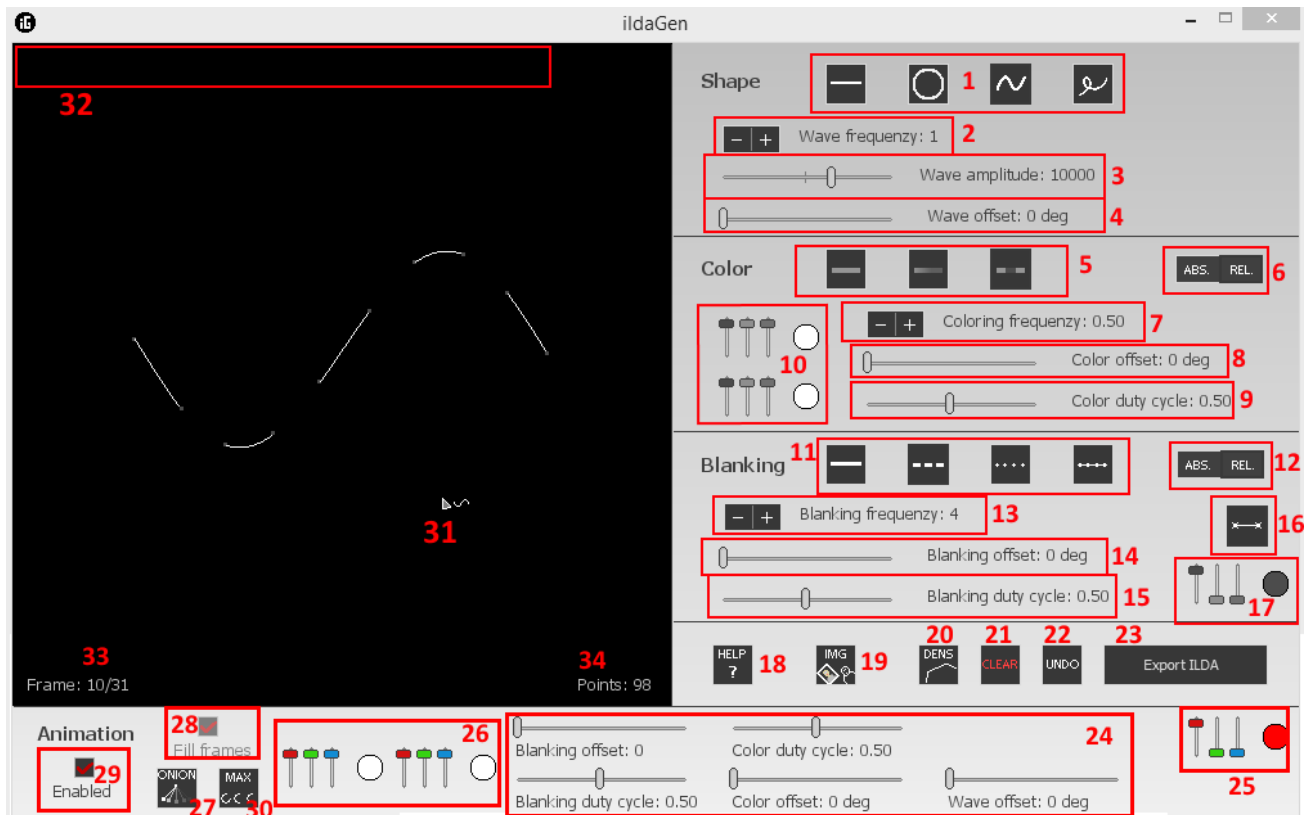
ILDA laser frames creation tool.

If you have any questions, bug reports or feature suggestions, please don't hesitate to contact me at gitlem@gmail.com.

List of keyboard controls

- | | |
|--------------------------|---|
| Mouse) | Select drawing tool and draw |
| Enter) | Finalize and place object (used with curve tool) |
| Left/Right Arrow) | Cycle between frames |
| Space) | Change previewing mode between 2D and 3D (simulated scanner) |
| Shift) | Force straight lines/angles when drawing |
| Alt) | Snap mouse to ending position of last object for chaining. |
| Ctrl+Alt) | Snap mouse to <i>starting</i> position of last object for chaining. |
| | |
| S) | Show/snap to square grid. Double click to toggle. |
| R) | Show radial grid. Double click to toggle. |
| A) | Show symmetry/alignment guidelines of objects. Green lines mark the center of the screen. Gray lines mark the ending and starting points of objects, red lines are symmetrical to gray lines. |
| | |
| Ctrl) | Move all color sliders at the same time |
| Backspace) | Cancel object placing (used with curve tool) |
| Ctrl+Z) | Undo |
| | |
| Mouse wheel) | Adjust wave amplitude |
| Ctrl+Mouse wheel) | Adjust wave frequency |
| | |
| N) | Reset window aspect ratio |
| M) | Reset window size |

User Interface



Some of these sliders and selectors may not appear to you, this is because they are only visible when the relevant drawing mode is selected. For example, the wave settings 2), 3) and 3) are only visible if you have selected the wave drawing tool. Here is a brief explanation of all numbered items on the screen:

- 1) This is the drawing tools selector. As of v0.9.1 you can choose between a line tool, circle tool, wave tool and free drawing. Click the buttons to select them.

The line, circle, wave and free drawing tool will be created just as they are previewed at the time you release the mouse button. However, when the curve tool is selected and you release the button, you will enter adjustment mode. Two green bars will appear next to the curve. By dragging the tips of those bars with your mouse, you can manipulate how the curve looks. When you are done, click the enter button to finalize and create the object. If you wish to cancel while in adjustment mode, press delete or backspace.

- 2) The + and - button lets you increase or decrease the wave frequency.
- 3) The slider lets you adjust the wave amplitude (height). Negative values are possible, and inverts the wave.
- 4) This slider lets you adjust the offset of the wave, from 0 (no offset) to 360 (one full period offset)
- 5) This is the color tools selector. As of v0.9.1 you can choose between one solid color, two-color gradient, and two-color alternating (dashed)
- 6) This lets you switch between absolute and relative interval length when using the dashed or gradient color tool. When relative is selected, the number of intervals per drawn object is constant, and when absolute is selected, the length of the interval is constant.
- 7) This lets you choose the frequency (number of intervals per object) of the dashed or gradient coloring. When relative mode is selected (see 6), this is switched with a slider that lets you adjust the length of the intervals.
- 8) Here you can change the offset of the dashed or gradient coloring, from 0 (no offset) to 360 (one full period offset)
- 9) Here you can change the duty cycle (ratio of color 1 to color 2) of the dashed coloring. The higher the duty cycle, the shorter the intervals of color 2.
- 10) These are the color selectors. The top selector is for color 1, and the bottom is for color 2. When solid coloring mode is selected, only the selector for color 1 is visible. The selectors have three sliders each, for red, green and blue. They are blended additively, like laser light, so for example red at max, green at max and blue at zero creates the color yellow.
- 11) These are the blanking tools. As of now you can choose between no blanking, dashed blanking (intervals), dotted blanking and no blanking but with dots added periodically.
- 12) Similar to 6), this lets you choose between absolute and relative blanking interval lengths.
- 13) Similar to 7), this lets you adjust the frequency or length of the blanking intervals.

- 14) Similar to 8), this lets you adjust the blanking offset.
- 15) Similar to 9), this lets you adjust the blanking duty cycle.
- 16) This toggled dotted ends, meaning that a dot is placed at the start and end of blanking intervals.
- 17) This color selector lets you choose the color of the dots at the end of blanking intervals, as explained in 16), or the colors of the dots in the "no blanking but with periodic dots" blanking mode.
- 18) This button downloads this manual, or shows tells you the keyboard controls when hovering over it.
- 19) This buttons lets you load a PNG image from your computer to get superimposed on the screen, allowing you to trace the outlines when drawing the frame. Clicking it a second time will disable the image.
- 20) This button lets you select the point density/resolution (detail level) of the points in the ilda frame. The lower number the smoother the curves and color fading becomes, but the file size and bandwidth requirements increases and program performance drops. At the standard value of 512, points are about 4 pixels on the screen apart.
- 21) This button discards your work and clears all objects in every frame. Not undoable, so be careful.
- 22) This button lets you undo your last action. You can also press Ctrl+Z. As of now only drawing an object and clicking the DENS or MAX buttons counts as undoable actions.
- 23) This button exports your work into an ILDA file. If you have not yet entered a registration serial code, it will ask you for one. You must remember to end the name of the file in ".ild", or the program creates a file with no extension and you need to rename it to be able to open it with other programs.
- 24) These sliders are the end-of-animation equivalents of some of the sliders explained above. They let you animate their values. If you for example set the main "blanking offset" slider to 0 degrees, and the second "blanking offset" slider in this area to 360 degrees, the object will be animated, starting with a blanking offset of 0, and transitioning to 360 over the course of the animation.
- 25) Same as 24), except with the dotted ends color.

- 26) Same as 24), except with the color 1 and color 2 selectors, from left to right respectively.
- 27) This button toggles onion skinning. It superimposes the two previous frames over the current one, to let you manually draw animated frames easier.
- 28) This checkbox toggles filling all the frames with the current object. If this is selected, an object, even if animation is disabled, will be copied to all the frames rather than just the active one. Also, this decides whether the last frame will be copied to the rest when using button 19) to extend the number of frames.
- 29) This checkbox enables or disables animation. If this is unchecked, the objects you place will be unchanging in all frames.
- 30) This button lets you adjust the number of total frames in the animation.
- 31) This is your mouse cursor. Click, drag and release in the black area to place an object.
- 32) In this corner you will see tooltips when hovering your mouse over the different items/tools on screen.
- 33) This shows you which frame you are viewing, and the total number of frames in the animation. Use your arrow keys to cycle between them.
- 34) This shows you the number of data points in the current frame.

System Requirements

Minimum:

- Windows XP, Vista, 7 or 8 with DirectX
- 512MB RAM
- 128MB graphics

Recommended:

- Windows Vista, 7 or 8
- 2GB RAM
- Modern graphics card with at least 256MB memory