RawKee 1.0b Changes

Any questions about these changes may be sent to the RawKee user's group.
RawKee User's Group: http://groups.yahoo.com/group/RawKeeUsers/

Metadata: All metadata nodes (x3dMetadataDouble, x3dMetadataFloat, x3dMetadataInteger, x3dMetadataString, x3dMetadataSet) are DG only nodes, they will not appear in the DAG. To add a metadata node to any other node, connect the "metadataOut" attribute of any metadata node to the "metadataIn" attribute of any node. Metadata nodes can be added to other metadata nodes.

Sound: "x3dSound" nodes are DAG nodes, and export as an X3D/VRML97 "Sound" node. To add a media type to an x3dSound node, connect the "audioOut" attribute of either a Maya "movie" or "audio" node to the "audioIn" attribute of an "x3dSound" node.

Reference files: While RawKee will not interfere with the content authoring adding reference files to the scene, the plug-in will not recognize them. All nodes that were brought in as a reference file will be ingnored during the time of export. The one exception to this is the use of RawKee's "x3dInline" node. After creating an x3dInline node, the content author may add a reference file to the scene through the AttributeEditor. Simply push the "Browse" button next the URL File attribute text box and select the appropriate Maya file when the file chooser appears. Any file referenced in the manner should be removed using the "Remove Reference" button that appears after a file has been selected. A reference file added using an Inline node will export as an Inline node with an X3D, X3DV, or VRML97 extension.
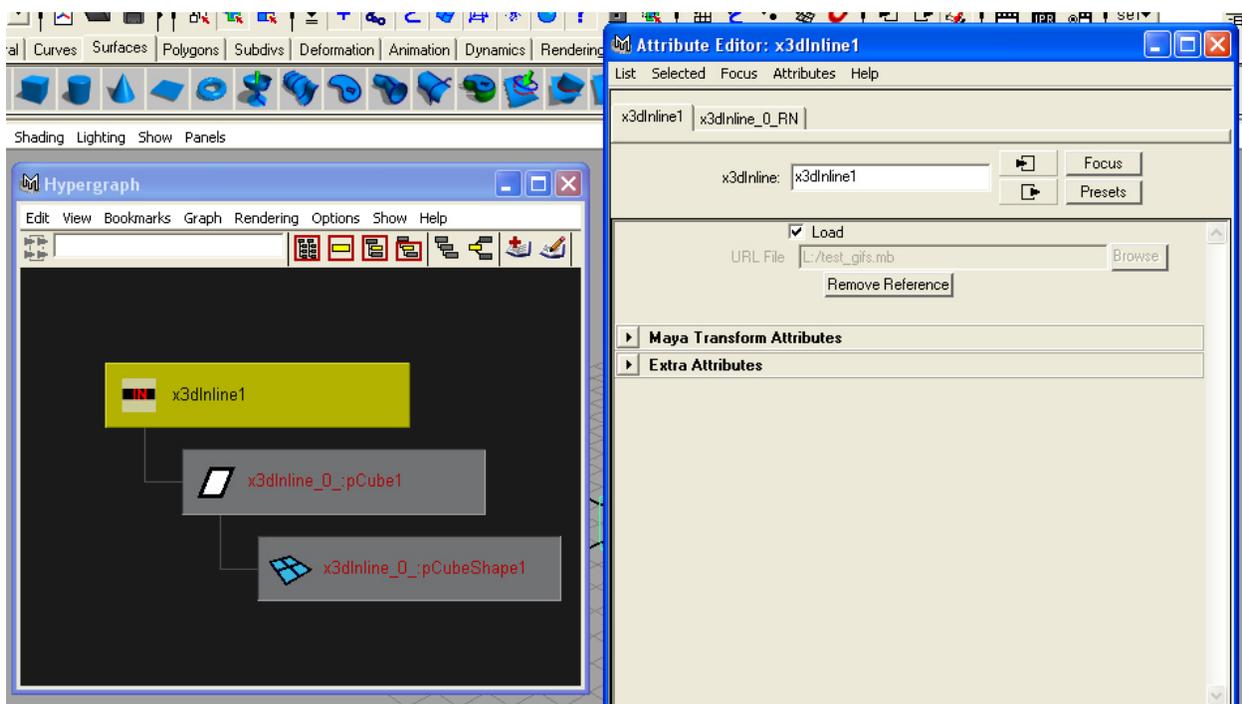
Animations: Interpolator nodes have stayed pretty much the same since RawKee 0.1.4. However, their AETemplates have been changed. The content author can no longer view the KeyValues of the interpolator through the Attribute Editor. This is because the keyValue attribute is now only calculated at the time of export.

The *PositionInterpolator* node has not changed at all.

The *OrientationInterpolator* (OI) node, has however. Its orientation attribute is now a float3 attribute instead of its previous four float combination attribute. This was done so content authors could directly connect "rotate" attributes from transform nodes to the OI's orientation attribute. The four-number SFRotation values are now calculated at time of export.

CoordinateInterpolator (CoordI) nodes only recognize attribute connections from a "mesh" node's x3dCoordsOut, x3dTexCoordsOut, and x3dCPVOut attributes. These connections should be made to the x3dCoordsIn attribute of the CoordI node.

NormalInterpolator (NI) nodes only recognize attribute connections from a "mesh" node's x3dNormalsOut attribute. This connection should be made to the NI's x3dNormalsIn attribute.

The *ScalarInterpolator* node accepts float attribute connections to its "scalar" attribute.

The *ColorInterpolator* (CI) node accepts Color attribute connections to its "color" attribute. One might connect a keyed outColor attribute of a shader node to the CI's color attribute.

Routing: Except for where the Routing Popup menu is located within the X3D Interaction Editor, routing hasn't changed much since the 0.1.4. The routing popup menu is now located in the Scenegraph TextScrollField. To access it, the content author simple selects the node in the Scenegraph tree using a left mouse click, then right-clicks to open the Routing popup menu.

Renaming of nodes must be done before routing has been setup, otherwise a Route is destroyed when one of its From or To node names has been changed. This will be fixed in future versions of RawKee. While the routing mechanism is currently controlled by a TextScrollList, in a future version of RawKee we hope to replace this control with some sort of C++ Tree control.

The advantage of doing routing this way is that the content author can have access to the entire Scenegraph as exported by RawKee.

To delete a route, just select a node in the Scenegraph list, all routes associated with that node will then appear in the Route List box. In the Route List box, select the node you wish to delete and then press the delete key.