

Lightwave DigiScribe

Version 1.0

User Guide

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About DigiScribe

DigiScribe is a plugin for Lightwave Modeler which connects to the Immersion Microscribe 3-D, giving animators a fast and easy way to translate irregular, organic and odd-shaped objects from the real world directly into Lightwave. At the touch of a button, 3-D polygons, surfaces, primitives, points and curves are translated into Lightwave simply by tracing the Microscribe over real objects. DigiScribe launches directly from Lightwave Modeler allowing animators to move back and forth between generating geometry with the Microscribe and using all of Lightwave's powerful and familiar modeling tools.

DigiScribe is simple to load and appears as the "DigiScribe" function under the Lightwave Modeler Additional menu. It is currently available for Lightwave 6.0, 6.5, 6.5b, 7.0, and 7.0b running on the PC under Windows 2000. A Demo version of the plugin may be run on any computer with Lightwave and a MicroScribe. To purchase a full version of the plugin, Contact Retinal Reality Animation Studios at Tel: 408.970.8015 or by email to: support@retinalreality.com or the old-fashioned way: 1900 Wyatt Dr. Suite 2, Santa Clara, CA 95054.

Installation

1. Make sure the Microscribe-3D is correctly attached to the computer and turned on.
2. Copy the *DigiScribe.p* file into the directory:
C:\LightWave\Plugins\Modeler
3. If you plan to run DigiScribe in Demo mode, then skip to step 6.
4. If you do not have a license but would like to obtain one, call Retinal Reality (408)-970-8015, or email support@retinalreality.com. Have your Microscribe-3D serial number ready. If you don't know your serial number, then go to step 6 and finish installing DigiScribe. It will run in Demo Mode and display your Microscribe-3D serial number for you.
5. If you already have a license number for DigiScribe, then create a file named *DigiScribe.key* in the *C:\Lightwave* directory for your Lightwave program. The default content directory is *C:\Lightwave*, but *DigiScribe.key* may also be placed in the *C:* directory. The license number should be placed on the first line of the *DigiScribe.key* file. It should be the only text in the file.
6. Now start *Lightwave Modeler*.

7. Under the *Modeler->Plugins* submenu, select the *add Plugins...* feature.
8. Brows to the *Lightwave\Plugins\Modeler* directory and select the *DigiScribe.p* plugin file.
9. Select the *done* option on the *Add Plugins* window.
DigiScribe is now installed and ready to use!