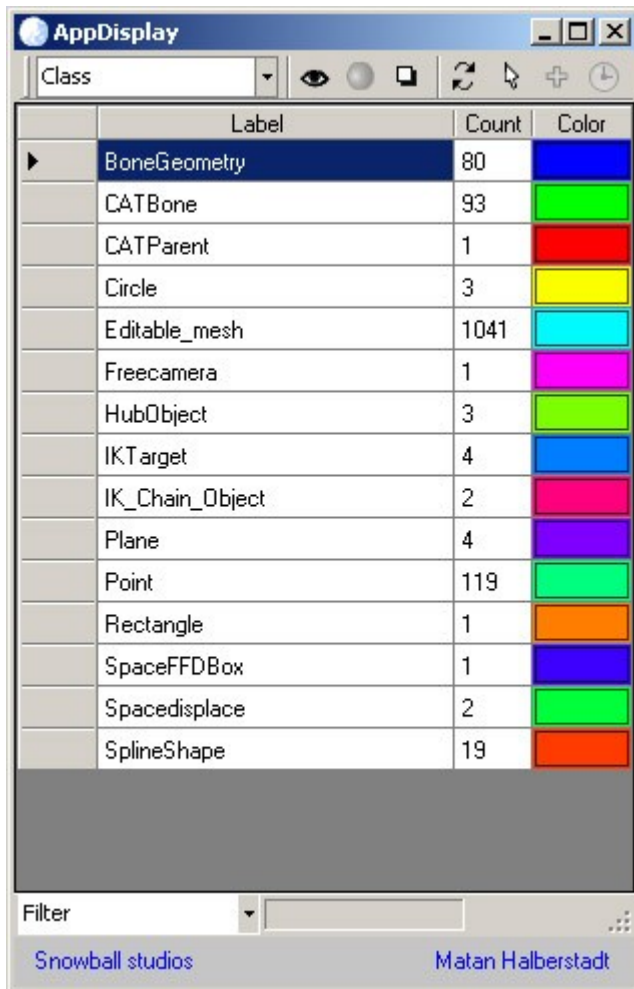


AppDisplay documentation:

Concept:

AppDisplay is a platform that uses custom scripted modules to divide the objects in the scene into groups and visualize the groups by coloring every group in a different color.

Every module has it's own grouping algorithm. Adding a new module is relatively simple to users that are familiar with maxscript.



UI description:

Category drop down list: Select the module you want.

Display toggle check button: This visibility mode is used to quickly visualize the data by setting the color of all objects in every group to the color associated with the group.

Materials toggle check button: This visibility mode is used to visualize the data at render time with a more complex shader then simple wirecolor.

Identity toggle check button: This visibility mode is used to identify the objects in all of the selected groups by coloring them in white while the rest are colored in black.

Refresh list button: Is used to force a refresh on the list. Every change in the scene might effect the groups, but the effect will not be seen until the list is refreshed.

Select in scene button: Turn the selection of groups in the list into a selection of objects in the scene.

Add new row button: When the module allow it, creates a new group.

Time update toggle: When the module allow it, causes the list to automatically update every time the time slider moves. Used in modules that are effected by animation.

The list of groups:

Row 1: Used to select the group.

Label: Textual representation of the group and can be editable or read only according to the module definition.

Count: Shows the number of objects in the group.

Color: Shows the color of the group. If enabled, objects can be moved into a group by selecting them and pressing the color of group.

Filter drop down list: Modules can have predefined filters that are collections of groups that share the same attribute. A group can be a member of more then one collection. Selecting a collection will select all the groups that are in the collection.

Creating a new Module:

Every AppDisplay module is defined by a single ms file that defines a maxscript struct that implements a couple of functions and returns an instance of that struct. All modules are placed in the modules directory. To find out what is the path of the modules directory on your computer, run this maxscript command after the tool has been installed:

```
shellLaunch ((getDir #userScripts) + "\\Snowball_Tools\\AppDisplay\\Moduls\\") ""
```

Every ms file found in this folder will be automatically loaded as a module and shown in the categories drop down list. The best way to start developing a new module is to duplicate an existing module and changing the code to fit your need. Included with the supplied modules is a module named Template that shows a simple module setup that creates random groups of objects. This module is fully documented and will guide new developers in the process of writing their own modules. Note that some modules were developed side by side with the development of the tool itself and therefore they don't take advantage of some functions that were later integrated into the main tool through the Base attribute that every module struct holds an instance of.

If you have any questions / suggestions / bug reports, please e-mail them to:
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