View

- Muscles ▶
- Bodies ▶
- Joints ▶
- Wrap Objects ▶
- Constraint Objects ▶
- Coordinates ▶
- Motions...

- Look at ▶
- Take Snapshot...

- New View...
- Edit Views...

- user_defined_view_1
- user_defined_view_2

Motions: Lower Extremity

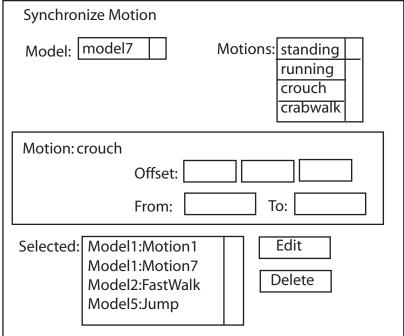|			
standing	0.500	◀ ▮ ▶
walking	0.000	◀ ▮ ▶
reading	0.000	◀ ▮ ▶
sleeping	0.000	◀ ▮ ▶

☐ Time ▬▬ ▽ Sync...

There's one "master slider" on the applications toolbar that's used to control motion playback. This could be placed on the motion-display-window instead since it relates to motions but I'd prefer not to have this distinctive new feature (synchronize motion) buried under 2 dialogs. Is there a shorter word for this? Synchronize takes a lot of space and "Diffing" is a bit unfriendly!

Synchronize Motion

Model: | model7 | | Motions: | standing |
                                      | running |
                                      | crouch |
                                      | crabwalk |

Motion: crouch

Offset: [   ] [   ] [   ]

From: [   ]   To: [   ]

Selected: | Model1:Motion1 | [Edit]
          | Model1:Motion7 |
          | Model2:FastWalk | [Delete]
          | Model5:Jump |

When the user hits the "Sync..." button next to the master slider, the dialog "Synchronize Motion" is shown with options to select what model/motion combinations to show, for what time-ranges. The offset fields/sliders are enabled only when a model is selected more than once so that a duplicate of the model geometry is created for motion visualization purposes. The duplicate geometry is deleted once the motion associated with it is deleted and it's not editable. (Extra opacity may need to be applied if a model is selected more than once.)