

Textomatic

This program demonstrates *Open Inventor's* 3D text objects and can be used to create 3D extruded text objects. The main window is an *Open Inventor* Examiner Viewer Xt component. Moving the mouse with the left mouse button down will rotate the 3D text. Moving the mouse with the middle button will move the text up and down. Holding both buttons down while moving the mouse will make the text bigger and smaller. Pressing the right mouse button will bring up a popup menu; you can get more information about the viewer by choosing the **Help** entry from the **Functions** sub-menu.



The **Copy** button below the main window will copy the 3D text object to the X clipboard. You can then paste the text into the *SceneViewer* or any other *Inventor* application that supports copy and paste. The **Edit Parts** button will bring up a modified *Inventor Material Editor* Xt component. Using the material editor, you can change the material of the front, back, and sides of the 3D text separately. For example, click on the square next to the **Diff:** entry to bring up a color editor. Then click on the **Edit** button in the **Sides:** row. Now choose a color on the color wheel and notice that the front and back of the text changes, but the sides remain unchanged. You can also turn *on* or *off* the front, sides and back of the 3D text using the **On** buttons.

The gridded area in the bottom of the window is used to control how the 2-dimensional font outlines are extruded into 3D. The cyan line is the extrusion path. Try inserting a new point in the path; position the mouse close to the middle of the line, and then press and hold the left mouse button. Move the mouse with the button held down; you should see the cyan line move in a triangle shape, and the 3D text change accordingly. Use the **Backspace** or **Delete** keys to delete it. If the mouse is on top of a point, that point will be deleted. If the mouse isn't near any points, the last point in the profile will be deleted.

The area at the bottom right of the window is a standard Motif text widget. The text you type there will be converted into a 3D scene graph automatically, and appear in the main 3D view. There is a one second delay between the time you stop typing and when the 3D text is updated.

Textomatic tries to use "Times-Roman"; if that font is not available, the default "Utopia" font will be used. Expert users can bring up the *xclipboard* application, and see the Inventor file used by *textomatic* after pressing the **Copy** button. You can then edit the font name in this file and then paste that clipboard entry into the *SceneViewer*♥

Textomatic
SOURCE is
included w/
the Inventor
Toolkit!

