

info

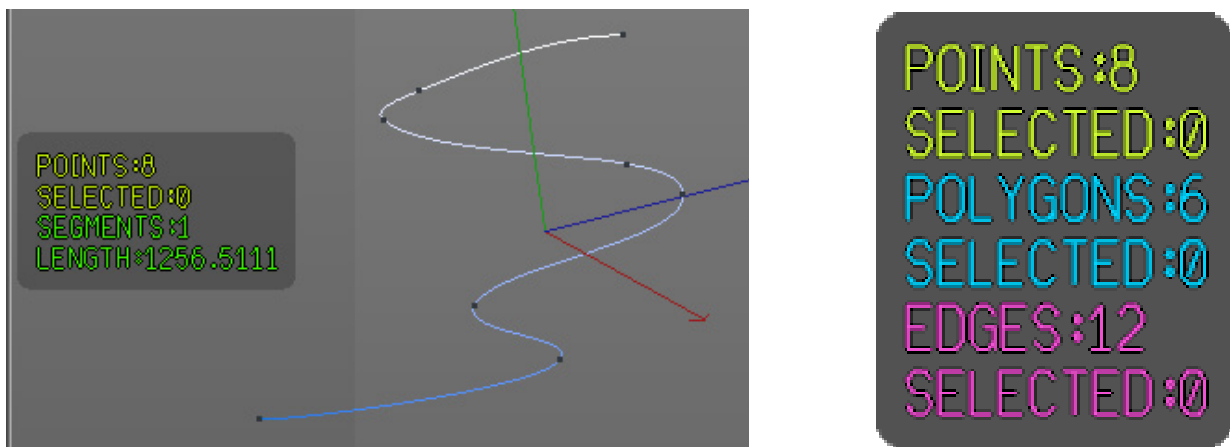
The **Info** plugin provides two tools to help you get information about polygonal and spline objects, while modelling, in the form of an **Info** object and an **Info** tag.

If you use the **Info** object, you will need an **Info** object for each object you want to have information displayed.

By default, **Info** objects are named 'Info' but you can change their name to whatever name suits your purpose best. There is even a button that will do that for you (more about that later.)

As soon as you create an **Info** object, it is placed in the scene (it has no geometry, just an axis) but no information is displayed in your viewport. This is because there is no object selected besides the **Info** object and the **Info** object only works with editable objects (polygonal and spline objects).

If you now create a spline object (not a parametric spline), some information will be shown in the viewport. Something like this:

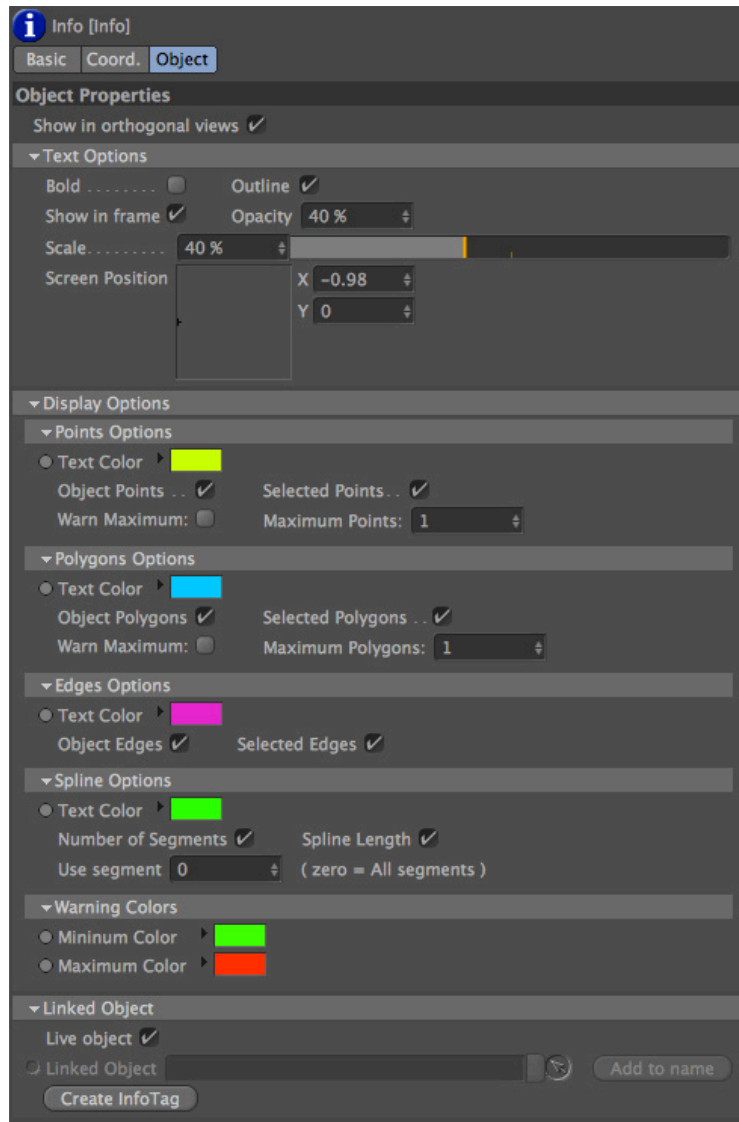


The **Info** object is smart enough to show only the information that you define and the one that is pertinent to the selected object. So, for example, it will not show Segments information when a polygonal object is select or Edges/Polygons information when a spline object is selected.

The best place to keep the **Info** object is at the bottom of the objects list in the **Object Manager**. This is to make sure that the information is absolutely up to date, since it is displayed after all other objects, above the **Info** object, are evaluated.

Also, this has the advantage of making the transparency of the information board work much better.

When you select the **Info** object in the **Object Manager**, you get these options in the **Attribute Manager** (some groups are closed by default and you will have to open them):



Turning **ON** the **Show in orthogonal views** option (**ON** by default) will show the information board in all views, not only in the perspective view.

In the **Text Options** separator you can adjust all text attributes. These attributes will apply to ALL the text inside the information board.

Text can be set to **Bold** (**OFF** by default) and/or **Outline** (**ON** by default). Outlined text reads slightly better.

The **Show in frame** option, when turned **ON** (**ON** by default) will draw a translucent frame around the information text. When it is **OFF**, the text appears "floating" in the viewport.

When the **Show in frame** option is **ON**, the opacity of the frame can be set with the **Opacity** option. Setting this option to 0% (zero percent) is the same as turning off the **Show in frame** option.

The size of the information text can be set with the **Scale** option.

The **Screen Position** gizmo allows for the placement of the information board anywhere in the viewport. It calculates the position relatively to the scale of the information board (influenced by the scale of the text and the amount of information required) and adjusts itself to always be completely visible, flushing its edges to the top, bottom, left and/or right edges of the viewport.

The **Display Options** separator contains all the options for what and how information elements are displayed.

The first set of options (**Point Options**) refers to the object points (polygonal object points or spline points).

The colour of the points information can be set with the **Text Color** option.

You can turn **ON/OFF** the display of the number of points in the object with the **Object Points** option.

You can turn **ON/OFF** the display of the number of selected points in the object with the **Selected Points** option.

On some occasions, there is a limit in the number of points that an object can have. On those occasions, the **Warn Maximum** option becomes quite handy.

Turning it **ON (OFF by default)**, will allow the setting of a maximum in the **Maximum Points** option. With the **Warn Maximum** option turned **ON**, a coloured bar will appear beneath the MAX POINTS information text. The bar will grow from left to right as the total number of points approaches the maximum number of points set. The colour of this bar will also change from green to red as it grows.

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The second set of options (**Polygon Options**) refers to the object polygons (polygonal object only).

The colour of the polygons information can be set with the **Text Color** option.

You can turn **ON/OFF** the display of the number of polygons in the object with the **Object Polygons** option.

You can turn **ON/OFF** the display of the number of selected polygons in the object with the **Selected Polygons** option.

On some occasions, there is a limit in the number of polygons that an object can have. On those occasions, the **Warn Maximum** option becomes quite handy.

Turning it **ON (OFF by default)**, will allow the setting of a maximum in the **Maximum Polygons** option. With the **Warn Maximum** option turned **ON**, a coloured bar will appear beneath the MAX POLYGONS information text. The bar will grow from left to right as the total number of polygons approaches the maximum number of polygons set. The colour of this bar will also change from green to red as it grows.

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The third set of options (**Edges Options**) refers to the object edges (polygonal object only).

The colour of the edges information can be set with the **Text Color** option.

You can turn **ON/OFF** the display of the number of edges in the object with the **Object Edges** option.

You can turn **ON/OFF** the display of the number of selected edges in the object with the **Selected edges** option.

The fourth set of options (**Spline Options**) refers to the object segments and length (spline object only).

The colour of the segments and length information can be set with the **Text Color** option.

You can turn **ON/OFF** the display of the number of segments in the object with the **Number of Segments** option.

You can turn **ON/OFF** the display of the length of the spline or of the segments in the object with the **Spline Length** option.

The **Use Segment** allows the definition of what segment is used to display the length. If the **Use Segment** option is set to 0 (zero by default), the length of the whole spline (all the segments included) is displayed. If another number is set, the length of that particular segment is displayed. Also, small circles (in the colour set for the text colour of the segments) are displayed at the edges of the specified segment.



The **Warning Colors** set of options allows you to set the colours of the warning ramp that appears behind the **Maximum** display. They default to green for the minimum and red for the maximum.



The last separator (**Linked Object**) allows you to set what object is used to show information about.

By default it is set to **Live Object**. This means that the information board will display information about whatever object is currently selected. This is very versatile but, as soon as there is nothing selected or a non-valid object is selected (any non-polygonal and non-spline objects), the information will disappear.

So, if you want that information about a specific object is always displayed, even if it is not selected, turn **OFF** the **Live Object** option and drag the required object into the **Linked Object** field.

The default behaviour will be different if you create an **Info** object when a polygonal or spline object is already selected. In that case, the **Live Object** option will be turned off and the selected object will automatically be referenced in the **Linked Object** field.

At the right of the **Linked Object** field, there is a button named **Add to name**. Clicking this button will rename the **Info** object to "Info about xxxxx", where xxxxx is the name of the **Linked Object**.

Finally, beneath the **Linked Object** field, there is a button named **Create InfoTag**. Clicking this button will create an **Info** tag attached to the linked object referenced in the **Linked Object** field. After creating the **Info** tag, the **Linked Object** field will be cleared.

The **Info** tag will have all the display options copied from the **Info** object.

All the options of the **Info** tag are the same as the options available in the **Info** object except for the **Linked Object** options since the tag will always reference the object it is attached to.

Also, two new options are available in the Info tag.

The **On** option will allow you to turn **ON** and **OFF** the display of the information.

The **Display only when active** option, when **ON** (**OFF** by default) will display the information about the object only when the object is selected. Otherwise, it will always display information about that option.

