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 Tools you must have a range of counts selected, otherwise they are not available.

SEQUENTIAL

PUSH TOOL

OVERVIEW

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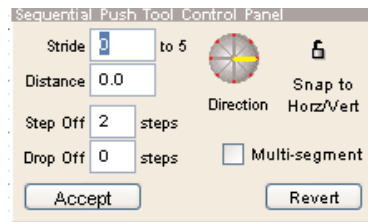
Editing Handles appear on each selected performer. These handles can be drug and thus dragging the performers in sequence.
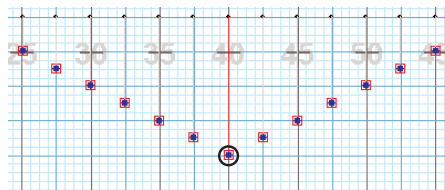

When you enter a number into the **Stride** text box it will move the positions into the new location that reflects the new stride length entered.

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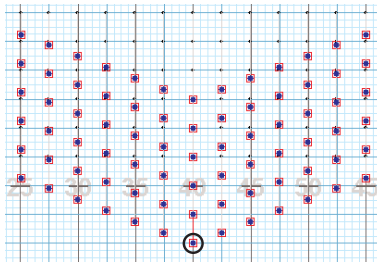
Entering a number in to the **Step Off** to designate the counts between each step off. For example if you entered a 2, then the positions will step off every 2 counts until the end of the shape is reached or the number of counts in the maneuver is reached.

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.

• Editing handles appear on each selected performer. Click on the performer that will travel the furthest and drag the performer to the final location. This performer that is traveling the furthest is considered the leader.

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

Tips for using the Sequential Push Tool.

The sequential push tool is ideal for creating **Slant** maneuvers. This can be accomplished in one easy transition. These instructions are for an 8 count transition and can also be applied to longer transitions.

• Select the squad to perform the slant.

• Click on the Sequential push tool. This will now create editing handles on each position.

• Type the number 2 in the **Drop Off** area and type a 0 in the **Step Off** area as shown in the image below.
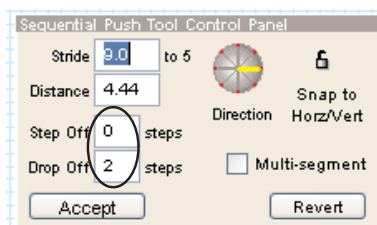
• Click on the position that will be traveling the furthest, this position will end on the 7th step, then drag that position to its final location. This will create the desired transition as seen below.
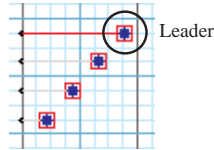

Leader

• Animate the transition. Make any modifications to the form by clicking and dragging the leader to a new location.

• Once the transition is correct Click **Accept**.

COUNTER MARCH TOOL

The **Counter March Tool** allows you to create a counter march maneuver in one step. 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.
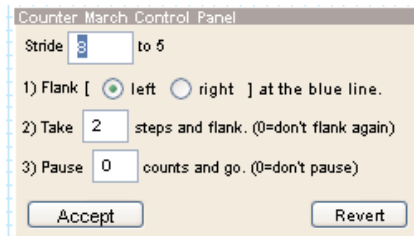
Entering a number into the **Stride** text box it will move the positions into the new location that reflects the new stride length entered.

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.
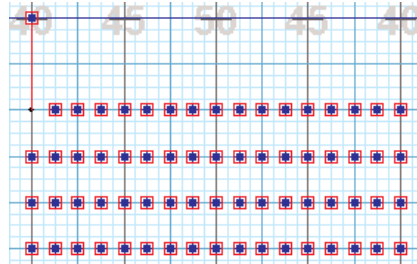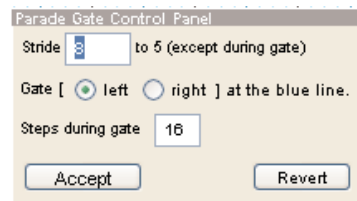

PARADE GATE

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.

Parade Gate Control Panel

Stride 3 to 5 (except during gate)

Gate [⊙ left ○ right] at the blue line.

Steps during gate 16

Accept   Revert

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.

- 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.
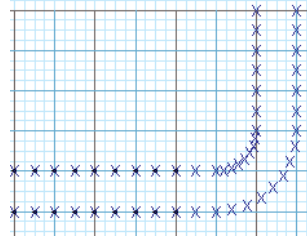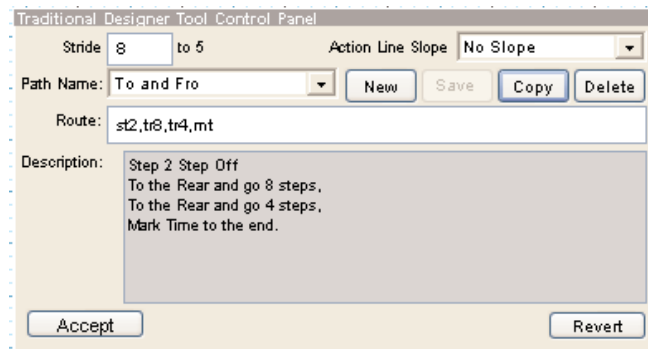

- Click **Accept** to enter the maneuver or click any other tool to cancel.

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, written as ST2)

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 of the transition. 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.

Example Description: Left Flank and go 2 steps, Left Flank to the end.

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, column right, slant right, and slant left 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.
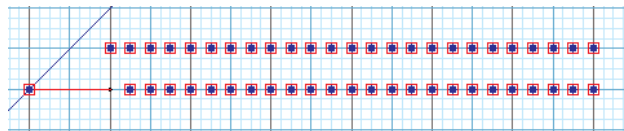
In this example, the performers are initially moving in the same direction as the leader (Left). As they cross the Action Line, they begin performing the route description. In this case the route is simple LF (Left Flank).
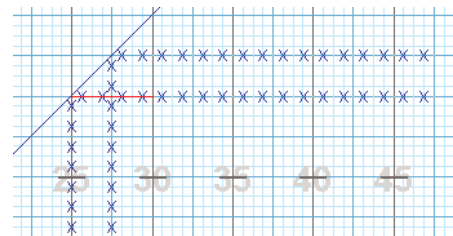
Tips for the Traditional Tool

When creating any maneuver with the Traditional Tool be sure to always move the action line in the direction the positions will be marching. The action line can be moved by clicking and dragging the leading position. This allows the transitions to be created in the correct direction. Remember all of the commands entered in the route will take effect once the positions cross the action line.

Note: When using the ST Step off function

The step off needs to be designated first in the line of route commands. After determining the Step off to be use move the leader and the action line to the point where your route starts. Example: ST2,TR4,TR4,MT

How to use the Action line to begin the transition

The action line is a very important tool in the Traditional Tool. The action line determines the direction the positions will march as well as how far the positions will travel before the route will begin. Always move the action line the number of steps for your first froward march. Be sure to account for the counts that will be used during this portion of the transition when setting page tabs.

Example: Lets say that we want to create a transition, with 8 positions, that we want to have the positions step off at a 2 step interval, and have them go forward 4 steps, then turn to the rear and march 8 steps, then turn to the rear and march 4 steps and have the positions arrive back at the originating locations.

Lets create this transition. First select the 8 positions that are in a vertical or a horizontal line, spread the anchors over 32 counts. Click on the Traditional tool button. In the route box type the following ST2,TR8,TR4,MT. This will read in the description box as

Step 2 Step Off
To the Rear and go 8 steps,
To the Rear and go 4 steps,
Mark Time to the end.

Next drag the position that will be the leader forward 4 steps. This will show the instruct the program in what direction the positions will march, which position will be starting the step off and how far the positions will travel before starting the route transition. Next click Play this will start the animation of the transition. The leading position should march 4 steps forward then, at the action line, turn to the rear and march 8 steps, then turn to the rear and march 4 steps arriving at the original location and mark time until the subsequent positions continue the transition in a step 2 step off fashion.

Once the transition has finished press accept to confirm the transition.

Please contact Pyware if there is a transition that you would like to be added to the Tips list in this manual. You may contact us at PywareTechSupport@pyware.com, please include in the subject "Traditional Tools Manual Request".