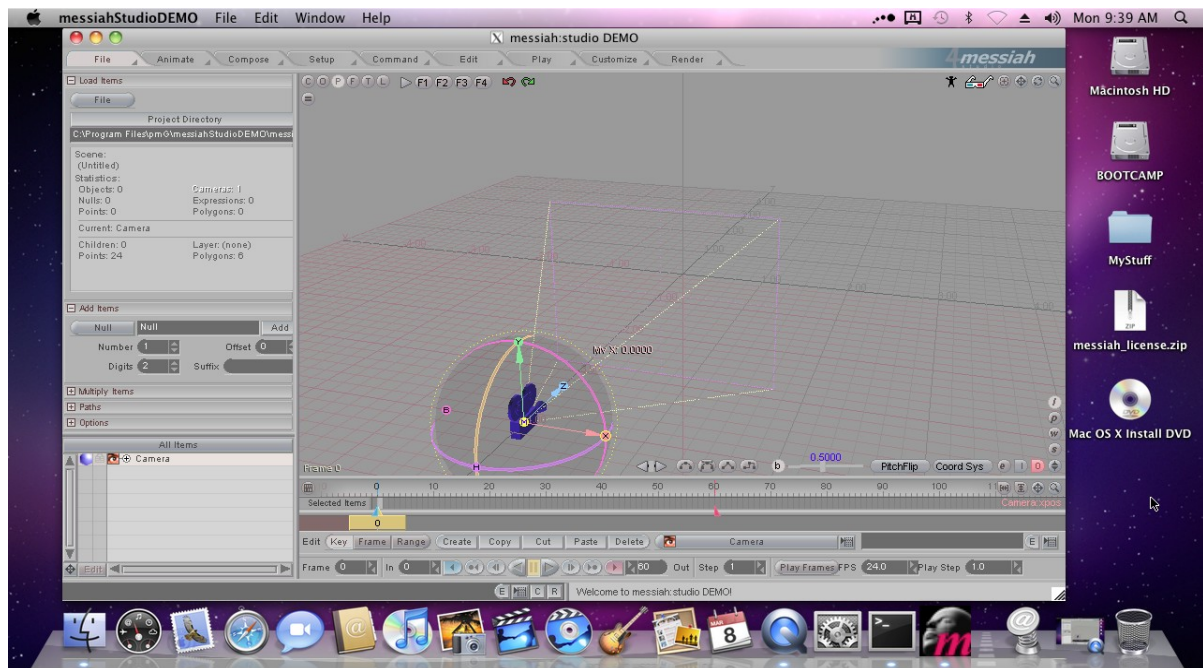




This new version **Messiah v4.5** is a maintenance update that also contains several new features and modifications. The list below will fill you in on what's new.

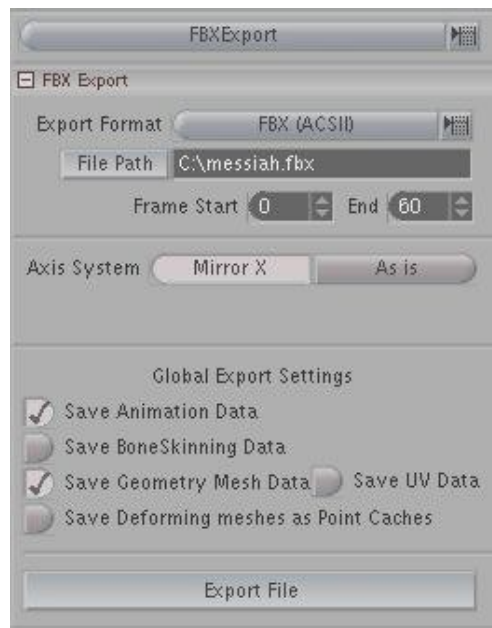
**Messiah v4.5** ushers in a new era as **Messiah v4.5** now is available for Mac OS X 10.4 and above (via Crossover)



## Features & Modifications

“Autodesk® FBX® technology is one of the most widely used and supported platform-independent 3D data interchange solutions around. Universal 3D asset exchange via Autodesk FBX helps to remove data compatibility barriers and gives you the freedom to build an efficient pipeline for your projects. Enjoy robust, accurate data translation as you acquire and exchange 3D assets and media from a variety of sources quickly and easily” Autodesk®

Now you can export your scenes to the popular **FBX / Collada** export formats! (based on FBX SDK version 2010). Tested for compatibility with Maya and Unity 3d engine amongst others. Saves objects with keyframe animation, animation as a point cache, or bone weighted animation, and UV textures. The exporter can be found under Customize->FBXExport and contains options to include UV data, set the axis system, saving bone skinned animation data, general motion data and point cached motion data. Note *Autodesk has not implemented full animation possibilities in the Collada SDK ( version 2010) . However mesh and textures are supported in this release at this time.*



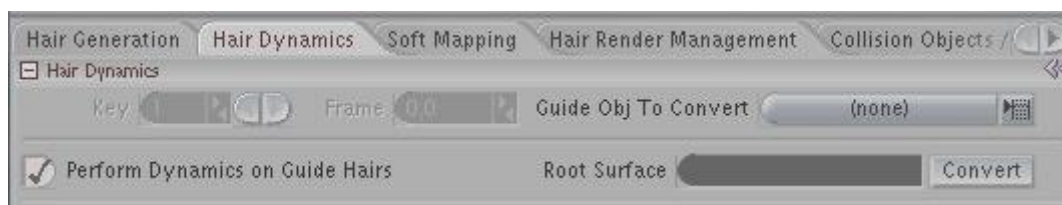
New **Silhouette Mode**; Draws the background of the world view white and all objects black making it easier to view the silhouette of your character as you're animating. It has an armature button next to the stereo button, and has a command that can be mapped to a key shortcut "SilhouetteMode": Short video preview available <http://setuptab.com/index.php?action=store:sa=view:id=32>



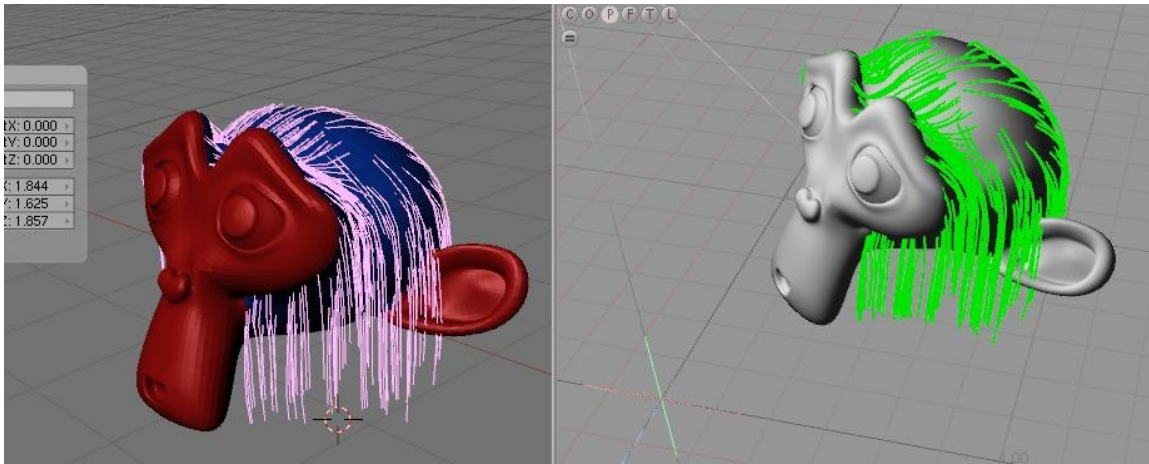
**Autorig V3** a really flexible, fast, editable autorigger. Many additions to the expression engine were created to enhance the capabilities of Autorigger V3., such as better twist bones, finger controls, foot roll automation and others



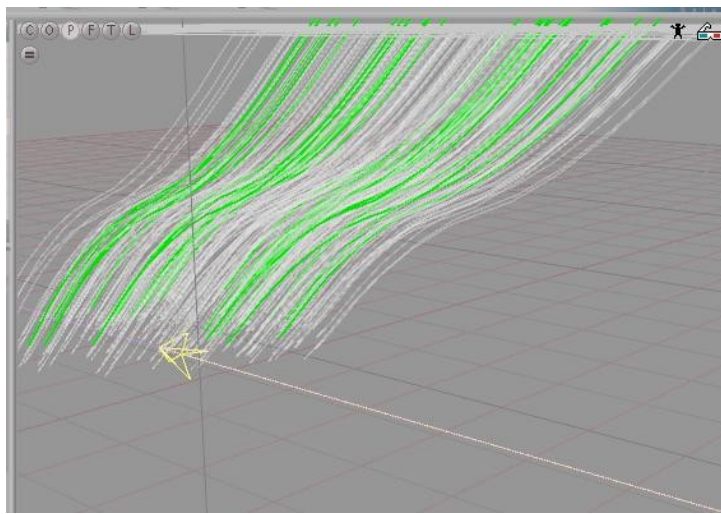
**Hair module:** Improvements all around in areas such as 'hair blending to guides' and 'Collision radius', how hair guides collide with objects. Newly added '**Guide obj To convert**' enables certain guides from other programs to be converted to Messiah hair guides.



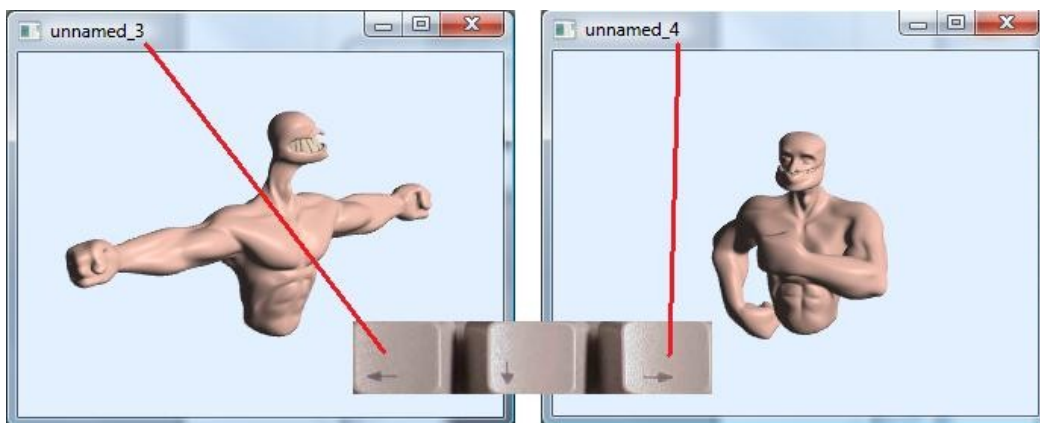
An example of guides from Blender's monkey converted and transferred into Messiah



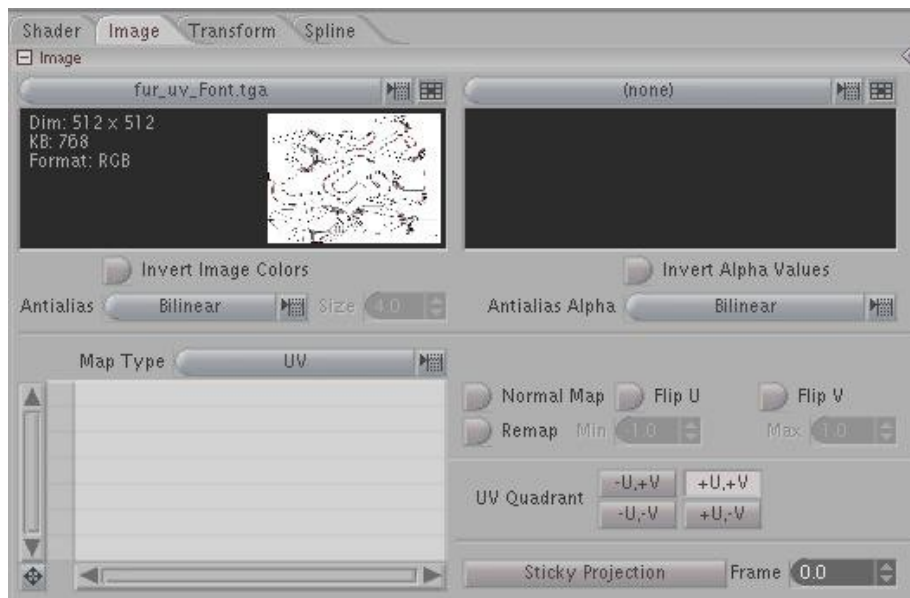
**Forces:** Wind, Gravity forces work with hair guides and are modulated by 'Air drag'



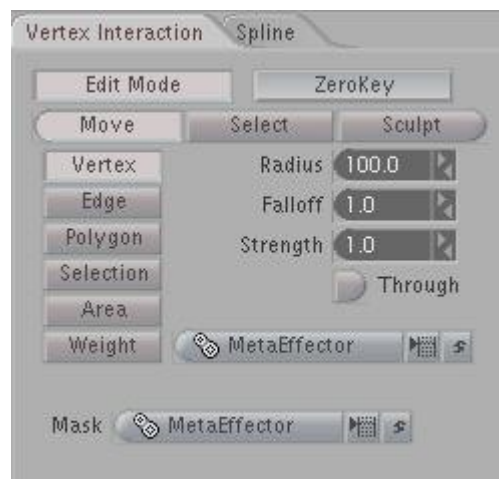
**Render window** enhancement allows access to 10 previous renders held in the render buffer. Access is via right/left arrow keys, which is used to step through the renders.



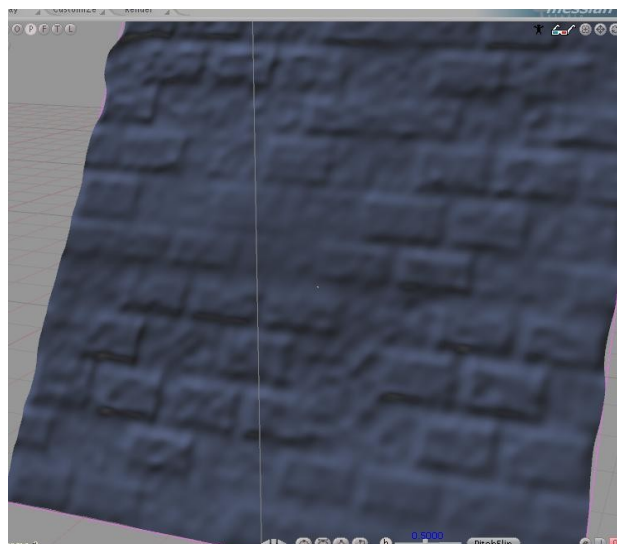
Enhancement to UV's in the render **Texture Node**. Added -U,+V +U,+V -U,-V +U,-V



**Point Animation:** One of the many jewels of Messiah has been further improved, areas of your geometry can be protected while editing using the new 'Mask' mode. Also its possible to use the Point Animation brush to paint detail on your geometry. Lastly now Point Animation works in all 3d modes.



**Point Animation brush for painting some detail**



**Viewport navigation** - Changed viewport navigation around so that you dolly by default instead of zooming. Dollying is also scaled so that it does not 'slow down' visually as you dolly further out, and thus also does not 'speed up' as you dolly further in.

**Controls Keep focus:** Workflow enhancement that keeps the edit controls active and the text typed highlighted after you type in a value, so you can type several trial values without having to re-select it. Available by right click on the Customize tab and select 'Controls Keep focus' from menu options

## Fixes

### Referencing

Fixed referencing activate on saving a particular scene arrangement that was appended

### Textures

Fixed rotation direction of texture maps in view port (it was opposite the OGL display one)

### Flex Motion

Fixed flipping action under certain circumstances

### Softbodies

Improved Collision radius for soft bodies

### Modo .LXO

Fixes in reading some problematic .lxo files

### Key Frame Display

Mini-dopesheet frame count was off by one count, this is now corrected

## New Expressions

New expressions! - Several fun new expressions have been added. Some are for scripting purposes, and others are for straight use in basic rigging and animation. You can download some demo files of the new animation expressions by clicking here: [http://www.eggswyzed.com/messiah\\_docs/sample\\_files/v4-5\\_samplefiles.rar](http://www.eggswyzed.com/messiah_docs/sample_files/v4-5_samplefiles.rar) Additional info below.

int HandleFinder(string)  
DESCRIPTION: Find a handle

-----  
int RemoveParentRotation(object, double)  
DESCRIPTION: Remove the orientation influence of the parent (effectively breaking the hierarchy), First argument is the object to affect, second argument is the percentage of regular orientation to retain. Note that the object should be oriented to 0,0,0 in order to completely avoid flip (eg use on a pivot object)

-----  
int Droop(object, double)  
DESCRIPTION: Droop: object = object to affect. Percent = how much to droop the item

-----  
object FindMirrorObj(object)  
DESCRIPTION: FindMirrorObj: object to find the mirror of

-----  
int VarFinder(string)  
DESCRIPTION: VarFinder: Get the ID of the variable by name

-----  
int VarStatusGet(int)  
DESCRIPTION: VarStatusGet: Returns 0 for enabled, and 4 for disabled (also gets any other status)

-----  
int VarStatusSet(int, int)  
DESCRIPTION: VarStatusSet: Sets variable status. 0 for enabled, and 4 for disabled (also sets any other status)

-----  
double EyeDart(int, double, double, double)

DESCRIPTION: EyeDart: Generate random value to add to a channel between the numbers /nSeed: Seed value /nFrequency: Low number is high frequency

-----  
int SetChanName(object, int, string)

DESCRIPTION: SetChanName: Set the name of a channel

-----  
int SetChanStatic(object, int, int)

DESCRIPTION: SetChanStatic: Change whether a channel is static or dynamic, 0 = static, 1 = dynamic

-----  
int ObjUnLock(object)

DESCRIPTION: ObjUnLock: Unlock object

-----  
int AddMotionPercentage(object, object, int, double)

DESCRIPTION: AddMotionPercentage: Adds the delta motion of one object onto another object/n0=Position, 1=Rotation, 2=Scale, 3=Pivot, 4 = All

-----  
int AddMotionPercentageBranch(object, object, int, int, double, double)

DESCRIPTION: AddMotionPercentageBranch: Adds the delta motion of one object onto another object/n0=Position, 1=Rotation, 2=Scale, 3=Pivot, 4 = All/nWholebranch 1 = Yes 0 = Only children (no grand children)

-----  
int ObjectToVertice(object, object, int, int)

DESCRIPTION: ObjectToVertice: Move and align an object to a vertice

-----  
int ObjectToVerticeBranch(object, object, int, int)

DESCRIPTION: ObjectToVerticeBranch: Distribute objects with a common parent along around another objects vertices.

-----  
int TargetUpVector(object, object, object, int)

DESCRIPTION: TargetUpVector: Targets an item and uses the third object as the up vector (thus controlling flipping) int is direction (up or down vector)

-----  
int GetItemEditMode(int)

DESCRIPTION: GetItemEditMode: Returns 0 = Current item 1 = Decendants 2 = Hierarchy 3 = Primary Grp 4 = AllAssociated Groups 5 = Selected Items 6 = All Items 7 = Use item list

-----  
int KeyMove(object, int, double)

DESCRIPTION: KeyMove: Moves the key with the keyID to the set frame

-----  
int KeyGroup(string, double)

DESCRIPTION: KeyGroup: Creates a key for the whole group on a given frame.

-----  
object GetGroupMemberFirst(string)

DESCRIPTION: GetGroupMemberFirst: Gets the first object in a given group

-----  
object GetGroupMemberNext(string, object)

DESCRIPTION: GetGroupMemberNext: Gets the next object in a given group, given the previous object

-----  
object GetGroupMemberPrevious(string, object)

DESCRIPTION: GetGroupMemberPrevious: Gets the previous object in a given group, given the next object

**SDK:**

Several new API functions have been added. Most notably in `messiah_motion.h` and `messiah_variable.h` until a new SDK can be compiled, please use the include `.h` files to browse for what you need.