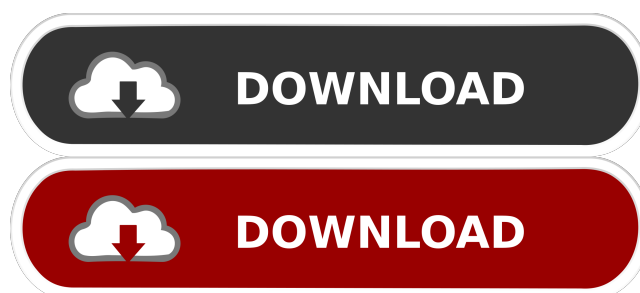


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april 2016 Blender released a new version of it's animation software earlier this week and it brought us 2 things, a BGE extension pack and features such as hex editing and deform mode. The main new feature is this: a deform function to extrude, rotate and scale bones along a normal axis (vertical, horizontal or radial). Thanks to users who reported this, we knew before we released, which is good. We have made several small changes to improve the editing experience of the deformer including: a change of the default values of both the extrude and extrude_segs settings. This is just a sample of the possible values for each setting and are not exhaustive. Every deformer has now a deformer input property where you can specify deformer's settings.

We have however observed some situations where deformer settings like extrude_segs cannot be set on a deformer until you create a new deformer object. So, we have added a tooltip on the deformer input property to indicate that there is no deformer object for the deformer. This is more accurate and avoids users having to create deformer objects just for specifying settings. So, if you have a mesh deform it should now display the deformer's settings rather than the deformer input property. We have also implemented a 3D view that displays the current deformer input and properties such as the type of deformer, the angles of rotation for each bone and the extrusion of each segment. In order to edit the deform mesh you need to select the vertices that you want to deform and press the tab key to set the deformer's mode to a "dual selection". You can also adjust the deform start and end points in the Mesh Deform panel. This is a screenshot of the panel and if you are in the middle of a deform you can

select the start and end points by pressing the space bar. You can also see in the 3D view the start and end points of the deformer are the 2 green dots. You can also see the deformer's orientation in the sideview. Once you have started a deform you can use the F key to move the vertices. You can also move the deformers by holding the Shift key and pressing the arrow keys.

You can see in the screenshot how the "dual selection" mode is activated.

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