



Lightwave 3D 5.x and Morphos

Written by D.Vanderveken for Another "Amiga" World
Document Revision 0.5

REQUIREMENTS

Morphos / ModePro / Lightwave 5.x

NOTES

After spending a lot of times on internet trying to found a solution to make
Lightwave 5.x run with Morphos.

I quickly understand that Morphos Users have some tips
but, apparently, no one have a Stable solution.

Here is the result of my investigations:

Softwares used to write this tutorial

Pagestream 4 / Snapit V1.3 / Ghostscript 8.70
Lightwave 5.x

Greetings to:

Vingtroiseize



LightWave 3D

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STEP 1 : ModePro Installation

Download on Aminet ModePro

<http://aminet.net/package/util/cdity/ModePro>

& Install it.

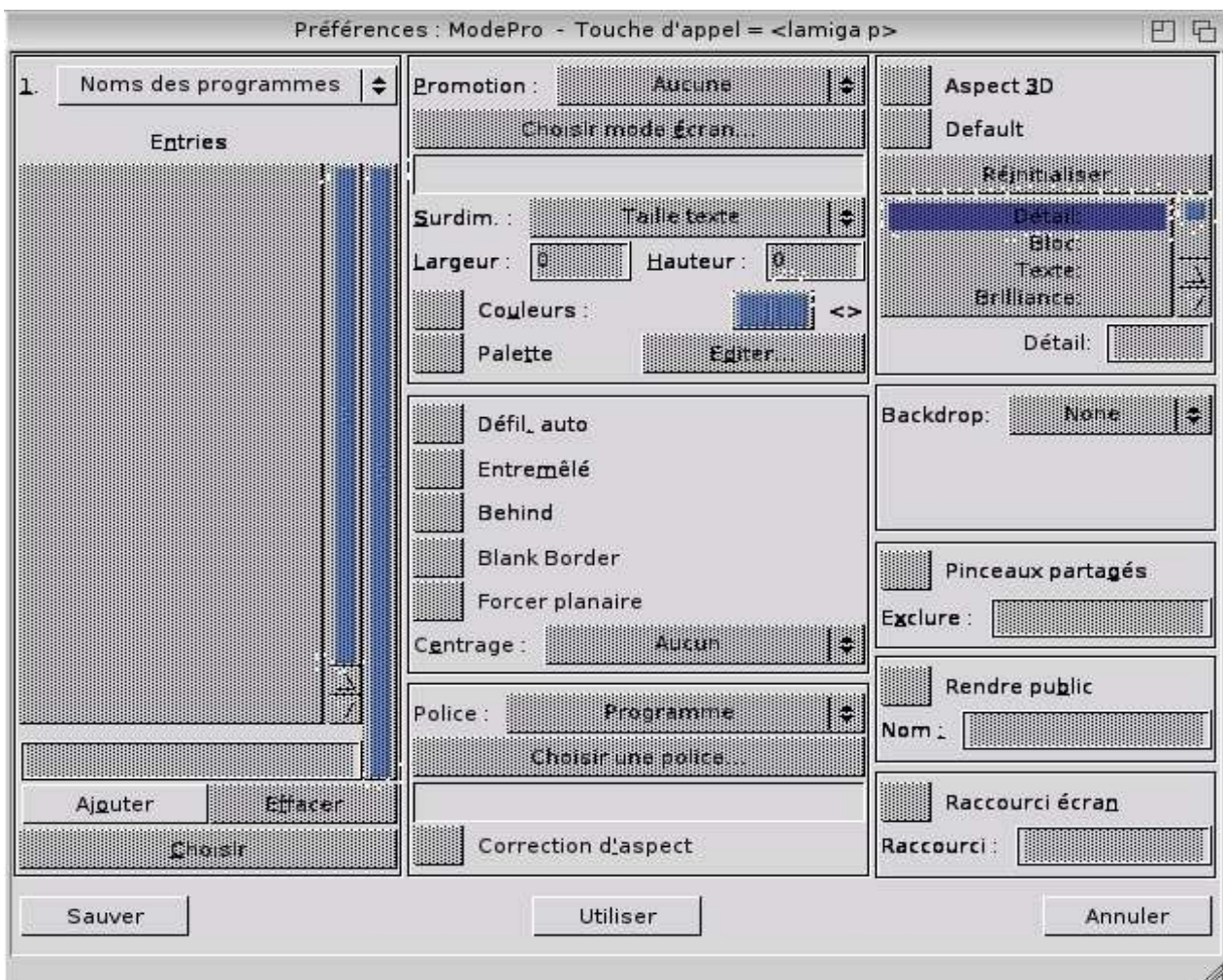
Sometimes Modepro Installer wont work on Morphos.
Not a real problem for Morphos.

Copy ModePro to SYS:Wbstartup/

Copy ModeProPrefs to SYS:Prefs/

To Start ModePro, Double-Click on ModePro Icons located in you SYS:WBStartup
To bring up ModeProPrefs, Double-Click again or Press Action-P

If you see this Window popping up it's a very good Start !



Close ModeProPrefs window for Now.

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STEP 2 : Lightwave Installation

The Simplest Way to explain how Lightwave Must be installed is to make a Directory Tree representation of mine.

RED Means, Must be present.

Let's Begin : (assuming you are installing Lightwave on device DH2:)

```
DH2:Toaster/  
  3D/  
    ( Where Scenes & Object is )  
  Arexx_examples/  
    (Arexx Scripts Example)  
  Lightwave_support/  
    LW-config  
    Lwe_list  
    lw_err.enu  
    MOD-config  
    ModelerMacrolist  
    mod_err.enu  
    Plugins  
  Plug-Ins/  
    Layout/  
    Lightwave/  
      CyberGfxRenderer.p  
    Modeler/  
  ToasterFonts/  
  Utilities/  
    changemode  
    changemode.doc  
    changemode.info  
    CyberGFXRendererPrefs  
    CyberGFXRendererPrefs.info  
    Viewer  
    Viewer.doc  
    Viewer.info  
  
  LightWave  
  LightWave.info  
  Lwsn.fp  
  Modeler.fp  
  Modeler.fp.info
```

In your **S:User-Startup** Add this lines :

```
;BEGIN LightWave  
Assign Toaster: DH2:Toaster  
Assign 3D:      Toaster:3D  
;END LightWave
```

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STEP 3 : ModePro Setup Part 1

To Make Your life Simpler, i had Make an exportation of My ModePro Configs for you.
You can download it there www.amigas.be/xxx

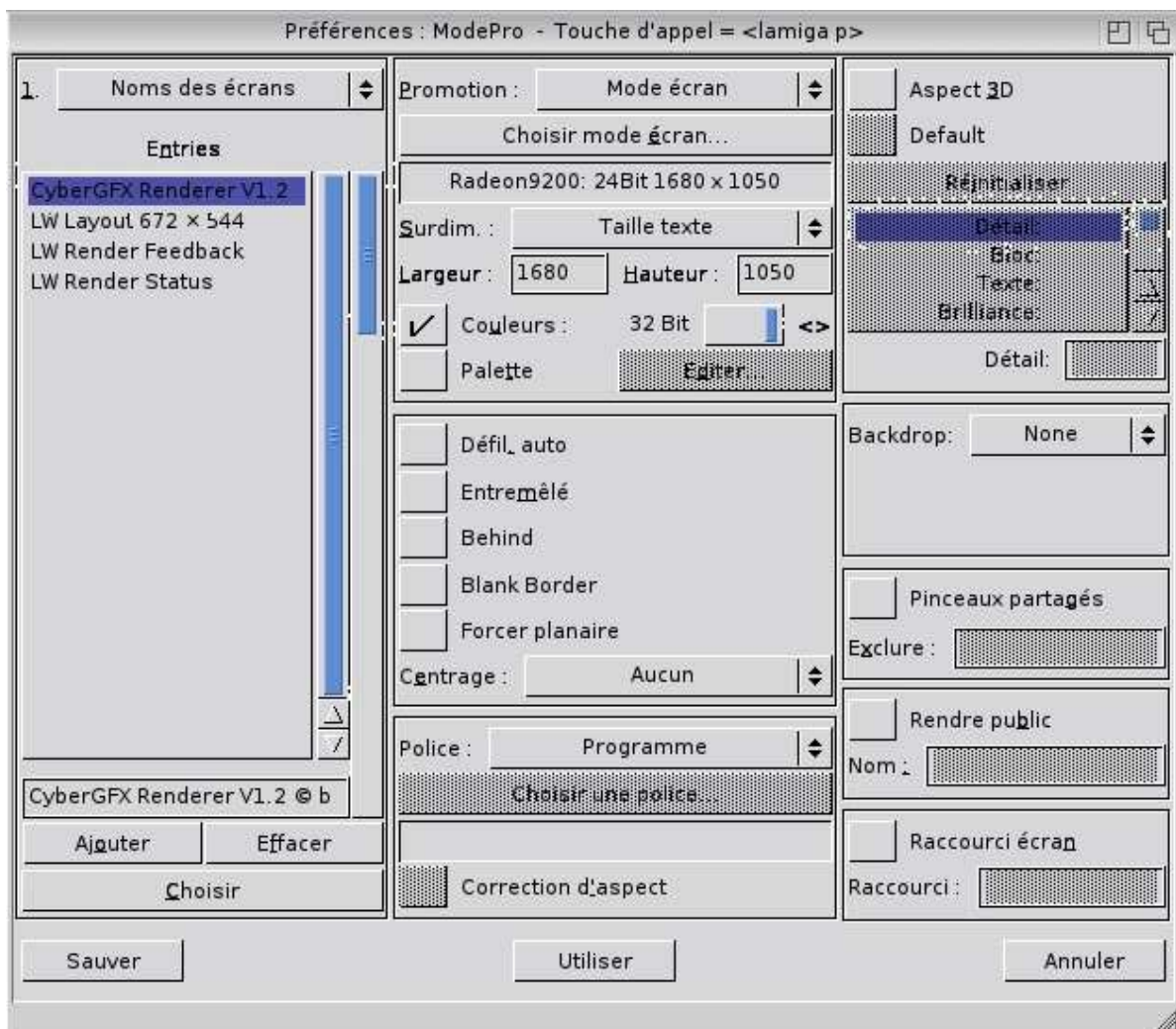
After Download Finished Popup ModeProPrefs window by Pressing ACTION-P
Highlight Windows by Clicking on it if it's not already done and select in Title-MENU

Menu -> Project -> Import

Files requester comes on, Open the config File freshly downloaded..

In ModeproPrefs Main Interface Cycle Gadget 1 until Screens Name. appear

If you see This. Lightwaves Rendering is not very Far !
If you are Using a MacMini under Morphos. is Done for You



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STEP 4 : ModePro Setup Part 2

For Other systems under Morphos, MacBookPro, PowerMac,

Change the screen mode of each entry accordingly to your GFX Card.
When done, Press Save & close ModeProPrefs Window (Modepro will stay resident)

Important :

**DO NOT TOUCH ANY OTHER PARAMETERS UNTIL YOU KNOW WHAT YOU ARE DOING
ALWAYS SELECT A 8BIT MODE FOR LW LAYOUT 672 x 544**

Dont worry about the 672x544 resolution.

To be short, Don't waste your time (like me) in Lightwave Layout Option Panel by changing this resolution to 1024x768 8bit. it's Totally Useless !!!

STEP 5 : Setup CyberGFXRendererePrefs

Start CyberGFXRendererePrefs



Click on Select Button then choose the Highest Resolution you can
(for me it's 1920x1200x32)

Forgot to check "Scale picture to feet screen" except if you plan to
render 320x240 pictures

**Press Save.
Close Window**

For people like me who is searching "not so interresting details",
Configs File of CyberGFXRenderere is located in S: directory and Named CGFXRender.prefs

Next Step, changemode utility

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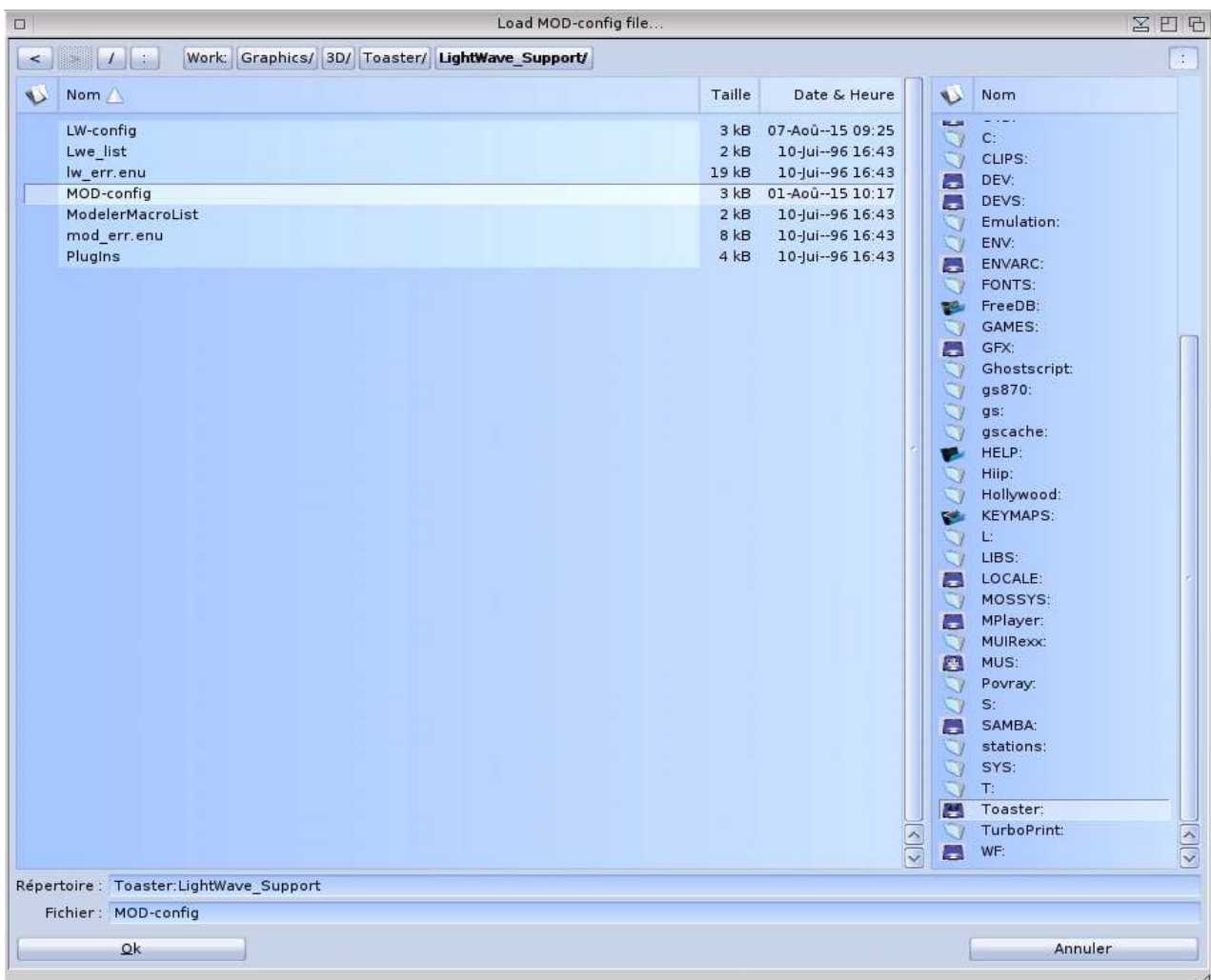
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STEP 6 : ChangeMode Utility Part 1

This utility change 1 Line in **MOD-config File** for Re-affecting the resolution of Modeler Program.

It's only usefull if you want to start Modeler in a Stand-alone Mode.
If you are calling Modeler from the Layout then Modeler will follow automatically the resolution of The Layout as described in ModeProPrefs Config.

changemode will ask you the path of MOD-config file
Point **Toaster:Lightwave_Support/MOD-config**



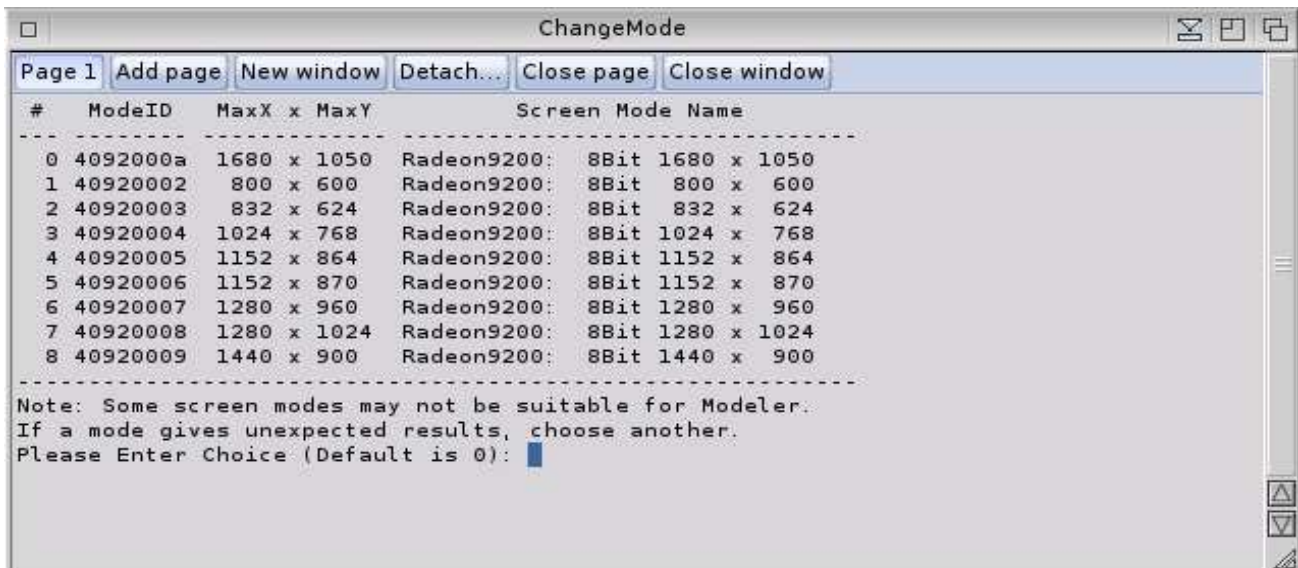
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STEP 6 : ChangeMode Utility Part 2

after the path selection of MOD-Config a window pop's up

Select the Highest mode by selecting the corresponding Number.
Default choice by pressing "enter" is always the best



As you can see, The propositions given by "Changemode" is only in 8bits.
to prevent Glitches in "Promoted" Modeler screen.
(Like we are doing in ModeProprefs for Layout)

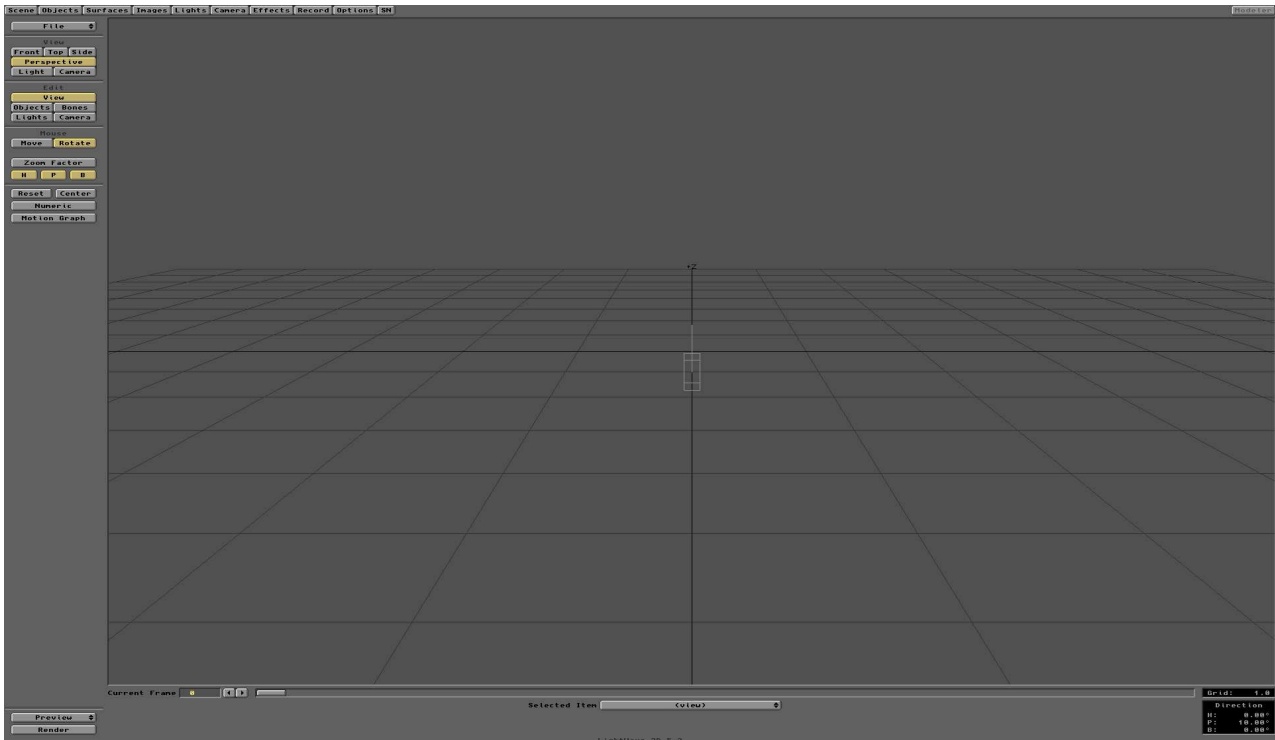
Next Step : Lightwave !

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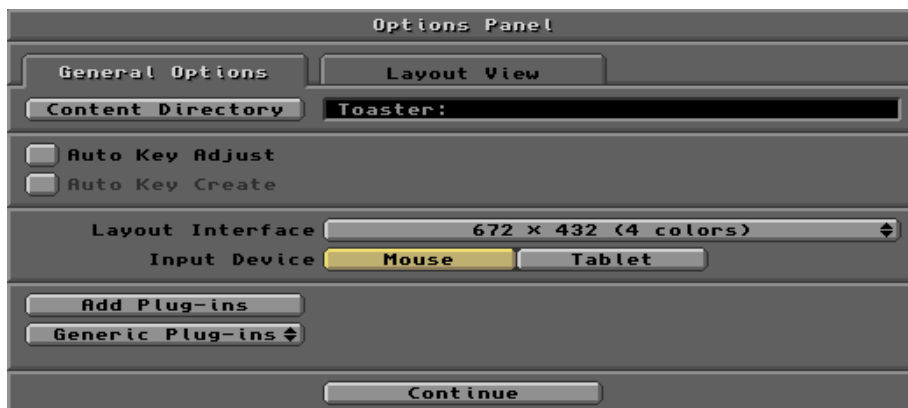
STEP 7 : Adding CyberGFXRenderer Plugin To Lightwave

Start Lightwave ! and if everything is OK you will see this type of screen



If not, Go back to Step 1 to Step 6

Select **OPTIONS** in Lightwave Interface



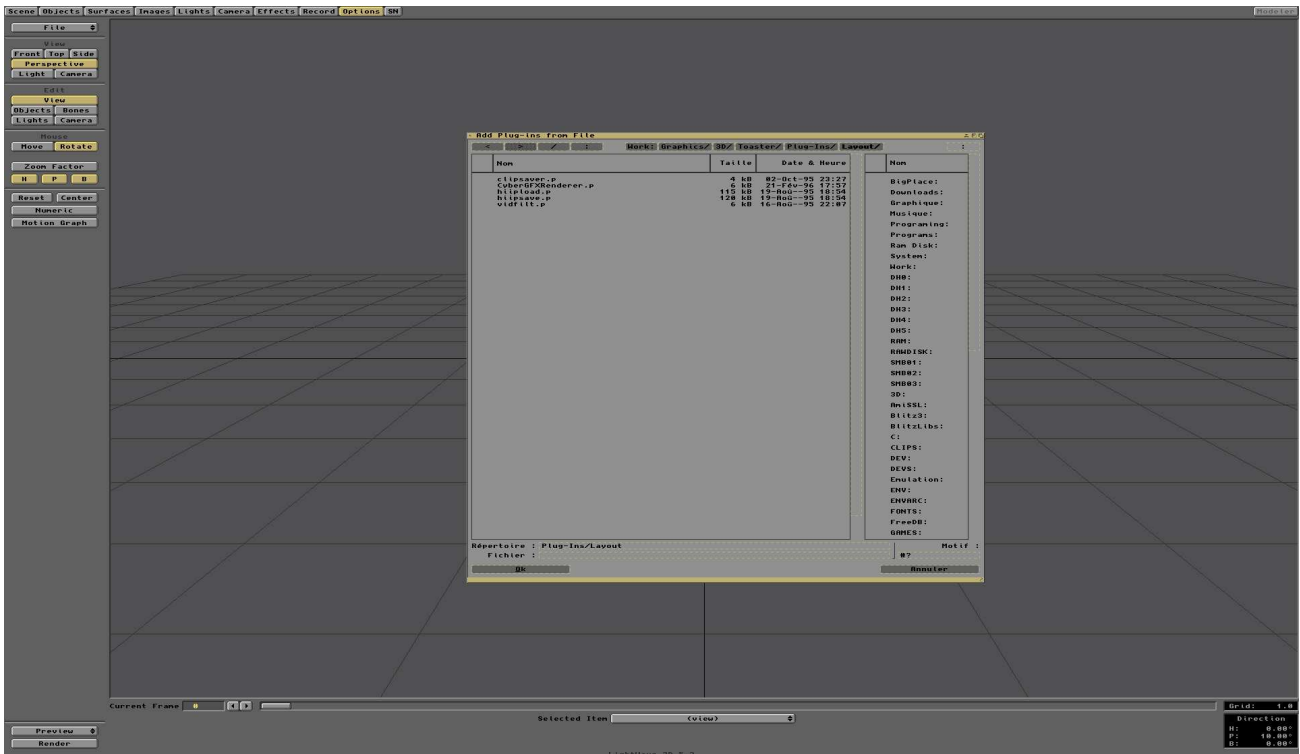
Click on Add Plug-ins

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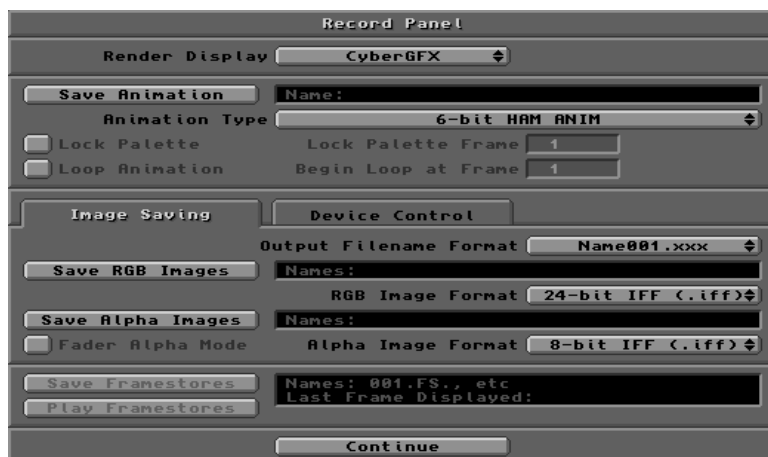
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STEP 7 : Adding CyberGFXRenderer Plugin To Lightwave

Select CyberGFXRender.p located in Directory
Toaster:Plugins/Layout/ CyberGFXRender.p
Click OK when done.



Click **RECORD** Button on the main screen



For "Render display" choose **CyberGFX**

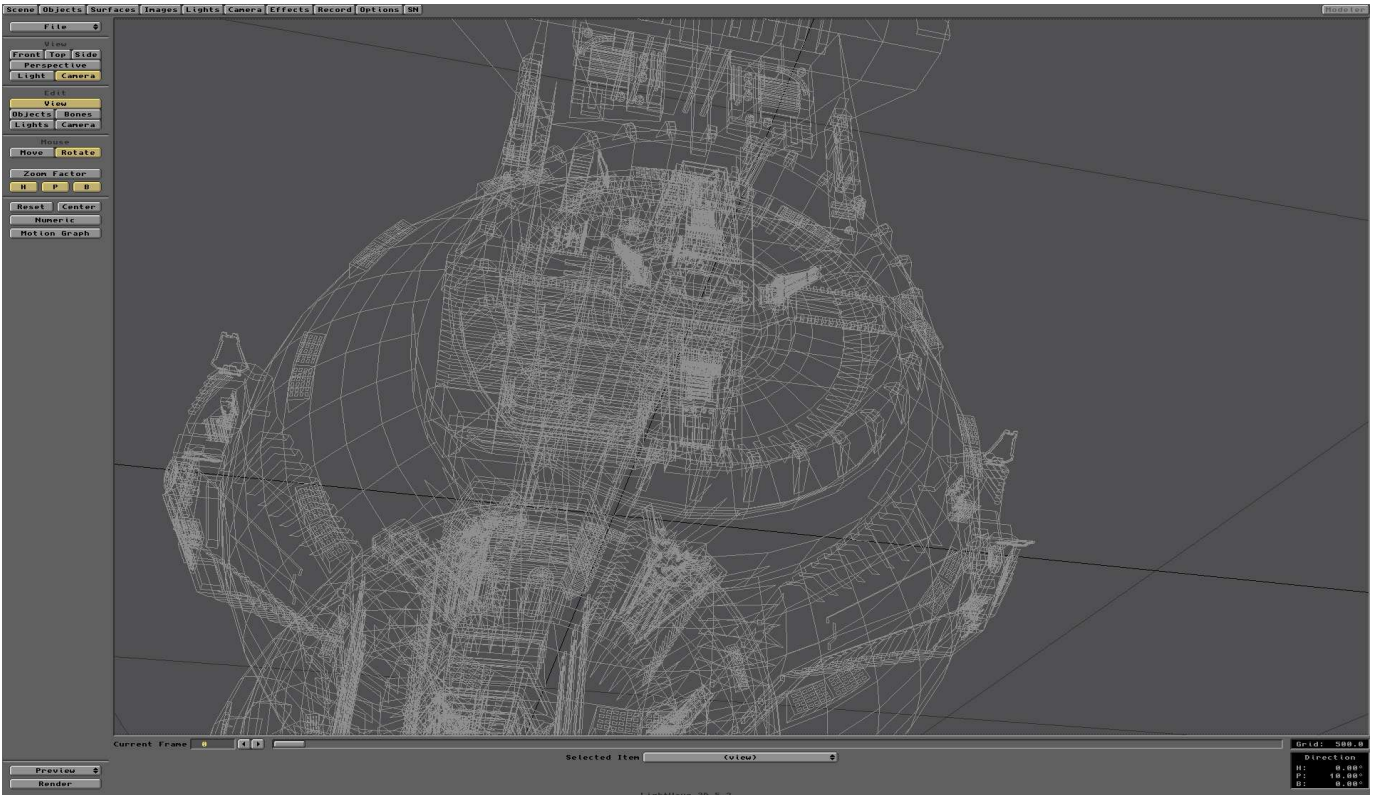
if you get an error there just repeat step 5. Generally CyberGFXRendererPrefs didn't Save settings verify in **S:** directory if you have a file named CGFXRender.prefs

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STEP 8 : Ready To Render !

Load one of your best Scene (Here Babylon5)



Click **camera** button and select a decent "**Custom**" Rendering resolution and why not, Set Antialiasing to HIGH !.

Before you Start your first render you have to know I think.

The screen will become Black for a while. **IT'S NORMAL !**

That's the only limitation of my Method. Be patient
your render will come very soon

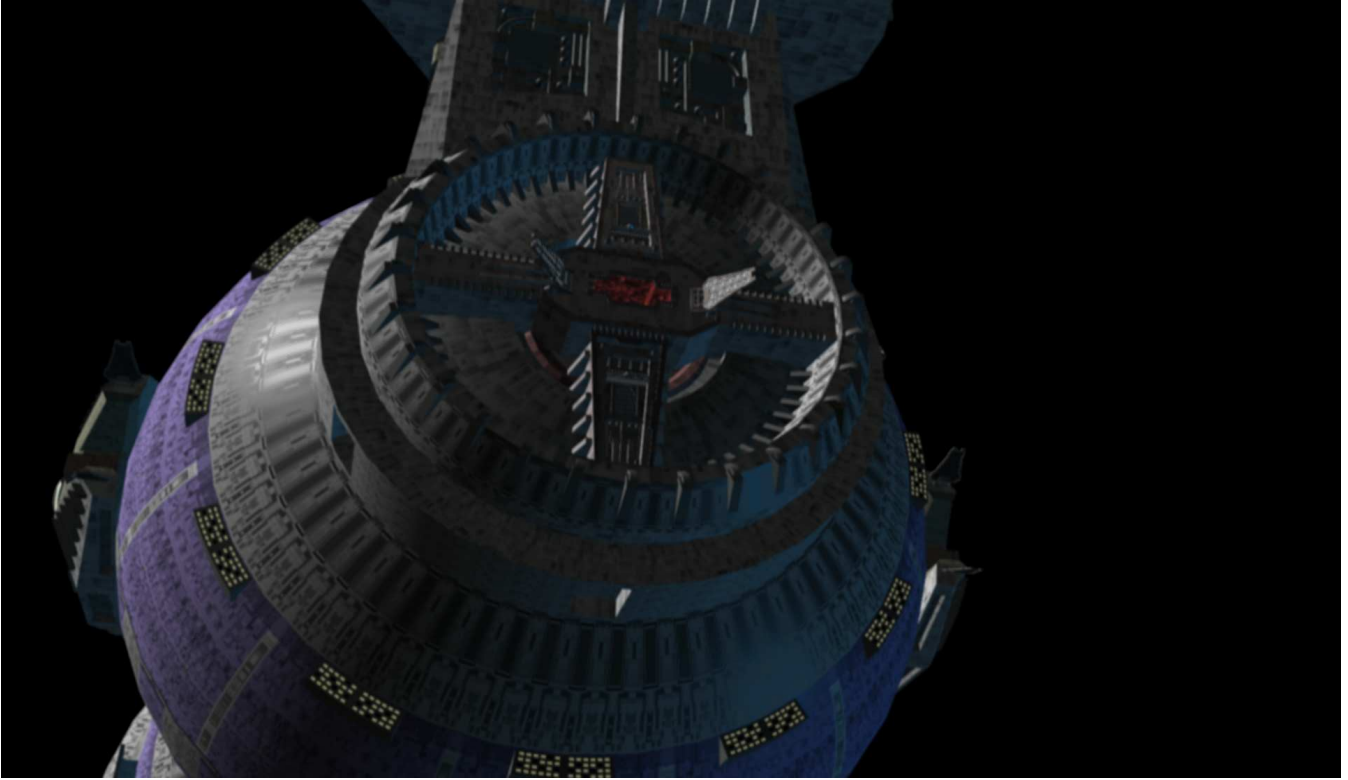
I don't want to be too complex here but Newtek write a Proggy really dedicated for the Classic Amiga during the Render Status part which is using AMIGA Screens i will develop this part later if i'm not too lazy.

Next Step : Renderiiiiiiiiing !

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Renders



Why are you still reading this Tuto ?
PRESS F9 for preview



