
Revision history

- **ver.1.4.2** (Aug 04 1998)
 - The option to automatically skip the null object used as the inverse kinematics goal has been added to the initial settings.
 - In RSD file input, the bug which caused part of the material vertex color without light source to be incorrectly read, has been fixed.
 - The maximum number of motion switches has increased to 127.
- **ver.1.4.1** (May 27 1998)
 - In RSD file output, the line feed code which was omitted after the comments in the (.GRP) file, has been included.
 - PGL Editor has been bundled with the INTEL and ALPHA versions.
 - PGL files are now officially supported.
- **ver.1.4** (May 10 1998)
 - The "ROT ORDER" supported from LIBHMD 4.2.5 is supported as "HPB (YXZ) Rotation Order".
 - The maximum number of motion switches has been increased from 20 to 40.
 - The bug which caused TIM files to be incorrectly read at RSD load has been fixed.
 - The bug which caused tiled texture generation with "Cylindrical Map" or "Spherical Map" has been fixed.
 - The line feed code in the MacOS version which was formerly CR, is now generated as CRLF.
 - The HMD file name and RSD output directory name have been added to the configuration file.
 - An initial settings file has been added.
 - An option which allows an object to be sorted and output based on the order of its hierarchical structure has been added.
 - A Point Group file (.pgl) which describes the bone number of each point has been added as an experimental function.
- **ver.1.3** (Feb 16 1998)
 - Supports function that transforms Morph Gizmo information to VNMIME.
 - Increased the number of Motion Switches from 10 to 20.
 - Made a few changes to the polygon sort method.
 - Added "Find" and "Find All" buttons that search for LWOB files + (.rsd) files during RSD loading.
 - Fixed bug that occasionally prevented TIM from being read correctly during RSD loading.
 - Modified so that a common normal is used for all vertices in flat-shaded polygons.
 - Modified in order to prevent unnecessary normal vectors from being output, even when the light source is not calculated.
 - Enabled the output of shared polygon tiling textures packets that are supported by LIB4.2.

- Fixed the bug that caused the same motion to be output when the Motion Switch was used in All Frames.
- **ver.1.2** (Jan 26 1998)
 - Five or more-sided polygons are automatically divided into triangles.
 - Supports a function that batch-outputs RSD v. 1.0 files.
 - Supports a function that outputs to HMD the RSD v. 1.0 files instead of layout objects.
 - Added a function that sorts polygons by surface name and number of polygon vertices.
 - Supports polygon driver (FOG).
 - Enabled the specification of unimplemented polygon drivers (CLP), (DIV), and (ADV). (Displayed by pressing the F1 key.)
 - Enabled scrolling of the object list by using the up-arrow and down-arrow keys, and of the surface list by using the left-arrow and right-arrow keys.
 - Fixed the bug regarding no light source calculation - flat shading - triangular polygon packet.
- **ver.1.1.2** (Dec 25 1997)
 - Changed specifications so that keyframes used by objects and bones that specify JointMIME are used to generate DIFF data. This was done because LightWave and HMD display data differently when separate keyframes are created from individual objects or bones.
 - Fixed the problem in the ver.1.1.1 update where animation with two keyframes did not get output correctly.
- **ver.1.1.1** (Dec 18 1997)
 - Set up a flag to allow transparency to be specified for untextured polygons.
 - Double-sided polygon settings reflected in output. Double-sided polygons can be used starting with LIB4.2.
- **ver.1.1** (Dec 15 1997) **** NOT FOR RELEASE ****
 - Support for Motion Switch.
 - Allow Joint MIME to be used for objects.
 - Added loading, saving of parameter settings.
 - Reduced occurrence of phase reversals when LightWave's H->P->B rotation priority is converted to Z->Y->X in keyframe motion.
- **ver.1.0.3** (Nov 24 1997)
 - Fixed problem where primitive sets with the 'INI' flag set were not being scanned first when creating shared polygons.
 - Fixed calculation error (divide by zero) that took place when normal vectors for shared polygons were calculated.
 - Fixed problem where, when both frameStart and frameEnd are set to zero in the 'Render' panel, an application error takes place during output of animation.
- **ver.1.0.2** (Nov 19 1997)

- Fixed texture-related bugs, including tiled textures.
- **ver.1.0.1** (Nov 16 1997)
 - Fixed bug that caused occasional problems during memory allocation.
 - Fixed problems resulting from when a bone or NULL object name contains a space character.
 - Fixed problem that took place with the LABP file pre-processor when an object name contained an operator (+,-,*,/).
 - Fixed error in how TPAGE in TSB of textured polygons was specified.
 - Added support for a "Not Output Image Data" option so that TIM files are not output as HMD.

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