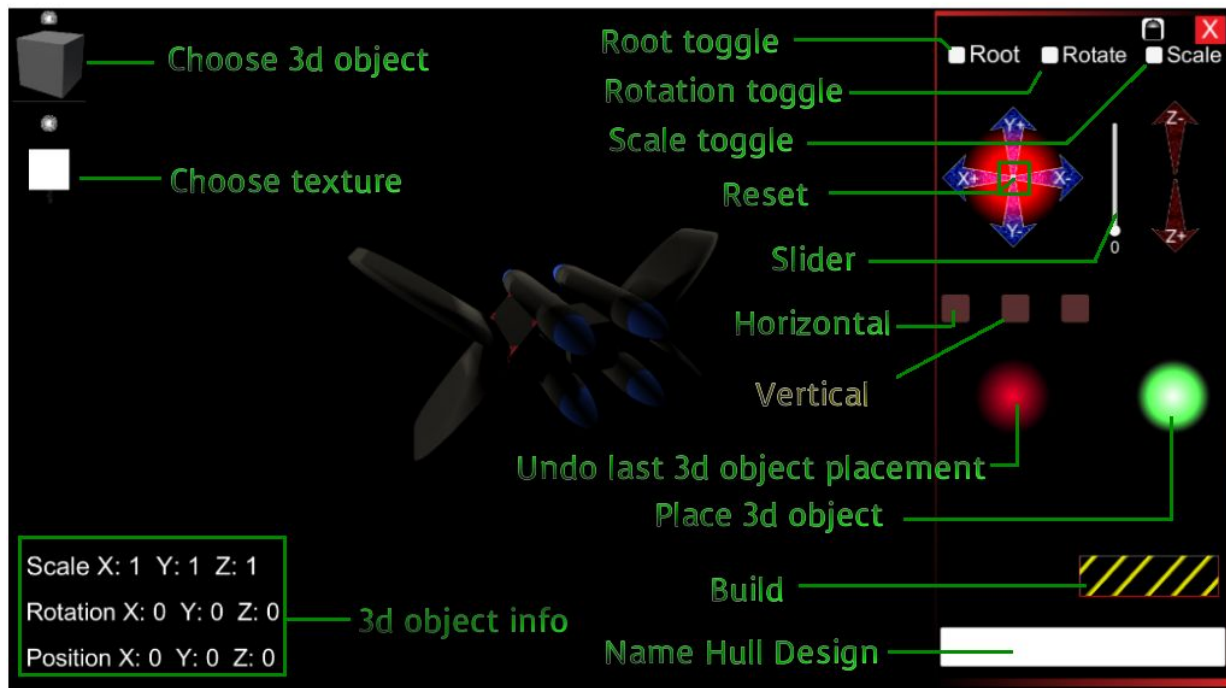


4XST Shipyard Hull Designer Quick Reference



Root toggle - On by default. Slider and axis buttons control the rotation and scale of the root object which is at X:0, Y:0, Z:0. The root object's position can not be changed. After the root object is set to your satisfaction uncheck the Root toggle. To change the root object check the Root toggle and make any changes before unchecking.

The Axis buttons (X,Y,Z) and slider change the values for the 3d object based on if the Rotate or Scale toggles are checked. If both are unchecked the Axis buttons and slider will change the 3d object's position.

Reset - Clicking the center of the image where the X and Y axis buttons are will reset the values of the 3d object's protation, scale, or position to zero; depending on if the Rotation toggle, Scale toggle, or none are checked.

Slider - The number under the slider is determined by the slider position and what toggle buttons are checked, Rotation, Scale, or none of the two. Pressing one of the axis buttons will apply a relative plus or minus value to the Rotation, Scale, or Position of the 3d object depending on what toggle is checked. For Example: If the Rotation toggle and Scale toggle are unchecked and the slider is set to 0.1 and you press the Z+ button to the right of the slider, then the 3d object's position will change relatively by +.01 on the Z axis.

Another Example: If the Rotation toggle is checked and you press the X- button to the left of the slider then the 3d object's rotation will change relative on the x axis in the negative direction and the amount changed depends on the slider value. For instance if the slider value is at 10 then the 3d object will rotate -10 degrees on the X axis.

Horizontal and Verticle - These buttons if checked will place other instances, or copies, of the 3d object symmetrically horizontally and/or vertically relative to the position of the root object and the 3d object when the Place 3d Object green button is pressed.

Undo last 3d object placement - removes the last 3d object placed, (last in first out).

Place 3d object - Creates an instance, or copy, of the 3d object at the current position with the current rotation, and scale as shown by the 3d object info on screen.

Name Hull Design - please name your hull design BEFORE pressing the Build button. Enter your text in the input field.

Build - pressing this button will create your hull design on your hard drive at the following location:
My documents (or Documents) folder /My Games/4X Space Time Shipyard/Mods/Ships/[folder with name of hull design]/

For instance, if you type "Destroyer" in the Name Hull Design input field and press the Build button the following directory will be created

My documents (or Documents) folder /My Games/4X Space Time Shipyard/Mods/Ships/Destroyer/

In the Destroyer folder will be the Destroyer.obj model with the exported textures.

After pressing the Build button your 3d model is removed and only the root object and the 3d object, which is a placeholder on the screen, is left. You can make another model or press the red X button at the top right corner to exit.

Pressing the Lock image button to the left of the red exit button will make the panel become invisible when the right mouse button is pressed. Pressing the right mouse button again will make it become visible. When the lock image is present in the lock button the panel will not become invisible when the right mouse button is pressed.

Camera Controls:

Mouse scroll wheel -- zooms in and out

Holding the mouse scroll wheel and moving the mouse will pan the camera in the direction the mouse is being moved.

Holding down the right mouse button will allow the camera to be rotated in the direction the mouse is moving.

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