
Subject: Re: UppCad (or UltimateCad) is borning
Posted by [mdelfede](#) on Fri, 16 Dec 2011 10:58:31 GMT
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Hi Koldo,

if you want to give it a try (still VERY preliminary, but some commands working....) you can grab it from here :

www.timberstruct.it/UppCad

Compiled for Linux 64 bit only.

I'd like to have some feedback

Commands working are line-xline for costruction, move-copy-mirror-erase for editing and the view and shading commands for display. To rotate the view, keep pressed ctrl+shift and middle-drag with mouse over window.

To start, just create a new empty drawing with top-left toolbar item.

If you want to see a 3d object, there's a command (manual by command line) "bottle" which construct a fancy 3d bottle, which you can then move/copy everywhere.

Selection can be done for single objects clicking on them, or by window/crossing clicking on an empty point and dragging a selection rectangle (left for crossing and right for window).

It still have some delays on repainting (if objects don't get immediately repainted, just move mouse or pan the window, by now).

I have to stabilize the framework, then I'll add all needed features.

Save and load work, and also undo-redo commands (those by now just on command line, no menu).

Ciao

Max

EDIT : fixed repaint glitches and other small stuffs
