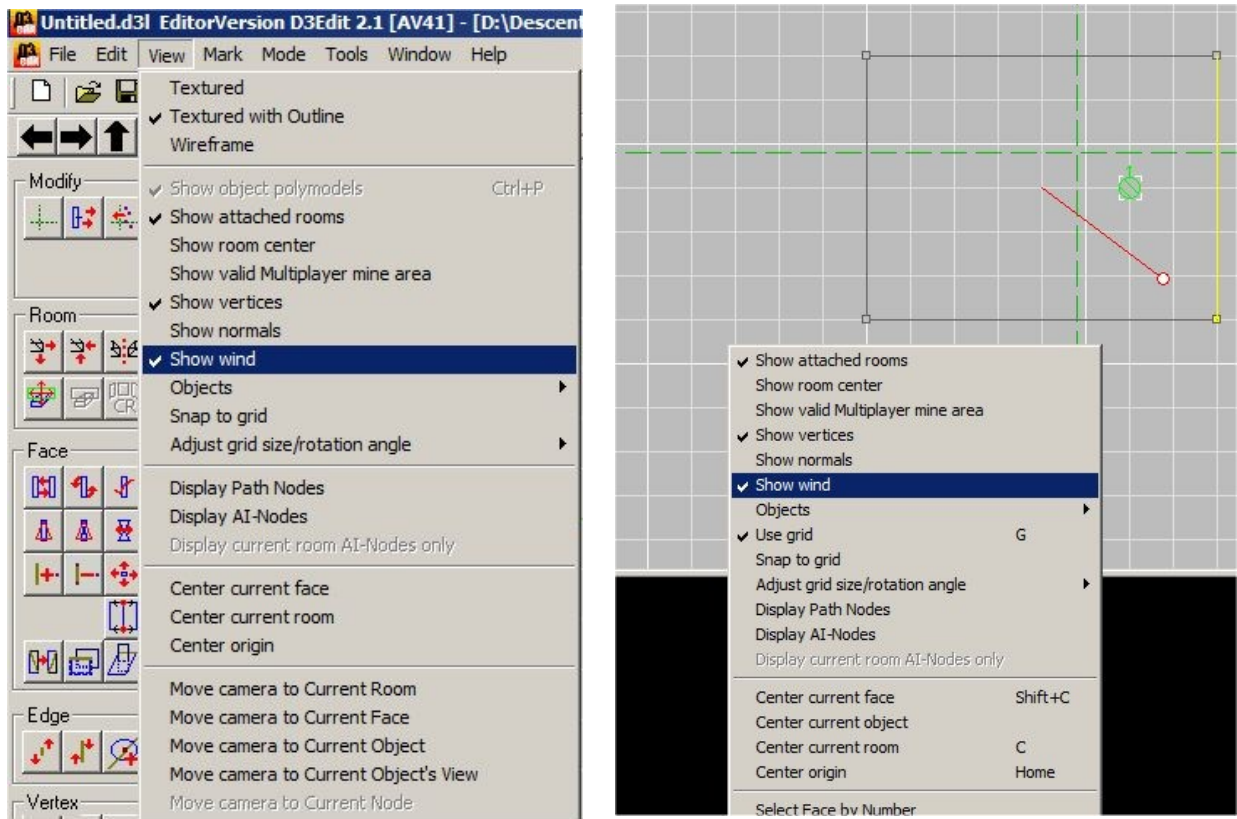


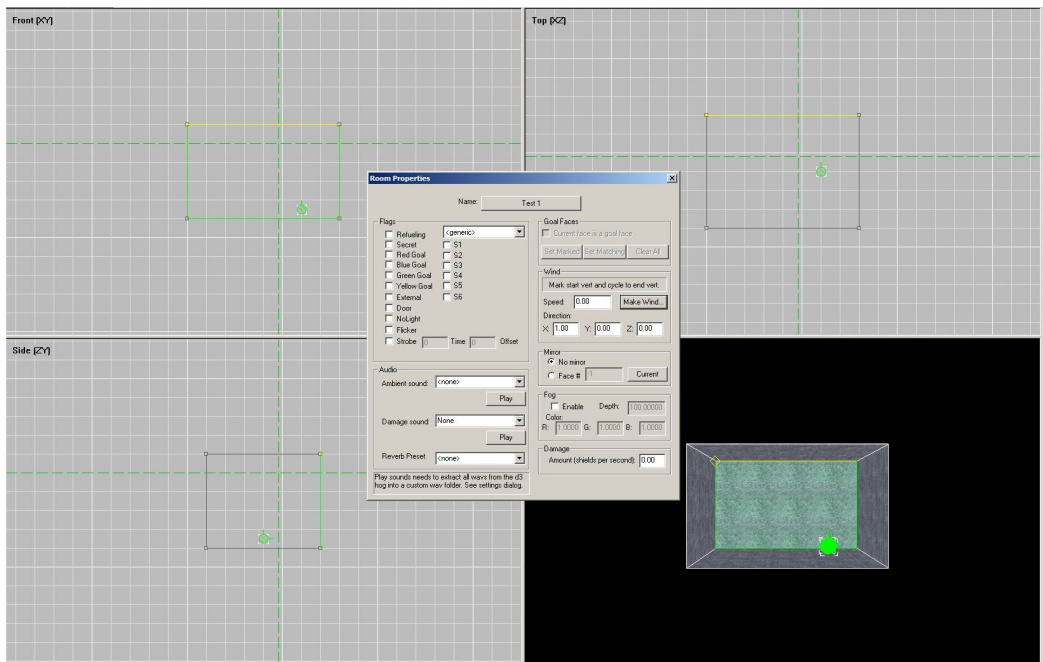
Micro-D3-Edit Tipps 4 (v1.0) Atan

ShowWind

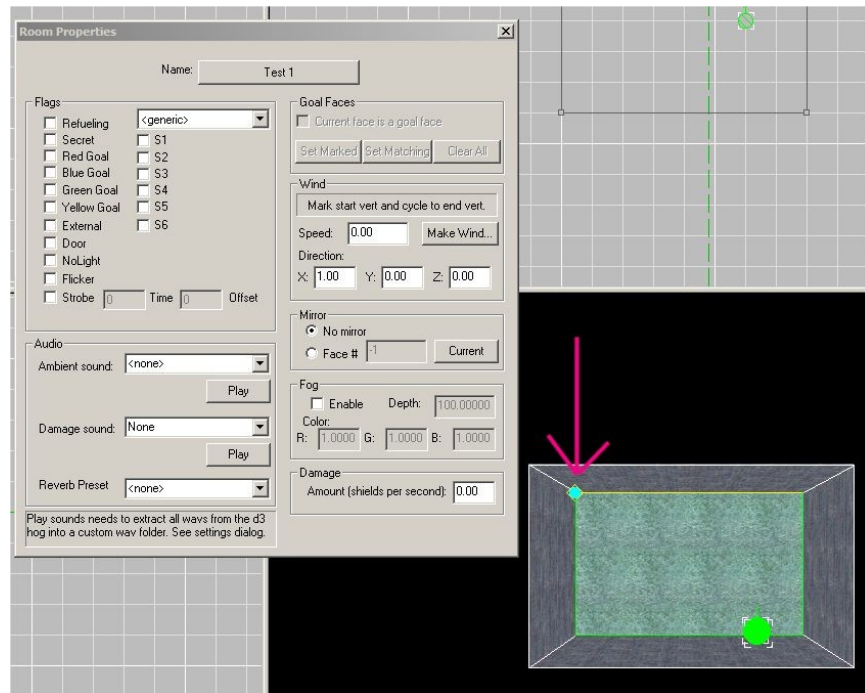
To show the wind inside the views we need to check Show wind first.
This can be done in the menu or views' popup-menu.



To generate room wind we need to open the Room Properties dialog now.

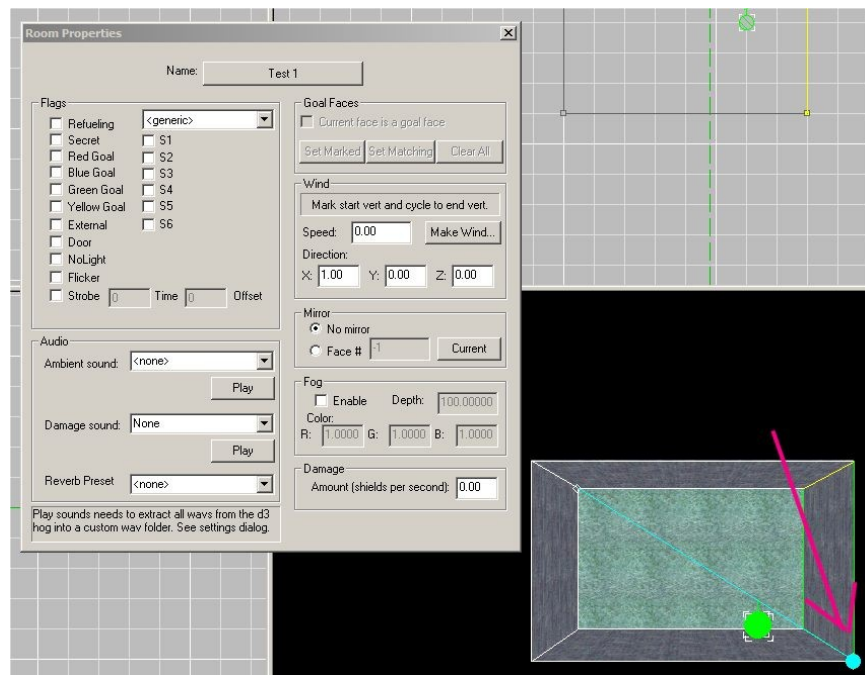


Mark the source vertex from where the wind should blow from. The marked vertex will be drawn in a different colour and slightly bigger than the other vertices.

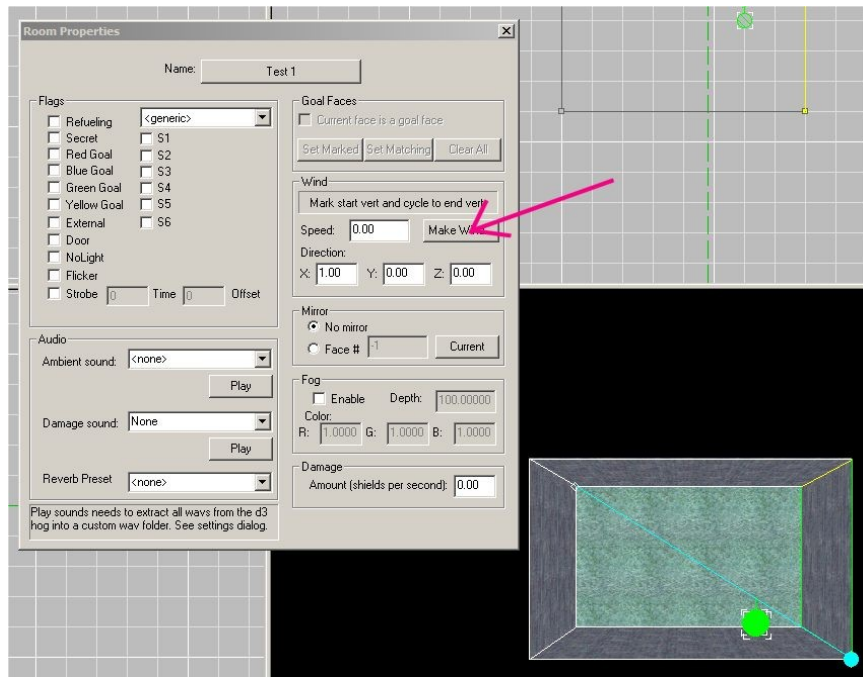


Now you can cycle through the room vertices (with "r") to find the correct direction you'd like the wind to blow.

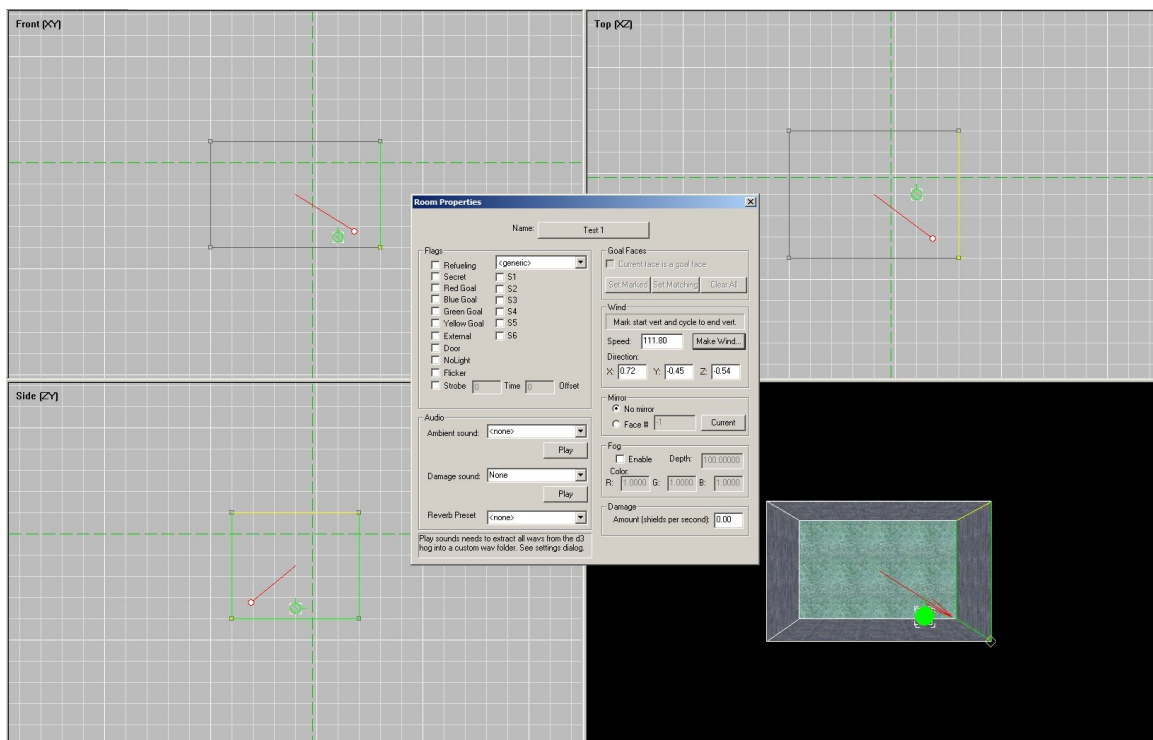
While cycling through the vertices a line is drawn to show the current wind direction. The destination vertex at the end of the line is drawn slightly bigger than the other vertices.



If you're happy with the result, press the Make Wind button.



Now you can see the wind and its direction in all views.



Inside the Ortho-Views you see a line with a sphere at the end, which shows the destination.
Inside perspective and world view the wind is displayed as an arrow.
The length of the arrow's shaft shows how strong the wind is going to blow inside the mission later.

