

IPackThat Demo

Saving is disabled inside this demo. Every other feature is fully functional.

Keyboard and Mouse

CTRL + A	Select all
CTRL + I	Invert Selection
Z	Redraw and Recenter View
LMB	Select UV-Shell (Cluster)
LMB + Mousemove	Selection Area
CTRL + LMB	Deselect/Select multiple UV-Shells (Cluster)
ALT + LMB + Mousemove	Deselect Area
MMB	Pan Workarea
Mouse Wheel	Zoom In/Out
ESC	Stops the current packing process and setting the Working Set to the best solution found
Page Up	goto original uv-layout
Page Down	goto best valid found solution
Space	Pause/Resume packing
S	Toggle statistics inside Cluster Browser

General Tab

View Options

<i>Draw Wire</i>	Toggle Wireframe On/Off
<i>Draw Bounds</i>	Toggle Bounding Box On/Off
<i>Fill Polygons</i>	Toggle Polygon Color Filling On/Off
<i>Draw Convex Hull</i>	Toggle Convex Hull On/Off
<i>Draw Margins</i>	Toggle Margins On/Off
<i>Draw Contour</i>	Toggle Contour On/Off <ul style="list-style-type: none">- Outline in thick red line- Holes in dotted red line
<i>Draw Import</i>	visualize obj import
<i>Draw Packing</i>	visualize packing process

Scene Options

<i>Resolution Width</i>	Texture width in Pixels (if changed marked in red)
<i>Aspect Ratio</i>	ratio of width and heigth <ul style="list-style-type: none">• only height can be changed right now and only 1 and 2 are valid
<i>Stretch</i>	stretch current workarea to new aspect heigth ratio
<i>Apply Scaling</i>	applies the new resolution and ratio settings to the UV-Shells (Cluster)
<<	goto original uv-layout
>>	goto best valid found solution

Scene Stats

Shows current stats of the current visible working set.

Used Area and Wasted Area are presented in two numbers. The first number show the % area with margin and the second without margin.

Refresh Redraw and Recenter View

Packing

Margin Size Margin size in pixels
(minimum distance of each UV-Shell to other UV-Shells)

Border Margin Size Border margin size in pixels around the workingarea

Step Size Lower values will result in longer search times but are more accurate.

Contour Merge merge threshold in pixels where vertices can be merged together (Only used for packing)

Rotate Toggles global Rotation of UV-Shells (Clusters) On/Off

Mutate use Evolution algorithm for every 10 Solution tries (Sort Order)

Pack starts the compression with the Original Workingset. The best Solution will always be visualized.
(inside Demo the saving is disabled else he would always save every found best solution)

Cluster Settings Tab

Transformation

User Transformation of selected UV-Shells (Clusters)

Move Steps move size in pixels

Rotation Steps angle in degree

Scale Steps scale in percentage

Cluster Properties

Cluster Propertysettings for selected UV-Shells(Cluster).

Is Rectangle Cluster will be treated as Rectangular and can only rotate from 0° to 180° else from 0° to 360°

Can Rotate Cluster can be rotated or not.

Rotation Steps rotation increment for selected UV-Shell (Cluster)
Example:
90° Compress will test 0°, 90°, 180° and 270°
45° Compress will test 0°, 45°, 90°, 135° etc pp.