

Kohoan Quick Start

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1 Modeling

Kohoan does not have 3D modeling function, viewing and animation only. So it is necessary for preparing a model file yourself.

1.1 Blender3D converter

It is difficult to write kohoan format modeling data from the beginning. So kohoan has 3D convertor from Blender 3D. 'kohoan_export.py' file copy BLENDER directory.

You can get Blender 3D software from '<http://www.blender3d.org>'

Blender3D operation step following

1. start Blender3D
2. Create model
3. convert to kohoan model data
 - select [File]– >[export]– >[kohoan]
 - input file name for kohoan
 - put [save] button

kohoan converter create many files. Main file is a model file , have extension (.mdl) And some object files , has extension (.obj) Object files created under the *_obj directory.

The converter cannot convert full Object in Blender 3D, Lamp, Camera, Mesh(face) and Material object data Only. the function is not enough yet.

1.2 Kohoan model file format

kohoan model file format is ascii original format.

- define part
 - camera setting
 - switch setting
 - lmodel setting
 - background setting
 - light setting
 - material setting
 - texture setting
 - object setting
- class part
 - modeling hierarchy setting
- scene part
 - scene setting

For detail, see sample model data.

2 Start kheditor

When you get kohoan modeling data, You can see the 3D data kohoan application.

It is important for starting khrend before kheditor running.

2.1 Run and quit

kheditor starts, following command input to prompt.

```
%/usr/local/kohoan/bin/kheditor
```

'/usr/local/kohoan' installed directory in your system. kheditor display main window (Fig 1).

Figure 1: kheditor main window



when quit for kheditor,

```
select [File]->[quit] menu.
```

kheditor show balloon window for your help as default. if you want to hidden balloon window,

```
slect [help]->[hide balloon help]
```

2.2 Read model file

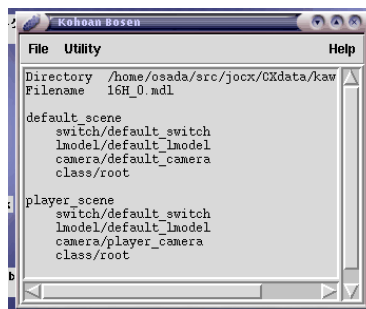
for read model file.

select [File]->[read] menu.

Appear file selection dialog. select your model file. Reading time is long if your model file large.

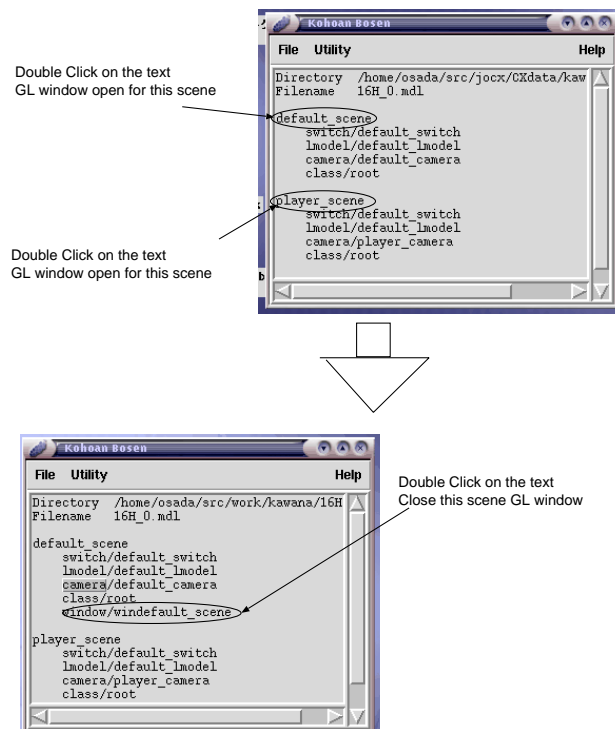
kheditor main window show scene data in model file readed. (Fig 2)

Figure 2: after model file readed



Model drawing GL window does not open yet. GL window attached each scene data. So Double-Click scene name text, you want.(Fig 3)

Figure 3: open GL window



If you cannot appear GL window, kohoan model data (.mdl) or object data (.obj) are illegal format or corrupted data. you need , check khrend verbose message and edit model file.

The main window add list window name and GL window appeared when model file success reading. For GL window close, Double-Click window name text in main window.

2.3 Camera window

For camera moving, Double-Click camera name text in main window.(Fig 4) Then camera window open.(Fig 5)
Camera window contains 3 tab note.

1. Navigation
change camera direction , push the button for 'Dir' part.
change camera position , push the button for 'Tran' part.
if pushing the button is continued, it continues moving.
2. Geometry
change camera geometry data.
3. Parameter
change camera parameter.

When close the camera window, push the 'OK' or 'Cancel' button.

Figure 4: open camera window

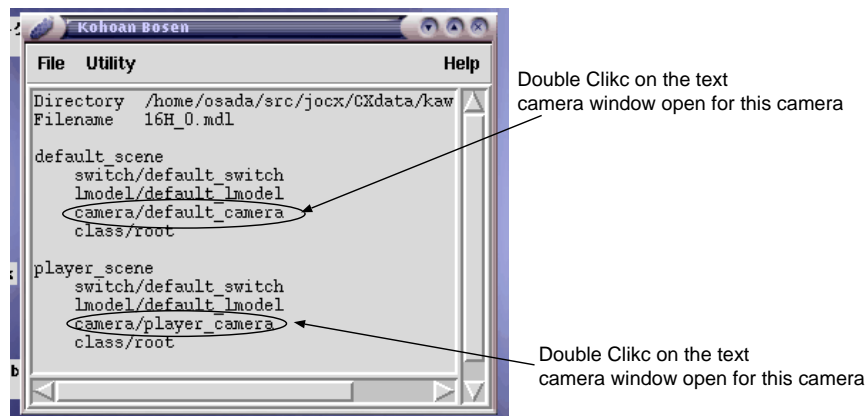


Figure 5: camera window

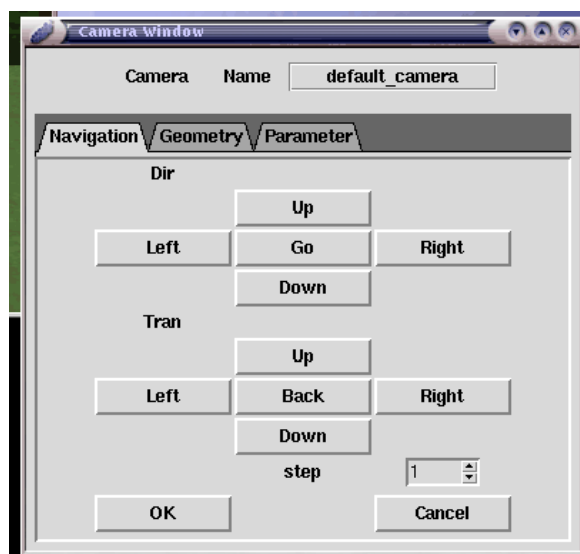


Figure 6: screen shot



2.4 Class window

For object moving, Double-Click class name text in main window.(Fig 7) Then Class window open.(Fig 8) Class window contains 4 tab note. When close the class window, push the 'close' button in menu bar.

1. Hierarchy
show class hierarchy
if click the arrow icon, show lower class hierarchy .
double click the class name, open the class object window.
2. Light
show defined light list .
double click the light name, open the light window.
3. Material
show defined material list.
double click the material name, open the material window.
4. Object
show defined object list.
double click the object name, open the object window.

Figure 7: open class window

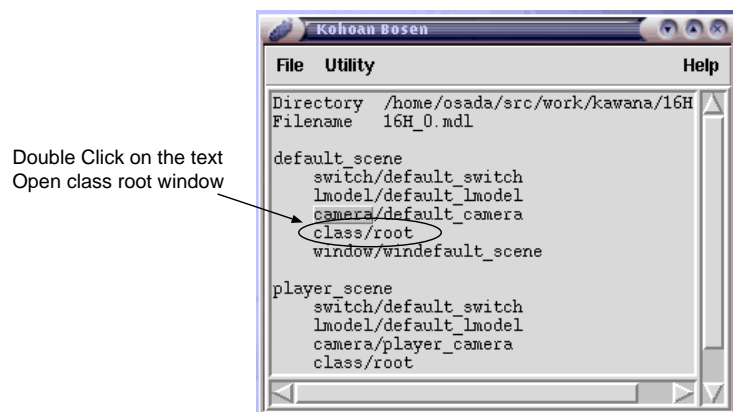


Figure 8: class window

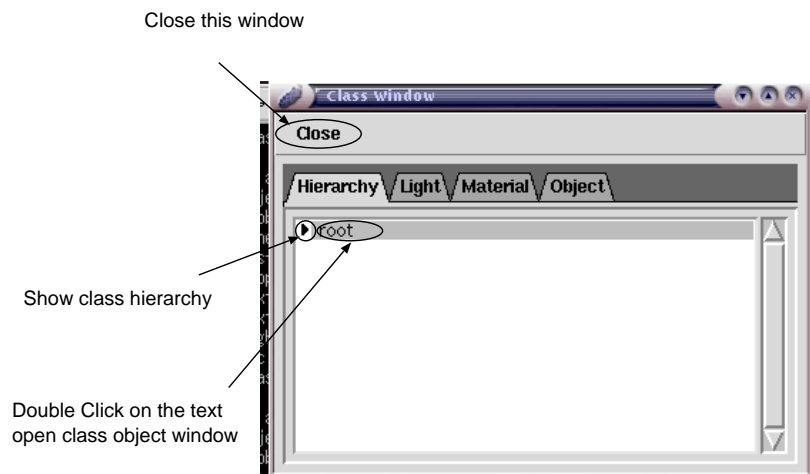
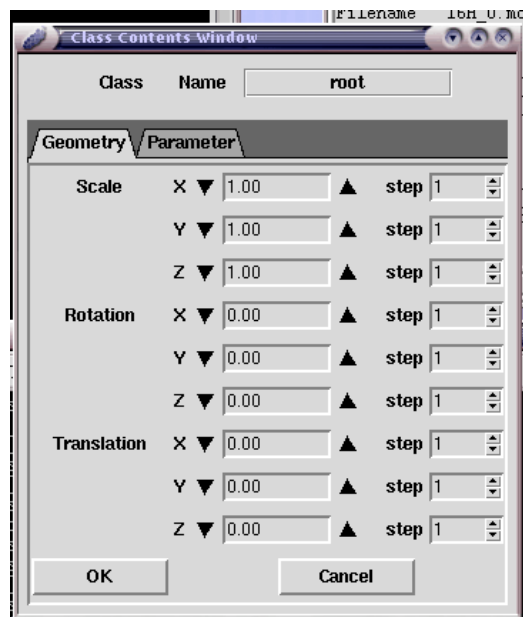


Figure 9: class object window



Change the geometry data in the object window, the class object move in the GL window. When close the class object window, push the 'OK' or 'Cancel' button.