USER GUIDE

The user interface of the tool is very friendly and straightforward.
There are two main option-windows:

- Mass-spring model
- Environment settings

Mass-spring model

The cloth object for which the settings will be set-up, needs to be selected from the combo-box by name. Each cloth object will have its unique parameters.

Constarint points are the points which may be fixed by the user. In order to fix the point it is necessary to choose the number of the vertex, which will vary from 1 to the maximum number of points in the mesh.

The user may dynamically change the number of the point. The previously set point will get free.

There is a possibility for a user to move the constraint points along the scene. In order to do that the user should choose the point to move from "Active point to move" section.

To move the point the *middle button* of the mouse should be constantly hold. Movements *mouse up, down, to the right, to the left* will move the point after the mouse. In order to translate the point along the Z axes the *right and left buttons* of the keyboard should be used while keeping the *middle button* of the mouse.

To move the camera around the object, user should use *right and left buttons of the mouse*. T*he wheel* should be used for the zoom effect.

Environment settings

The environment window contains the list of all objects in the environment. The objects with prefix Object may be converted into

cloth by pressing Convert to cloth button.

There is an option to record the simulation. In order to do so the user should press the button Record Simulation and write the name of the file in format: fileName.$F0...0.obj. The recording will start immediately. In order to stop recording Stop Recording button should be pressed.