



Traditional Tools Plug-in

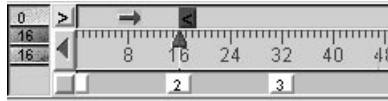
for 3D Java Version 1.2.3 or greater

Traditional Tools Plug-in

The Traditional Tools plug-in includes tools that are used in military core style marching. These tools include the Sequential Push Tool which is used to create step offs and drop offs, the Counter March Tool for counter marches, the Parade Gate Tool for wide sweeping turns, and the Traditional Tool that allows you to create a custom transitions. To use the Traditional Tool you must have a range of counts selected, otherwise they are not available.

Sequential Push Tool

The **Sequential Push Tool** allows you to create step offs and drop offs. To access the tool, you need to have a range of counts selected as shown below, and a group of performers must be selected.



- Click on the **Sequential Push Tool** button you will then see the **Sequential Push Control Panel**.



Editing Handles appear on each selected performer. These handles can be drug and thus dragging the performers in sequence.

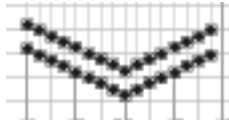
When you enter a number into the **Stride** text box it will move the positions into the new location that reflects the new stride length entered.

When you enter a number into the **Distance** text box it will move the positions into the new location that reflects the new distance.

Clicking on the directional compass will move the positions to reflect the new direction.

Snap to Horiz/Vert padlock will snap the positions to the nearest horizontal, vertical, or 45 degree direction.

Multi-Segment allows you to select more than one shape (segment) and have the step off be uniform in all of the selected shapes as shown here.



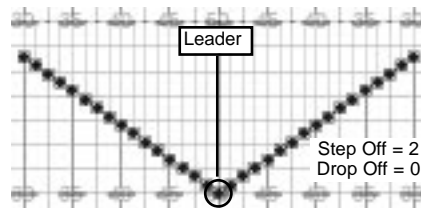
Entering a number in to the **Step Off** to designate the counts between each step off. For example if you entered a 2, then the positions will step off every 2 counts until the end of the shape is reached or the number of counts in the maneuver is reached.

Entering a number in the **Drop Off** to designate the counts between each drop off. Typically you will enter a value for either the Step Off or the Drop Off and leave the other at 0. For example if you enter a 0 as the step off and 2 as the drop off, all positions stepped off together then the positions will drop off at the rate of 2 every count until the end of the maneuver. If there are not enough counts in the maneuver then some positions may just mark time.

Revert button resets the handles to their initial position.

Accept button accepts the shape into the drill.

- An editing handle appears on each selected performer. Click on the performer that will travel the furthest and drag the performer to a final location. This performer that travels the furthest is considered the leader.



- Click **Accept** to enter the maneuver or any other tool tool cancel.

Counter - March Tool

- To access the **Counter March Tool** you must select a range of counts as seen below.



- Click on the **Counter March Tool** button you will then see the **Counter March Control Panel**.



Entering a number into the **Stride** text box it will move the positions into the new location that reflects the new stride length entered.

The **flank** button designates which way the positions will first turn in the counter march. You have two options flanking to the left or to the right.

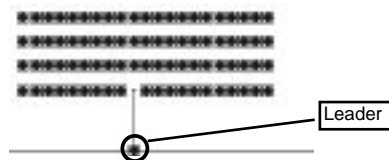
When you enter a number in the **steps and flank** text box it will change the number of steps after the first flank that the positions travel before flanking again.

Entering a number in the **pause** text box it will cause the positions hold or mark time before the second flank.

Revert button resets the handles to their initial position.

Accept button accepts the shape into the drill.

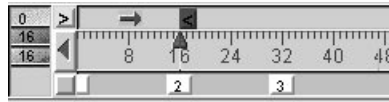
- Editing** handles will appear on each of the selected performers. Any performers handle can be drug to determine the initial marching direction and starting point for the counter march. The person that is clicked on and drug is then designated as the leader.



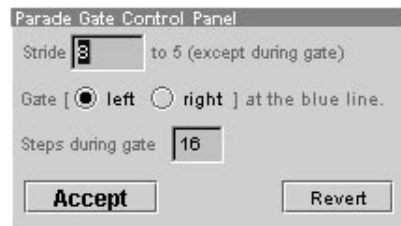
Parade Gate Tool

The **Parade Gate Tool** allows you to create wide gate turn easily. This is an essential tool for parades when rounding corners.

- To access the **Parade Gate Tool** you must select a range of counts as seen below and a group of performers must be selected.



- Click on the **Parade Gate Tool** button and the **Parade Gate Control Panel** will appear.



Entering a number into the **Stride** text box it will move the positions into the new location that reflect the new stride length entered.

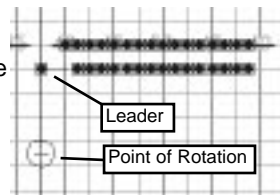
The **gate** button designates which way the positions will turn when performing the gate.

Entering a number in the **steps during gate** text box it will change the number of steps taken in the gate. The default is 16. This means the performers take a total of 16 steps during the execution of the gate maneuver.

Revert button resets the handles to their initial position.

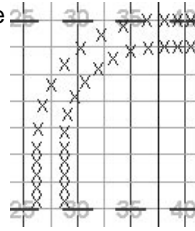
Accept button accepts the shape into the drill.

- Editing** handles will appear on each of the selected performers. Drag a performer to determine the initial marching direction and the point at which the rotation of the Gate maneuver will begin. This performer will be designated as the leader.



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- After dragging the position that is to be the leader the rotation point will appear showing the point of rotation and the line at which the rotation starts.

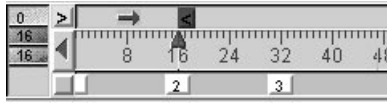


- Click **Accept** to enter the maneuver or click any other tool to cancel.

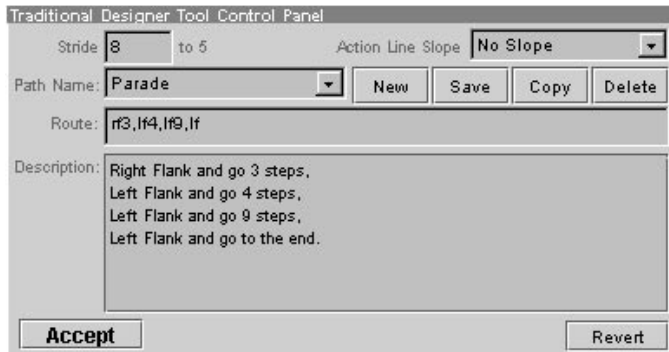
Traditional Tool

The **Traditional Tool** allows you to create a custom marching transition.

- To access the **Traditional Tool** you must select a range of counts as seen below, and a group of performers must be selected.



- Click on the **Traditional Tool** button and the **Traditional Control Panel** will appear.



The Traditional Tool allows you to create custom transitions. They are created by entering a Route consisting of any combination moves.

You have 6 different moves available:

- LF - Left Flank
- RF - Right Flank
- MT - Mark Time
- FM - Forward March
- TR - To the Rear
- ST - Step Off (such as Step 2)

All but the last move is followed by a number of steps and a comma.

For example: LF2,LF

The above example is a left flank (LF) then take 2 steps and make a left flank (LF) to the end. This is a standard left counter march.

Type in the Route in the Route text box and as you type, the description will appear in the Description area. This will help you confirm that you are entering a correct Route.

New Feature Guide

An action line will appear on the field that will be used to determine the starting line for the Route Description to begin. Once a performer crosses this line the performer will begin following the Route. **Action Line Slope** changes the slope of the starting line of the route. Typically the slope will be 0. However you can set the line to a 45 degree slope which allows you to create column left and right formations. You have 3 different settings 0, 45, and -45 degrees, depending on what direction you want the column to turn.

New button creates a new traditional maneuver.

Save button will save your Route as a traditional maneuver to be used again later.

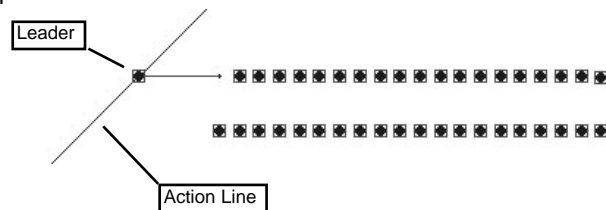
Copy button will open and display a saved Route (traditional maneuver).

Delete button will delete a saved Route.

Revert button resets the handles to their initial position.

Accept button accepts the shape into the drill.

- **Editing** handles appear on each of the selected performers. These handles can be drug and thus creating the initial marching direction and the point at which the commands start taking effect on the performers which is called the **Action Line**. Choose a position to be the leader and then click and drag that position to the point where you want to start the route description. The Action Line is the blue line. This is the starting point for the route for all positions.



In this example. The performers are initially moving in the same direction as the leader (Left). As they cross the Action Line, they begin performing the route description. In this case the route is simple LF (Left Flank).

