



MapMapMap

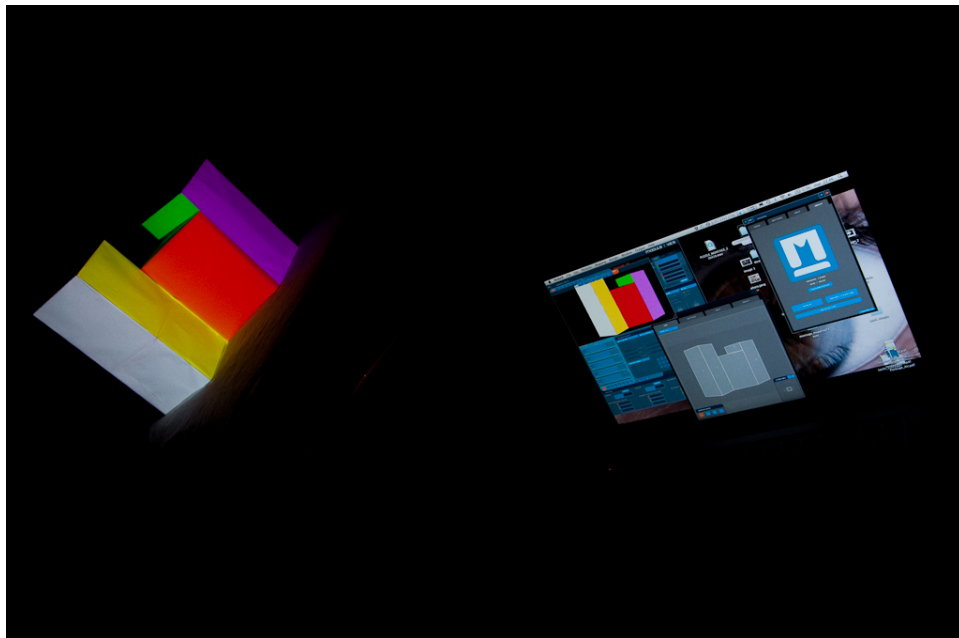
documentation

v.0.43

developped by **Anomes** and *Iduun*

Concept

MapMapMap aims to simplify video mapping with [Modul8](#).
You can manage all the layers in one window, and apply deformations to them in a very easy fashion.



MapMapMap and the result [©Bart](#)



Installation by [Gühmes studio](#) ©Bart



Installation by [Gühmes studio](#) ©Bart

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Press Start

First of all, you need to get a authorized version of Modul8 : the demo version will not work because it cannot access the online library. Please contact us at contact@anomes.com if you only have the demo version : we will send you the module without using the online library. You need an internet connection as well.

Before you start playing around, here are the steps to launch everything :

1. Launch Modul8
2. In the menubar, choose *Modules > Online Library ... > Public Library*
3. Install the *MapMapMap* module

Note : When a newer version of Monomal will be available, you will be notified.

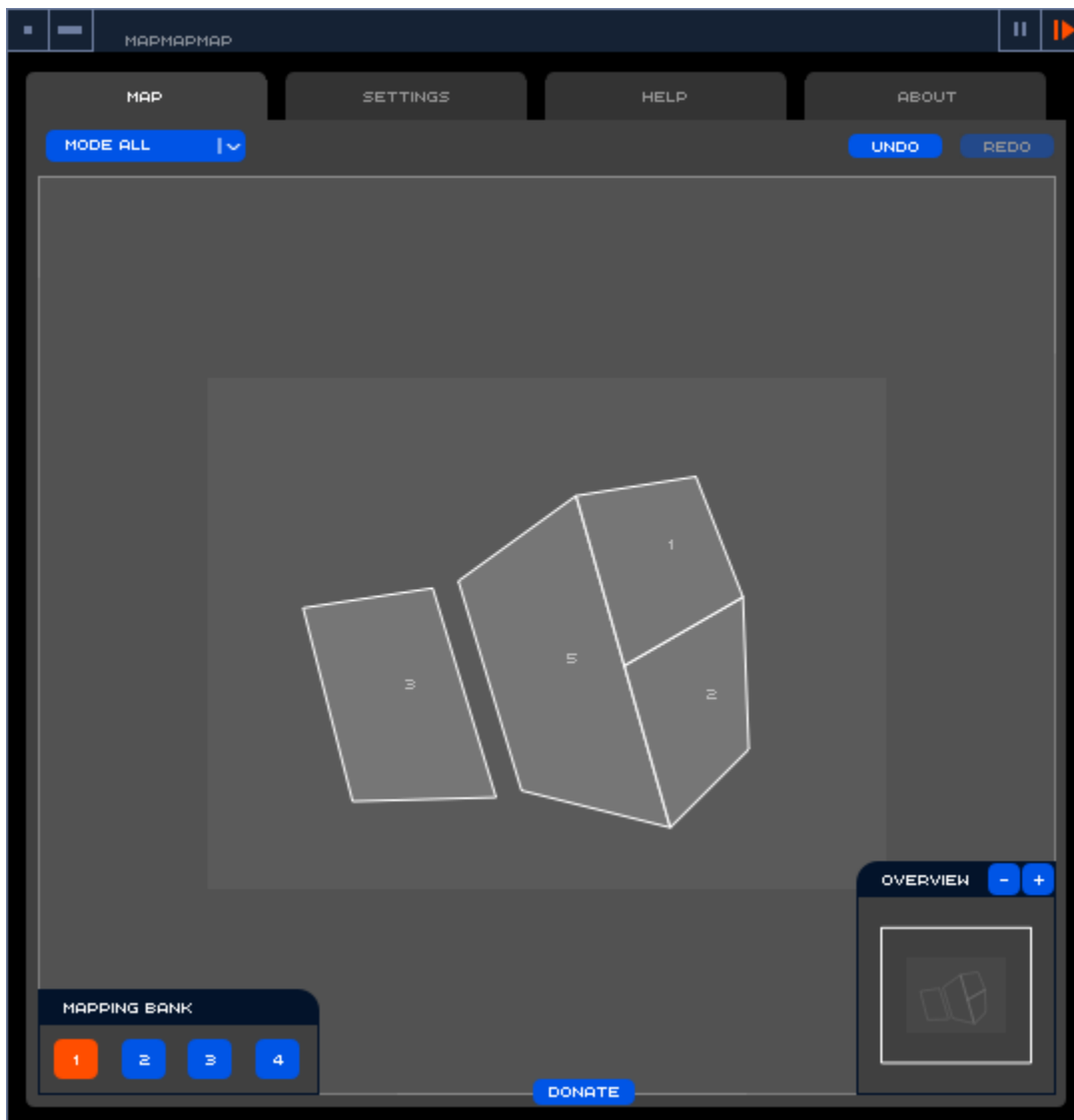
Note : The settings of the module are saved in the Modul8 project file (so you can have a different settings on each project).

The graphic interface

Once you got the module, you see 4 tabs.

The Map tab

This tab is the main one : from it, you can move and deform every layer. On [the next chapter](#), you will learn how to use these different abilities.



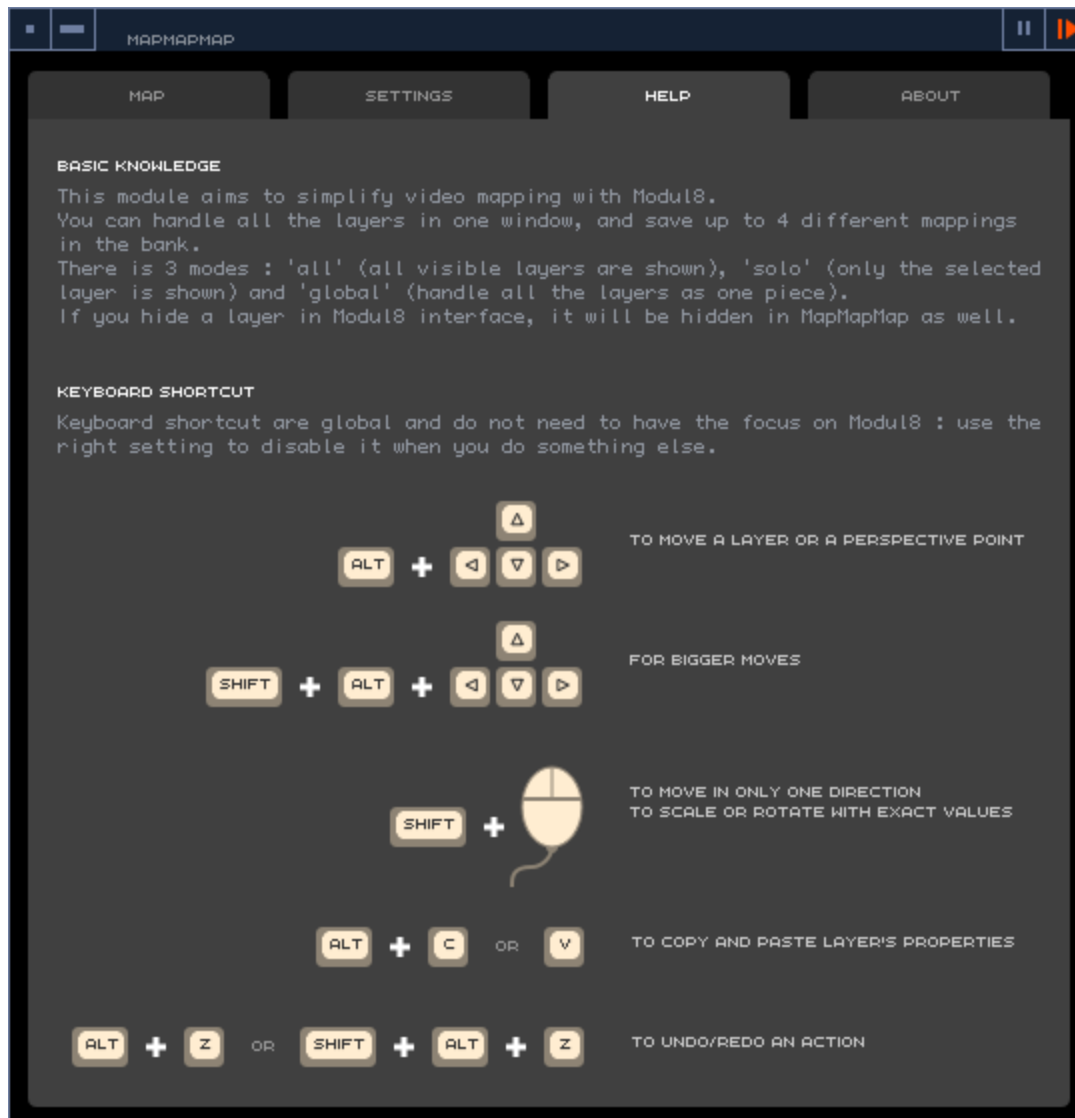
The Settings tab

This tab is totally explained in [a following chapter](#). Here, you can tweak the module.



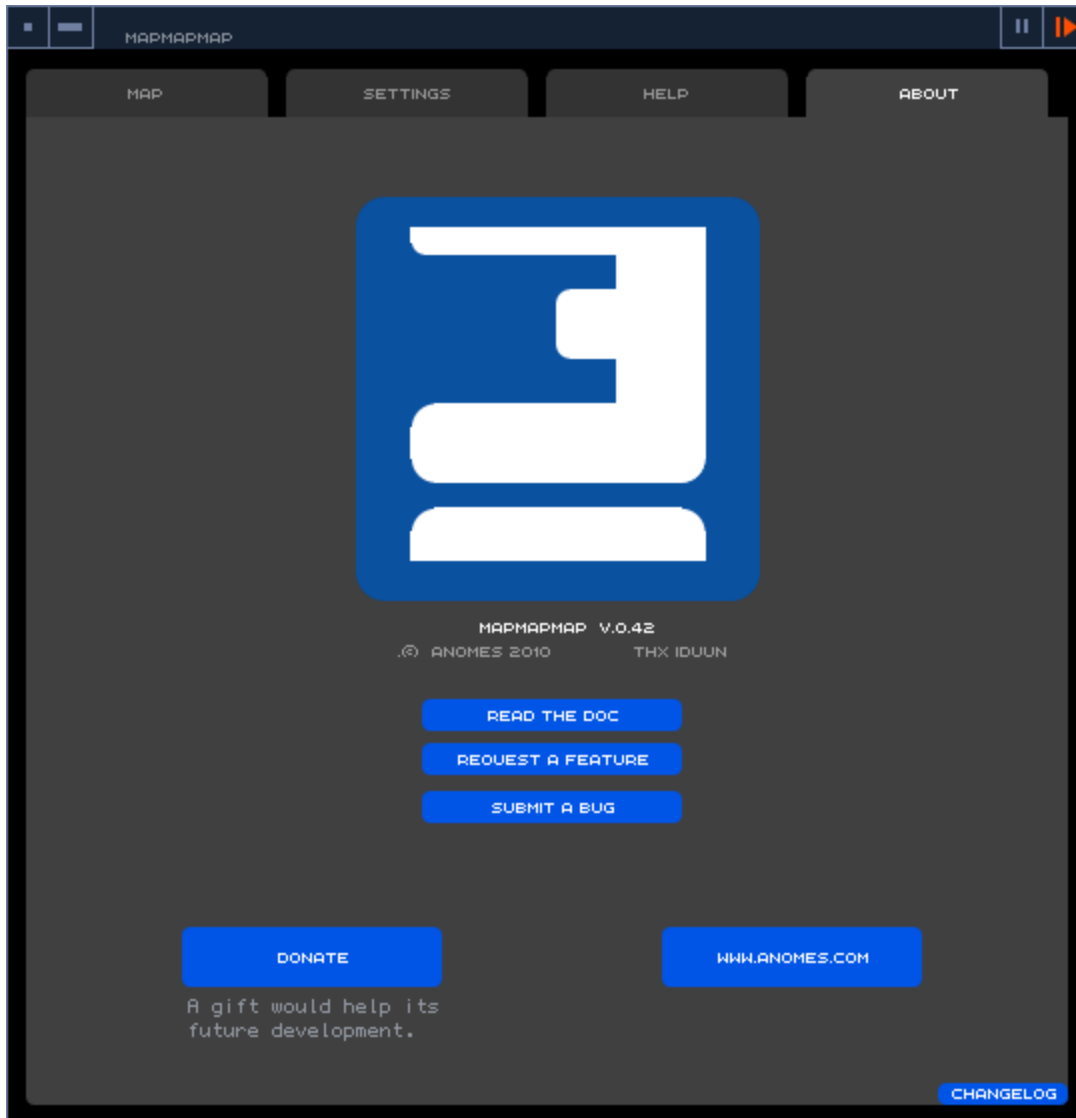
The Help tab

This is a very important one ! It reminds you the keyboard shortcuts.



The About tab

From this tab, you see the version number of MapMapMap. But you can also [donate](#) or [request a feature](#) ! Even visit www.anomes.com :) By the way, press the *Changelog* button to get an history of the module ...

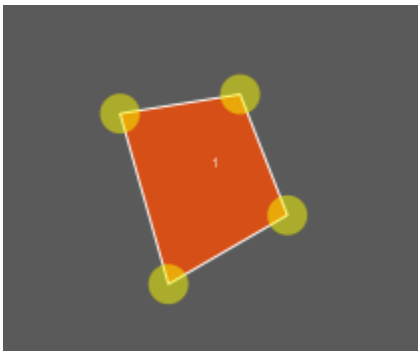


Map, Map, Map !

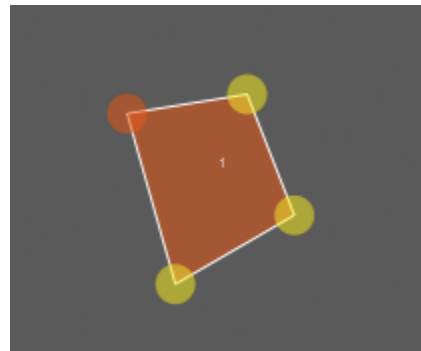
Move and deform

The first time you launch MapMapMap, you probably will not see anything in the *Map* tab : it is simply because only the layers that are not empty show up. If a layer is hidden, it will not be shown as well.

Once, you give a media to the layer, this one appears in MapMapMap. Then you can select it and move it by drag-and-drop. You will notice that the layer has anchors : drag-and-drop them to deform the layer.



The layer is selected (to move)



An anchor is selected (to deform)

In [the Settings chapter](#), you learn how that you can change the rotation and scale from here as well, but this feature is initially disabled for first-time users (to improve interface clarity).

The position, rotation, scale and deformation of a layer can be copied, then pasted into an other layer by using the keyboard shortcuts : ALT+C and ALT+V.
To know more about keyboard shortcuts, please open the *Help* tab.

Zoom and scroll

On the bottom right corner, there is the *Overview* panel : use it to zoom and scroll in the work area of the *Map* tab. If you click on the background of the work area (if you do not click on a layer), you can scroll the area as well by drag-and-drop.

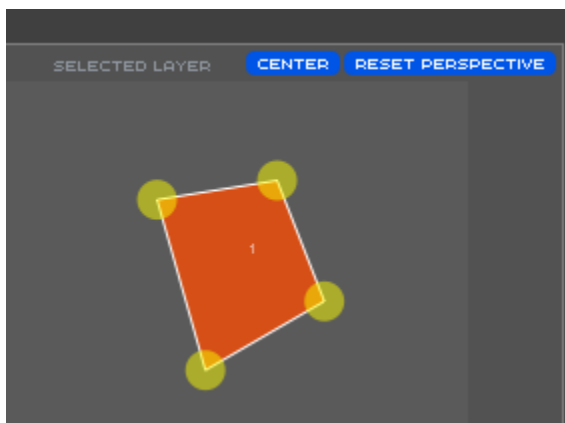


The *Overview* panel

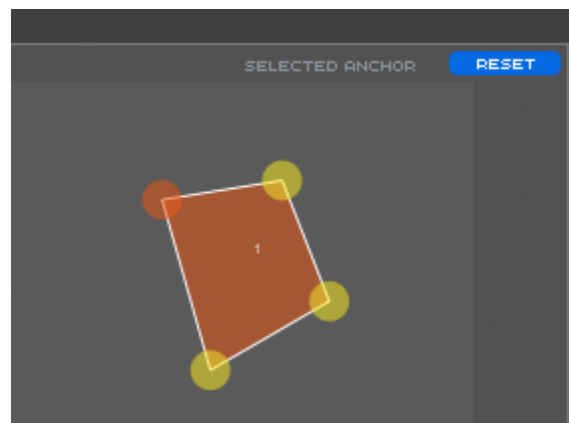
Contextual controls

Once you selected a layer or an anchor, contextual controls appear that help you to reset the values.

In [the Settings chapter](#), you learn how that you can change numerically these values, but this feature is initially disabled for first-time users (to improve interface clarity).



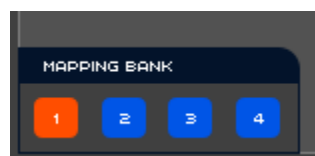
When the layer is selected



When an anchor is selected

The mapping bank

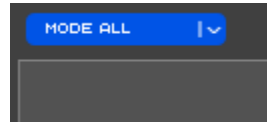
On the bottom left corner, there is the *Mapping Bank* panel : use it to store up to 4 different mappings, then switch from one to another.



The *Mapping Bank* panel

The 2 other modes

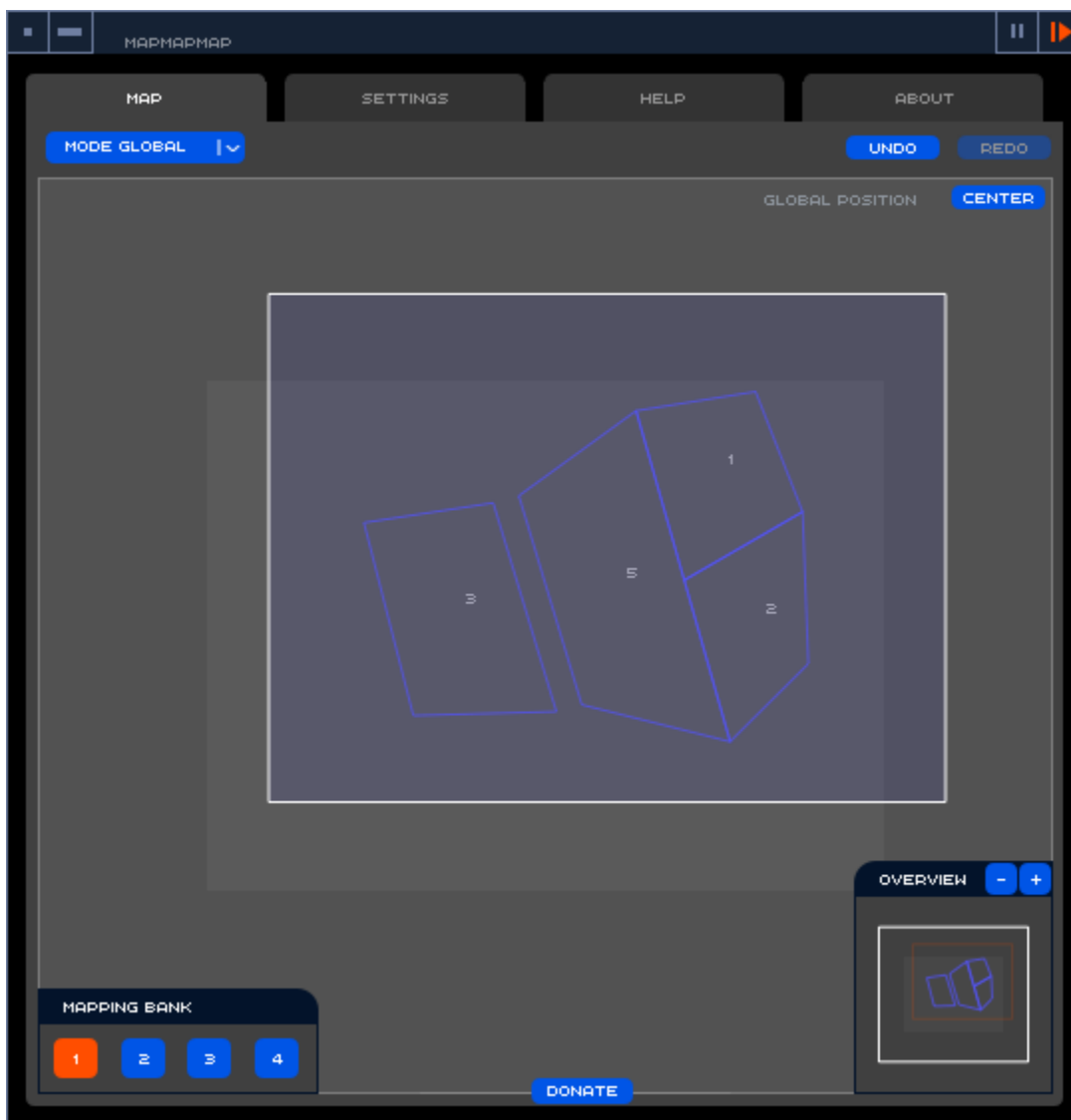
From the top left corner of the *Map* tab, you can choose the mode. The default mode is *All* : in this one, you can see all the layer that are not hidden.



Mode *All*

There is two other modes :

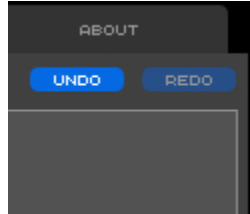
- *Solo* : in this one, only the selected layer is shown
- *Global* : this mode allows you to move, rotate and scale all the layers as one piece



Mode *Global*

Undo and Redo

Because you can do mistakes, there is an history manager in MapMapMap : use the ad hoc buttons to undo or redo your actions.



The *Undo/Redo* buttons

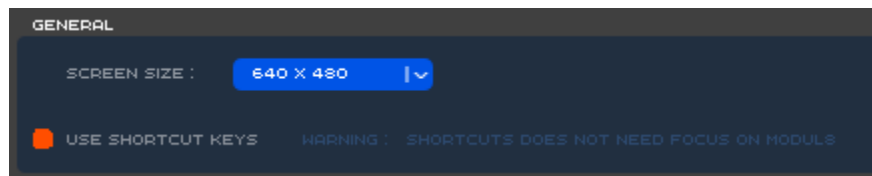
Settings

In the *Settings* tab, you can tweak MapMapMap.

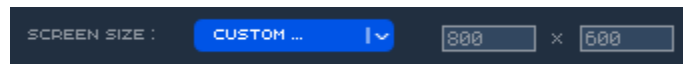
At any time, you can reset the settings by using the *reset settings* button :



General



Depending on you configuration, you can change the screen size in this part :



Custom screen size

You can disabled keyboard shortcuts : it is useful when you are doing something in another application, because the shortcuts still apply, even if the focus is not on Modul8

Layer

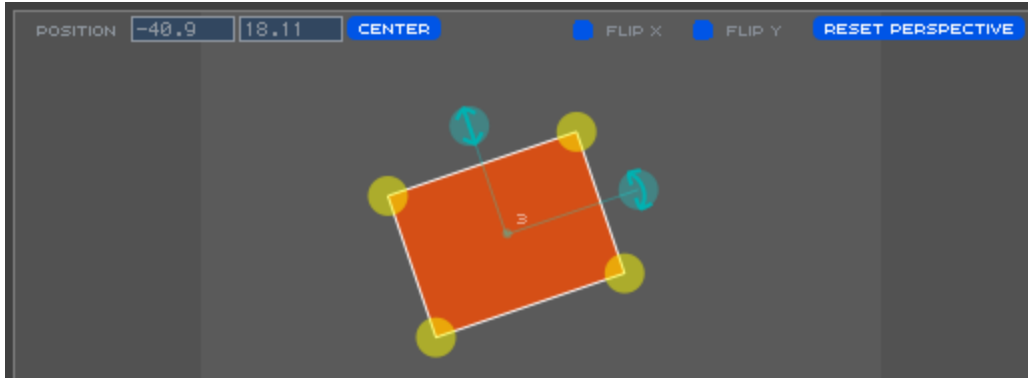


This part sets how MapMapMap handles the layers.

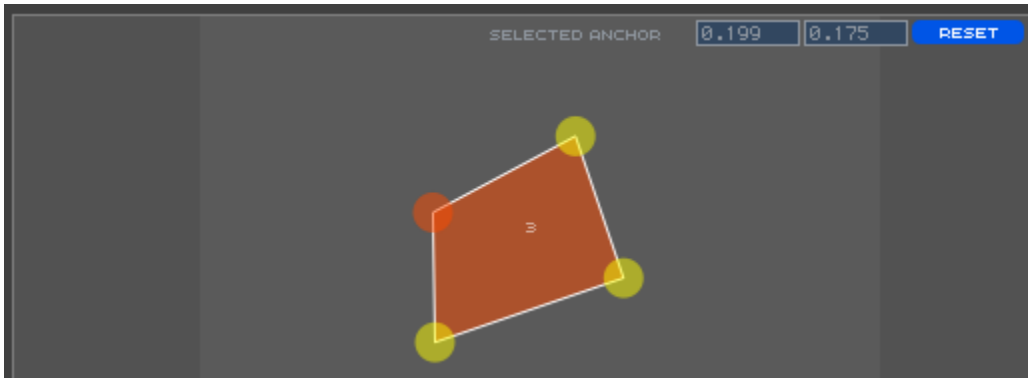
The '*Snap perspective points*' feature is very useful : when you move a layer's anchor, it forces it to sticks to other anchors around it.

The '*Show layer index*' simply display (or not) the layer index in the *Map* tab.

The '*Show extra controls*' feature is a very important one to advanced users. It displays more controls on the *Map* tab, allowing you to rotate, scale, flip and enter values.



When a layer is selected (rotation, scale, flip, position's values)



When an anchor is selected (position's values)

The '*Optimize deformation*' is also an important one : it calculates the perfect scale depending on the deformation you applied. You should leave it enabled.

Animation

When you change the mapping you are using (from the *Mapping Bank*), a short animation rearrange the layers by default.



In this part, you can custom or disable this transition.