



Object Grouping Utility *for Windows (WinXP, Vista, Win7)*

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OGU was developed exclusively for and is marketed by:

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DEVELOPMENT

The OGU development team consists of the following professionals:

Project Manager: Richard Winters {aka *RoLoW*}

Software Engineer: Matthew Winters {aka *ZEAL*}

PRODUCT SUPPORT

Contact support @ winterbrose.com for assistance with this product.

LICENSE

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SYSTEM REQUIREMENTS

To use OGU, you will need Windows XP or higher operating system with at least a Pentium 3 class of CPU and 1 gigabyte of memory. Windows updates must be current and include the required dot-Net Framework updates. OGU has been tested and works with Win XP, Vista and Win 7.

DESCRIPTION

OGU is an advanced object grouping utility that *Imports* a 3D Model in the Wavefront Object (OBJ) file format and *Exports* an equivalent OBJ file with all the polygonal face/surface entries organized by Groups and Materials. Most 3D software handles the face/surface entries haphazardly and even though the object seems unaffected, it creates a nightmare for any manual modifications or searches through these portions of the OBJ file.

<i>TURN THIS</i>	<i>INTO THIS</i>
<pre> g Head_UpperJaw usemtl Head f 36493/36493/36499 36523/36523/36529 36613/36613/36619 g Head_LowerJaw usemtl Teeth f 36632/36632/36638 36679/36679/36685 36610/36610/36616 f 36558/36558/36564 36610/36610/36616 36653/36653/36659 usemtl Head f 36288/36288/36294 36524/36524/36530 36423/36423/36429 g Head_UpperJaw usemtl Head f 36153/36153/36158 35870/35870/35875 35885/35885/35890 usemtl Teeth f 36063/36063/36068 36100/36100/36105 36043/36043/36048 g Head_LowerJaw usemtl Teeth f 36850/36850/36856 36800/36800/36806 36846/36846/36852 f 36544/36544/36550 36594/36594/36600 36592/36592/36598 g Head_UpperJaw usemtl Head f 36481/36481/36487 36364/36364/36370 36584/36584/36590 usemtl Teeth f 36676/36676/36682 36691/36691/36697 36752/76417/36758 </pre>	<pre> g Head_UpperJaw usemtl Head f 36493/36493/36499 36523/36523/36529 36613/36613/36619 f 36153/36153/36158 35870/35870/35875 35885/35885/35890 f 36481/36481/36487 36364/36364/36370 36584/36584/36590 usemtl Teeth f 36063/36063/36068 36100/36100/36105 36043/36043/36048 f 36676/36676/36682 36691/36691/36697 36752/76417/36758 g Head_LowerJaw usemtl Teeth f 36632/36632/36638 36679/36679/36685 36610/36610/36616 f 36558/36558/36564 36610/36610/36616 36653/36653/36659 f 36850/36850/36856 36800/36800/36806 36846/36846/36852 f 36544/36544/36550 36594/36594/36600 36592/36592/36598 usemtl Head f 36288/36288/36294 36524/36524/36530 36423/36423/36429 </pre>

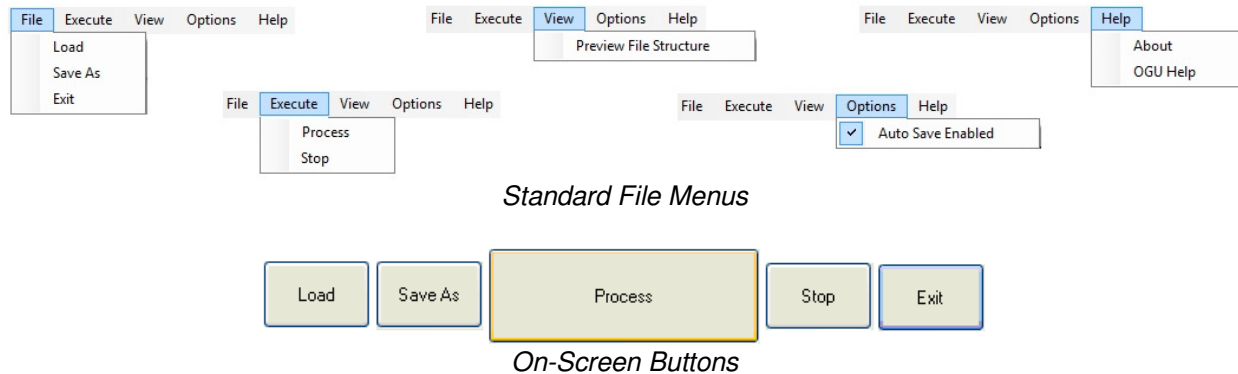
After processing, there is only one reference to each Material per Group in the OBJ file making texture changes in as little as one find and replace.

FEATURES

When you use OGU, you will find that it is very easy to use, processes large files quickly and keeps your original data files intact.

1) EASY:

OGU couldn't be easier to use; featuring a standard File Menu to access all available actions and on-screen button controls for the most common ones.



LOAD: Loads an OBJ file for processing.
SAVE AS: Save copies of processed OBJ.
EXIT: Exits or Closes the OGU program.

ABOUT: Shows Details of OGU Development
HELP: Built-in Assistance for Using OGU

PROCESS: Process the loaded OBJ file.
STOP: Halts processing of OBJ file.

PREVIEW: Displays Old/New File Structures

AUTO-SAVE: Disable to preview multiple files

2) SAFE:

OGU is designed to keep your original data safe; it will not overwrite your original OBJ file. Once you have imported/loaded your new OBJ file and tested it for completeness, you can rename the new file to the original filename to match any other application specific files that need it (ie MTL).

Input Filename: *Alien_Creature.obj*
Output Filename: *Alien_Creature_OGU.obj*

3) INTERACTIVE:

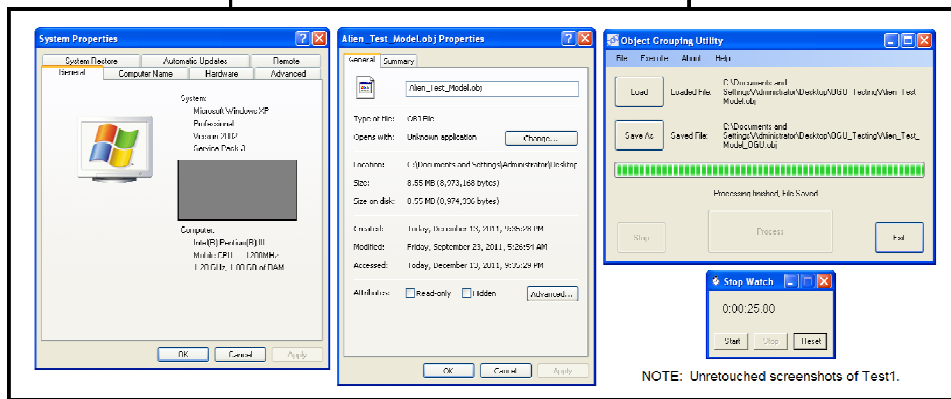
OGU will not keep you guessing on how fast it is progressing. The progress bar keeps you informed of the status of all activities.



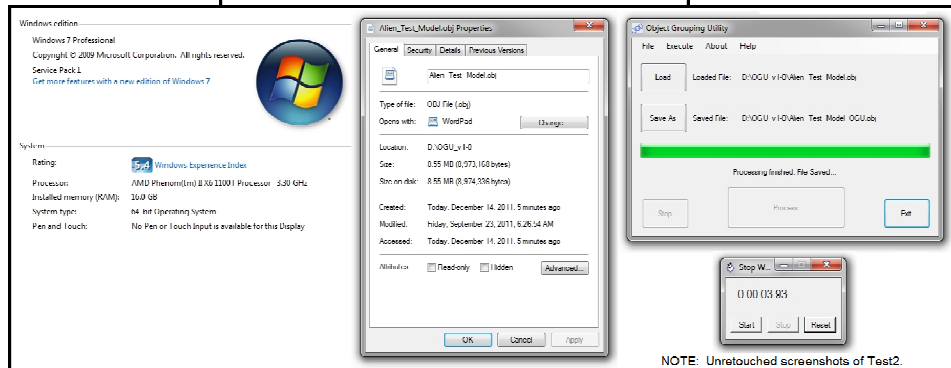
4) FAST:

OGU is Lightning Fast! You will be amazed at how quickly files are processed even on older systems; a 1Ghz WinXP system processed an 8Mb object in under 30 seconds. Check out these actual live data tests on legacy versus up-to-date machine. Individual results depend on system.

OGU Speed Test 1
System: WinXP, Pentium3, 1.2Ghz, 1Gb RAM
Input File: 8.55 Mbytes
Process Time: 25.80 seconds



OGU Speed Test 2
System: Win7, AMD PhenomII X6, 3.3 Ghz, 16Gb RAM
Input File: 8.55 Mbytes Alien_Test_Model.OBJ
Process Time: 3.93 seconds



HOW TO USE

Using OGU is as simple as Loading OBJ file, Processing it and Saving it using this simple 3-step process. And if you can't remember all of that, just click Help / OGU Help on the Main menu for built-in assistance.

STEP-1:

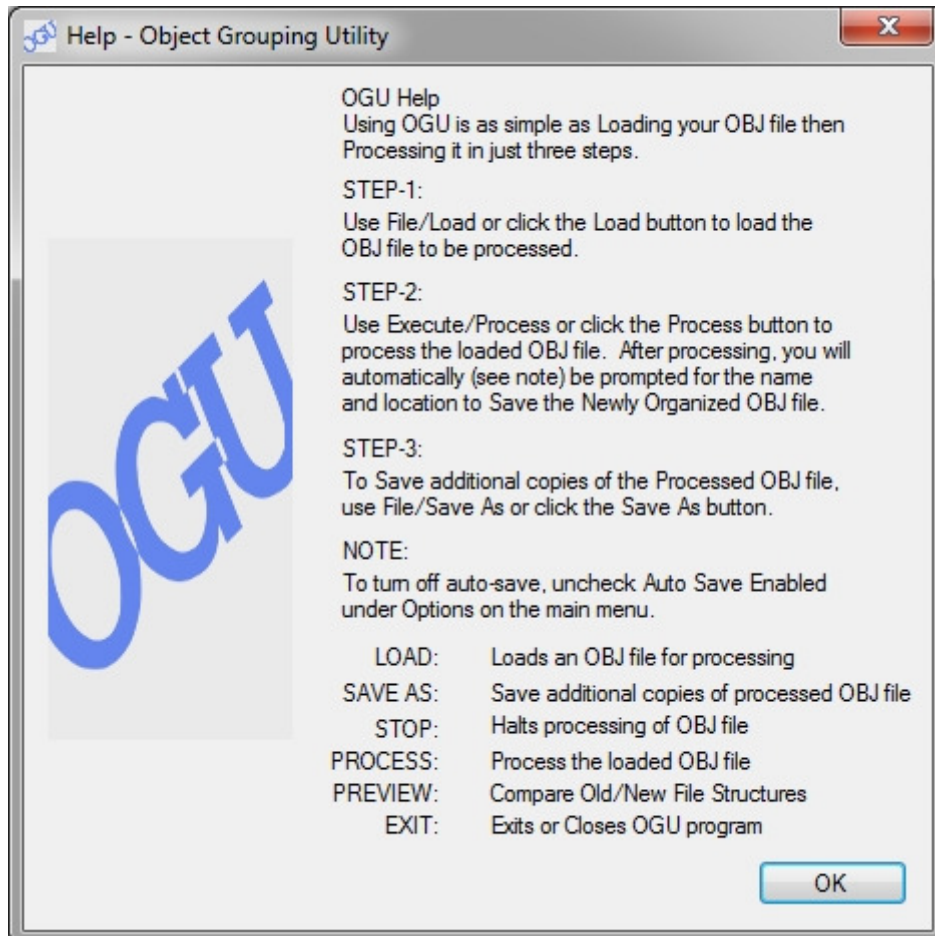
Use File/Load or Click the Load Button to load the OBJ file to be processed.

STEP-2:

Use Execute/Process or Click the Process button to process the loaded OBJ file. After processing, you will automatically (see note) be prompted for the name/location to Save the Newly Organized OBJ file.

STEP-3:

To Save additional copies of the Processed OBJ file, use File/Save As or click the Save As button.



REFUND POLICY

There is a strict No Refund/No Return policy for electronically downloaded software products. Please download the DEMO version to ensure full compatibility with your operating system and hardware configuration prior to purchasing OGU Software.