

# MultiGen<sup>®</sup> Creator

## Release Notes

Version 3.2.2 for Windows  
March 2007



**MultiGen-Paradigm**  
VISUALIZE REALITY

## **Release Notes MultiGen® Creator Version 3.2.2 for Windows**

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MultiGen Creator Release Notes Version 3.2.2 for Windows

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## **Release Notes**

These release notes describe Creator software release v3.2.2. This release is distributed as a patch release identified as Patch CR-W-320-002. This software patch corrects significant defects found in Creator v3.2 for Microsoft Windows and requires Creator v3.2 to be installed. See “New in this Patch” on page 5 for the list of defects corrected by this patch.

To read Creator PDF documents, you must have a copy of Acrobat Reader installed. If you do not have this application installed, you can download a copy from Adobe at:

<http://www.adobe.com/products/acrobat/adobe.pdf.html>

For the latest Creator product information, visit our web site at:

<http://www.multigen-paradigm.com>.

## **Contents**

“Compatibility Issues” on page 3

“Verifying the Patch is Installed” on page 4

“New in this Patch” on page 5

“Files Included in this Patch” on page 9

“Getting Technical Support” on page 10

## **Compatibility Issues**

This section describes compatibility issues between Creator v3.2 and v3.2.2.

### ***Operating Systems***

Creator v3.2 and v3.2.2 run on the Windows XP Professional operating system.

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## **Installation**

This patch does not include a complete Creator installation. Rather, it includes only those files required to correct the problems listed below. The files included in this patch **REPLACE** those of the original Creator v3.2 installation and any previous Creator 3.2 patch installations.

If you have installed Creator patch CR-W-320-001, uninstall it before installing this patch. Patch CR-W-320-002 includes all fixes and updates included in patch CR-W-320-001.

**INSTALL THIS PATCH --ONLY-- IF YOU HAVE ALREADY INSTALLED CREATOR VERSION 3.2 ON YOUR WORKSTATION. INSTALLING THIS PATCH BY ITSELF OR ON TOP OF ANY OTHER VERSION OF CREATOR WILL PRODUCE UNDESIRABLE RESULTS.**

### **Installation Instructions**

1. Exit any instances of Creator that are running on your computer.
2. Download the patch archive file from our web site to your computer:  
`cr-w-320-002.zip`
3. On your computer, extract the contents of the patch archive file to a temporary folder. Included in the patch archive file is the patch installer  
`cr-w-320-002.exe`.
4. In the temporary folder, double click the patch installer  
`cr-w-320-002.exe`.
5. Follow the instructions displayed.

## **Verifying the Patch is Installed**

Note that after you install this patch, the Start Menu item for MultiGen-Paradigm Creator will still be labeled Creator 3.2. Similarly, Creator will still use the registry entries contained in

`\\HKEY_LOCAL_MACHINE\SOFTWARE\MULTIGEN-PARADIGM\CREATOR\3.2`  
instead of creating a new registry key for Version 3.2.2.

There are two ways to verify this patch has been installed.

1. In Creator:

- Restart Creator
  - Invoke Help->On Version command. If the patch is installed correctly, the version number displayed in the dialog will include the text:  
Version 3.2.2
2. In Windows Explorer: Verify the dates on the files listed in “Files Included in this Patch” on page 9. If the patch is installed correctly, the dates on these files will be 03/16/2007 (unless noted otherwise).

## New in this Patch

Note that this patch includes all fixes addressed in the previous Creator Patch CR-W-320-001 as well as those new in this patch CR-W-320-002.

This section lists the defects/bugs corrected by this patch. Where applicable, the defect/bug number is listed.

### Fixed in Patch CR-W-320-002

Number	Description
15621	<b>UNC File Names</b> Fixed to handle UNC file names in OpenFlight files correctly for texture, external reference and shader files.
15900	<b>Memory Leak in mgGetXform</b> Correctly deallocate memory allocated and returned by OpenFlight API function <code>mgGetXform</code> .
15619	<b>Tag Along Extension Records saved to file</b> Fixed Tag Along Extension records to correctly save to the OpenFlight file.
None	<b>NODISP for Extension Record display</b> Fixed NODISP keyword used when defining OpenFlight extension records to correctly hide the corresponding extension record in the corresponding attribute page in Creator.

### New Tools in Patch CR-W-320-001

This section describes new tools introduced in Creator Patch CR-W-320-001 which are also included in this patch.

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Note that the new tools in this patch require you to install the Plug-ins component of Creator 3.2. If you have not installed this component, uninstall and then re-install Creator 3.2. When re-installing Creator 3.2, choose the Custom Installation option and select the Plug-ins component before installing this patch. This will ensure that these new tools are installed with the patch correctly.

## Capture Google Earth (TM) Screenshot

Added new tool in the File menu to import screenshots and/or terrain data from Google Earth™.

## Delete Empty Transformations

Added new tool in the **Edit>Transformations** menu to remove unnecessary (empty) transformations from a node.

## Fixed in Patch CR-W-320-001

This section describes fixes introduced in Creator Patch CR-W-320-001 which are also included in this patch.

Number	Description
None	<b>Light Point Tool Offset</b> Enhanced the Create Light Point tool to allow you to specify a Control Point Offset. This offset value specifies the distance by which the new light points are positioned relative to the control points you enter. You can also specify whether the offset is measured to the right or left.
15267	<b>Put and 4 Point Put Texture (ALT + Middle Mouse)</b> ALT + Middle Mouse while entering To Points during these tools correctly causes tools to use Real World Sizes to scale texture. Fixed initial "To Shear Point" to be calculated correctly for all texture pattern aspect ratios.
15091	<b>View Panel on Startup</b> Fixed View Panel to work correctly when new database is not created at startup.
10988	<b>View Panel Updated after Revert</b> Fixed View Panel to update correctly after File>Revert.

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<b>Number</b>	<b>Description</b>
<b>15208</b>	<b>Flow/Follow Texture</b> Fixed Flow Texture and Follow Texture to ignore subfaces.
<b>15384</b>	<b>File Open Preview Icons</b> Fixed Preview Icons on File Open dialog boxes to display correctly
<b>15348</b>	<b>Merge/Dissolve/Collapse</b> Fixed Merge, Dissolve and Collapse tools to ignore geometry that is not displayed.
<b>11228</b>	<b>Keyboard ShortCuts Space Key</b> Allow "space" key to be assigned as a keyboard shortcut.
<b>15288</b>	<b>Radiosity on Sliver Polygons</b> Fixed Radiosity tool to work correctly on sliver polygons.
<b>13455</b>	<b>Define Subtextures - Allow arrow keys to "nudge" subtextures</b> Enhanced the Define Subtextures tool to allow nudging of subtexture positions using the arrow keys.
<b>04054</b>	<b>Texture Organizer - Allow arrow keys to "nudge" texture positions</b> Enhanced the Texture Organizer tool to allow nudging of texture positions using the arrow keys.
<b>13317</b>	<b>Move Tool - Allow handles to be grabbed in "ortho" views</b> Fixed the Move tool to allow unambiguous "grabbing" of handles in orthographic views.
<b>13204</b>	<b>Texture Composer - Keyboard focus during "nudge"</b> Fixed so arrow keys are interpreted correctly for the "nudge" command.
<b>02841</b>	<b>Recalculate Bounding Box - Mark database as modified</b> Fixed Recalculate Bounding Box on the Group Attribute Window to mark the database as modified correctly.
<b>14975</b>	<b>Document Externals - Include all texture layers</b> Fixed to include non-base texture layers when determining which textures are in use in database.
<b>15160</b>	<b>Skew</b> Enhanced the Skew tool to work better with "flat" objects.
<b>15055</b>	<b>Frame</b> Fixed the Frame tool to set draw mode of new faces to match that of original faces.

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<b>Number</b>	<b>Description</b>
<b>15215</b>	<b>Connect Edges</b> Fixed the Connect Edges tool to work correctly on faces with subfaces.
<b>15210</b>	<b>Building Wizard Preferences</b> Fixed the Building Wizard tool to save/restore roof style preferences correctly.
<b>14596</b>	<b>Building Wizard Apply Texture</b> Enhanced the Building Wizard tool to set the Apply Texture checkboxes by default.
<b>11750</b>	<b>Vertex interval between 2 vertices</b> Enhanced the Vertex interval between 2 vertices tool o highlight "Interval" text field when dialog is initially displayed.
<b>04924</b>	<b>New Hot Keys for Cycling through Modeling modes</b> Added Next Modeling Mode and Previous Modeling Mode commands to Hot Keys in Keyboard Shortcuts to allow cycling through modeling modes.
<b>15353</b>	<b>Edit Externals</b> Fixed the Edit Externals tool to locate external files correctly.
<b>15394</b>	<b>Build Polys From Image</b> Fixed the Build Polys from Image tool to work correctly on images whose Geo Coords Image Origin is set to Lower Left.
<b>15251</b>	<b>Palette Override Flags on External References built by Terrain Generation tools</b> Set Palette Override flags correctly during terrain building.
<b>15261</b>	<b>Preserve Relative Texture Paths during Terrain Generation</b> Fixed terrain building tools to preserve relative texture names in new files created.
<b>15234</b>	<b>Place Model</b> Fixed the Place Model tool to correctly place models that contain DOF nodes.
<b>15082</b>	<b>Place Model</b> Remove "unneeded" transformations on nodes placed.
<b>15435</b>	<b>Maneuvering Light Points</b> Fixed maneuver (translate, rotate, etc) tools to function correctly on light point nodes.

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<b>Number</b>	<b>Description</b>
<b>15218</b>	<b>Split Face</b> Fixed the Split Face tool to work on GeoFeatures correctly.
<b>15363</b>	<b>Texture Compositor</b> Fixed infinite loop on startup under certain circumstances.
<b>15256</b>	<b>GeoFeature Projection during Terrain Generation</b>
<b>15259</b>	Fixed crash during GeoFeature Projection.
<b>15254</b>	Improved edge matching at tile boundaries. More realistic camber at road corners.

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## Files Included in this Patch

### In folder:

c:\program files\multigen-paradigm\creator\_3\_2\bin:

mgfltx.exe  
mgapilib.dll  
mgapishared.dll  
mgapitools.dll  
mgimdlg.dll  
mgimgio.dll  
mgtxthw.dll  
mgtxtmgr.dll

### In folder:

c:\program files\multigen-paradigm\creator\_3\_2\config\plugins:

bool3d.dll  
deformer.dll  
geomplus.dll  
modelplacement.dll  
newbuildingwizard.dll  
radiosity.dll  
reportgen.dll  
shapeconverter.dll  
subdivide.dll  
subtexture.dll  
texcompositor.dll  
texturecomposer.dll  
textureflow.dll  
textureorganizer.dll  
xdoc.dll

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**In folder:**

c:\program files\multigen-paradigm\creator\_3\_2\docs:  
readme-cr-w-320-002.txt (03/20/2007)

Additionally, if you have installed the custom Plugins component of Creator, the following files are also included in this patch:

**In folder:**

c:\program files\multigen-paradigm\creator\_3\_2\config\plugins\  
kmltools:  
  
kmltools.dll  
kmltools.htm  
sshotdialog.jpg

**In folder:**

c:\program files\multigen-paradigm\creator\_3\_2\config\plugins\  
transformationmanipulator:  
  
transformationmanipulator.dll  
transformationmanipulator.htm

## Getting Technical Support

The following table contains MultiGen-Paradigm, Inc., contact information for product support.

Contact Method	For Product Support:
E-mail	creator@multigen-paradigm.com
Web Site	<a href="http://www.multigen-paradigm.com">http://www.multigen-paradigm.com</a>
Customer Support and Licensing	USA and International 877-289-5670 (toll free)

Telephone support is available to those customers with active software maintenance contracts.

Another excellent source of information is the Creator User Forum on the MultiGen-Paradigm web site, <http://www.multigen-paradigm.com>  
Click **User Forum**.

And be sure to check the MultiGen-Paradigm, Inc., web site (<http://www.multigen-paradigm.com>) often for the latest fixes, patches, and functionality enhancements.  
Click **Support**.

