



DRILL DESIGN SOLUTIONS

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Helpful information before we get started.

Keep in mind this guide was created on the Beta 2 Version, so some things may have changed since.

There is some great information in this guide for setting up your program for the very first time, this info is in Chapter 1 and 2, where you can personalize your settings and save them for use on all future files. Chapter 3 and 4 deal with setting your file up to write a drill. Before you begin setting up a file to begin writing a drill you must have a few things ready. You will need your count sheet, and music file (WAV or OGG file). This guide will help you to set up your file so you can then begin adding performers and writing.

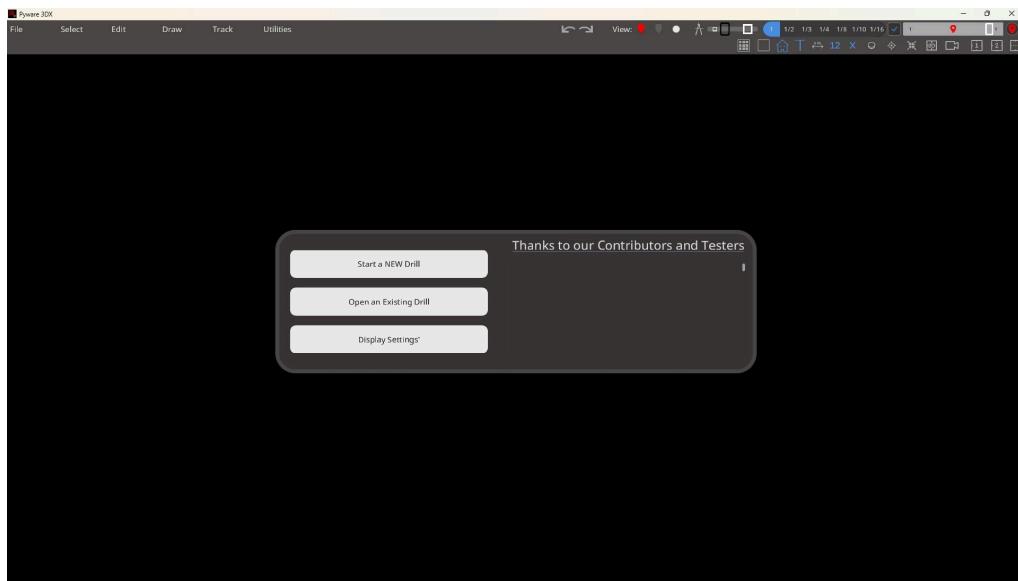
Glossary

- Chapter 1 - Setting up your file
- Chapter 2 - Personalizing Your Settings
- Chapter 3 - Adding Your Page Tabs
- Chapter 4 - Syncing Your Drill

Pyware 3DX Setup Guide

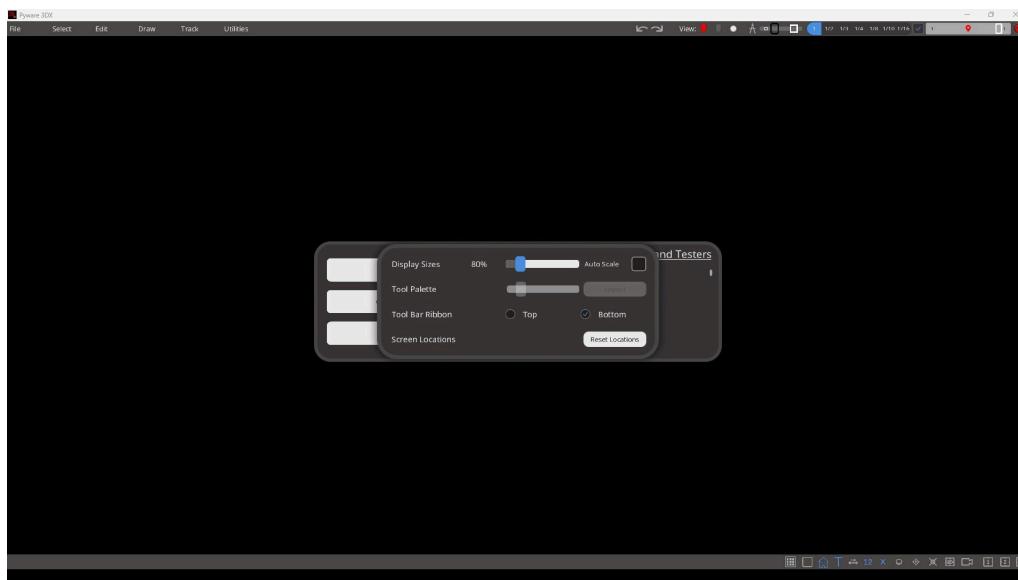
Chapter 1 - Setting up your file

Upon opening Pyware 3DX you may need to allow it to download assets, and then will be greeted with a start screen.



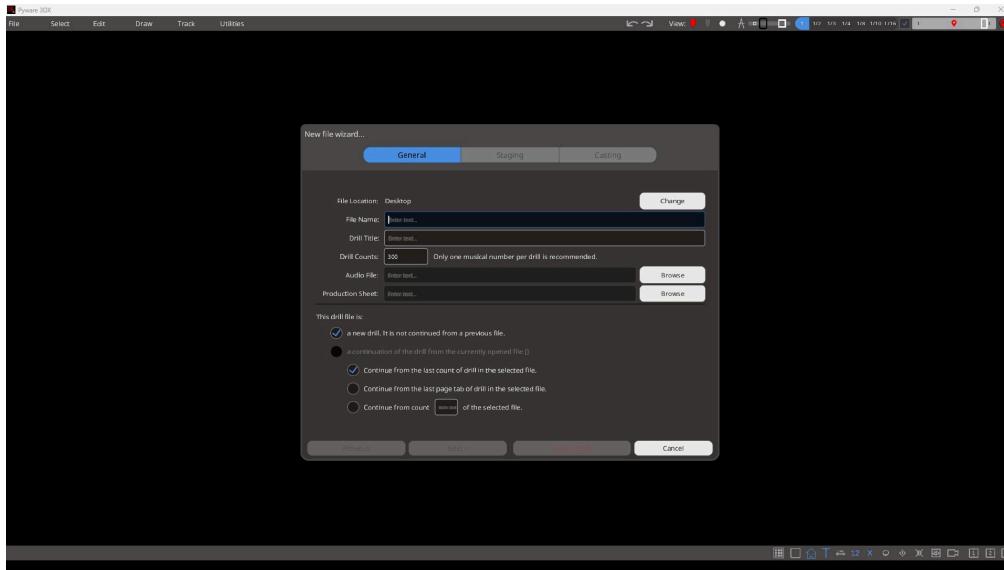
From here you can start a new drill, open a drill or change your display settings.

This is a good time to adjust your menus sizes to match your preferences. I like my toolbar ribbon at the bottom and the display sizes around 80%



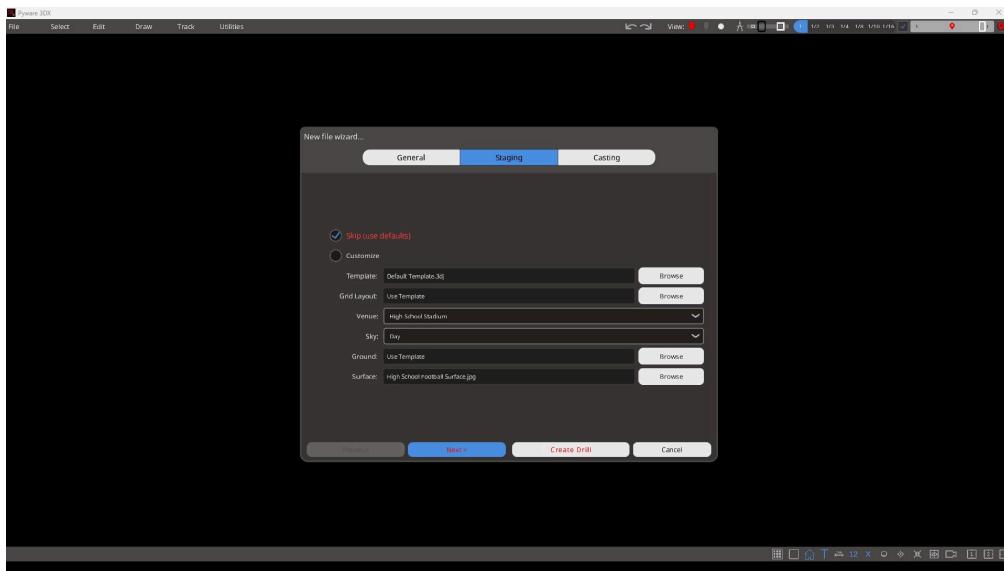
When starting a new drill you will be greeted with a "New File Wizard"

You start with the "General" Tab



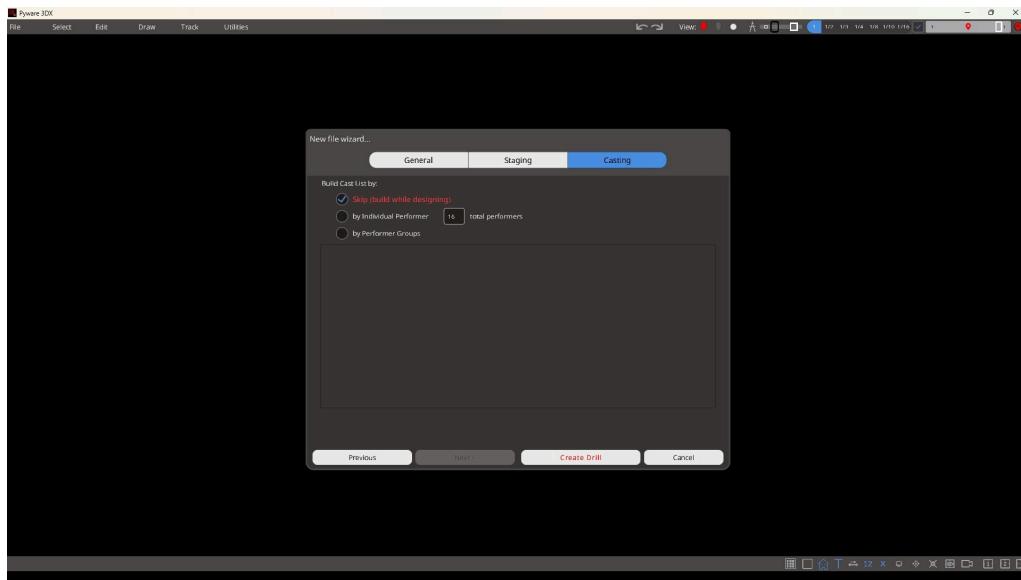
You can name your file, and add your drill title (handy if you want the title and file name to be different) pick how many counts in the file (if it is a long movement or short movement this can save you some time) add an audio file and production sheet.

Click Next - This takes you to the "Staging" Tab



This is a great time to customize your template, grid template, venue, sky (I recommend "DAY" just for the brighter look to the real view) , ground, and surface.

Click Next - This takes you to the “Casting” Tab

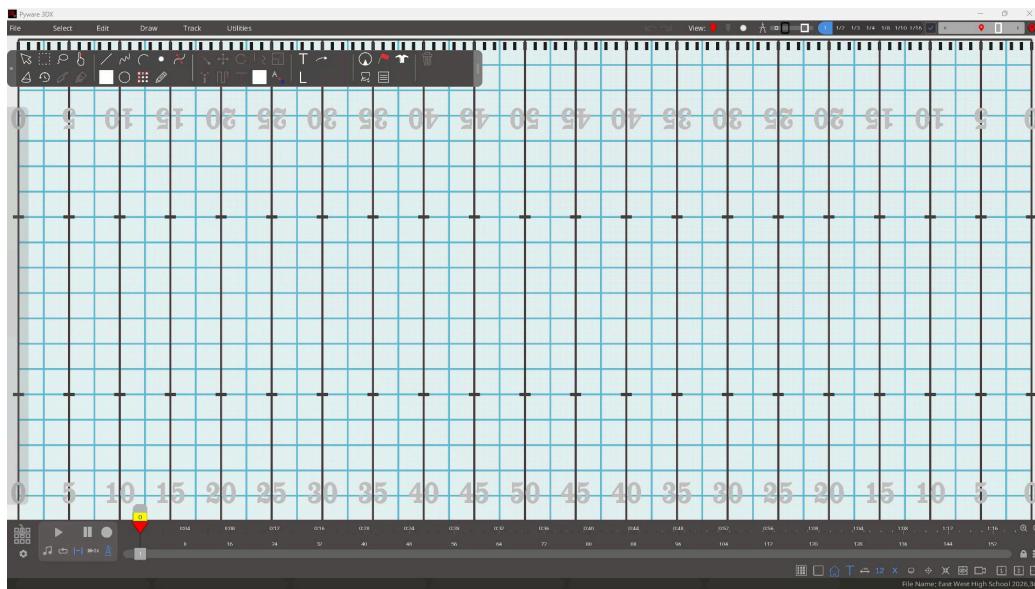


Here you can add performers to the drill.

I personally select “skip” because I like to add my performers while designing.

Then click “Create Drill”

You are then greeted with the grid. As well as a tool palette and a toolbar ribbon.



Chapter 2 - Personalizing Your Settings

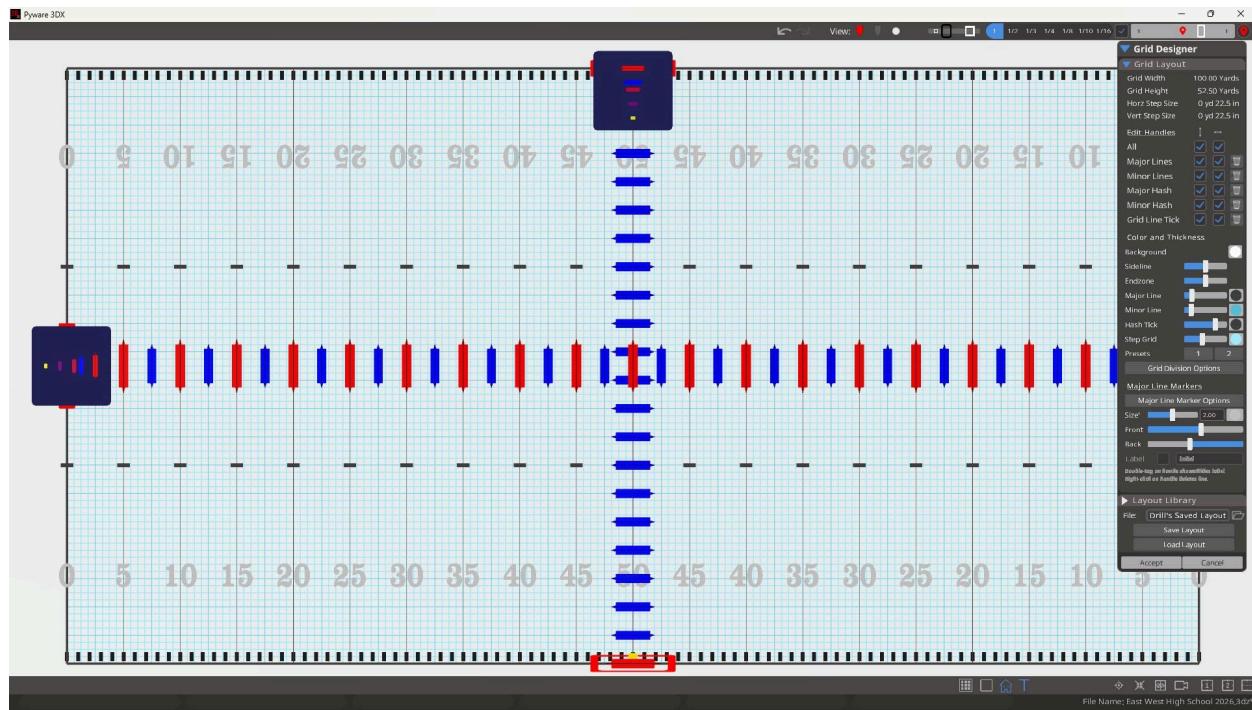
You may notice the grid is very thick and the grid lines are not very clear. So the first thing I do is adjust the grid.

NOTICE: If you have a 4K monitor your thickness might be just fine by default, but I have a 1080p monitor so it needs adjusting.

Utilities >>> Grid Designer

If you have a mouse with the scroll wheel then by default it should allow you to zoom out from the field by holding "CTRL" and "SCROLLING" up and down. I like to make my field fill up the monitor then I adjust the grid thickness.

I adjust the Major Line and Minor Line down all the way to the left, and then move them back to the right 3 places. This is very sensitive, but it gives me the thinnest possible lines. I also like to click on the color of the step grid and make it a bit darker. This is the settings and result I get:



You should be able to click "Save Layout" and this will allow you to load your favorite layout every time

Then click "ACCEPT" at the bottom.

You should now have the grid visible on the screen the way you like it and can begin adding your page tabs.

Editing 2D and 3D modes

Pyware 3DX is a lot different than previous versions because you can design in 2D and 3D modes. To toggle between 2D and 3D you just simply press "SPACEBAR"

***New Mouse Controls - In 2D Mode

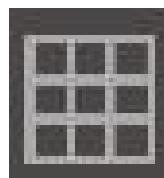
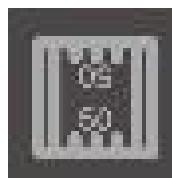
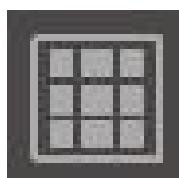
Hold "CTRL" and click and drag with your "LEFT MOUSE BUTTON" you can move the grid around. And if you hold "CTRL" and "SCROLL" you can zoom in or out on the grid. This is handy for moving around to all of the zones of the field as you are editing and creating your drill.

***New Mouse Controls - In 3D Mode

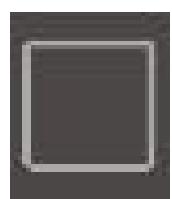
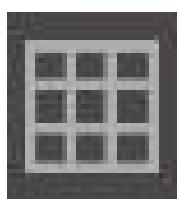
Hold "CTRL" and click and drag your "LEFT MOUSE BUTTON" to change the angle of the view. Hold "CTRL" and "SCROLL" to change the ZOOM
Hold "CTRL" and click and drag your "RIGHT MOUSE BUTTON" to change the location of the camera

Customize your writing mode

Most people will design in 2D at first, with a grid look to the field. But this can be personalized to how you like.



Simply by clicking the "Field Surface" Icon on the toolbar ribbon you can customize your favorite look, with the field surface on or off, or just the grid with grass.



You can also toggle the grid on or off by clicking the "Show / Hide Grid" option.

Once you have customized your 2D view Double Click the "Staging Preset 1" button in your toolbar ribbon. It will save this preference for you to return to.

Hit "SPACEBAR" and customize your 3D view. Then double click "Staging Preset 2".

Hotkey Your Staging Presets

Once you are done creating your staging presets. You can create a hotkey to easily switch between the two.

Navigate to Utilities >>> Shortcut Editor >>> Click "Copy"

Enter in the name of the shortcut list you want to create. For example it could be "My Favorite Shortcuts"

Then click "Display" at the bottom of the menu.

Click the pencil next to "Recall Stage Memory 1" and type your shortcut for that preset. I use "Alt 1" then click "Okay" (if you have a stream deck or gaming mouse you can also use your buttons on that device to hotkey)

Click the pencil next to "Recall Stage Memory 2" and type your shortcut for that preset. I use "Alt 2" then click "Okay" (if you have a stream deck or gaming mouse you can also use your buttons on that device to hotkey)

Then click outside of the menu and it will go away. Now you can go back and forth between preset 1 and 2 while you are writing by simply clicking on them.

Create a Template for Future Files

You can use this as your preferred template for future files so you don't have to go through all of these adjustments again.

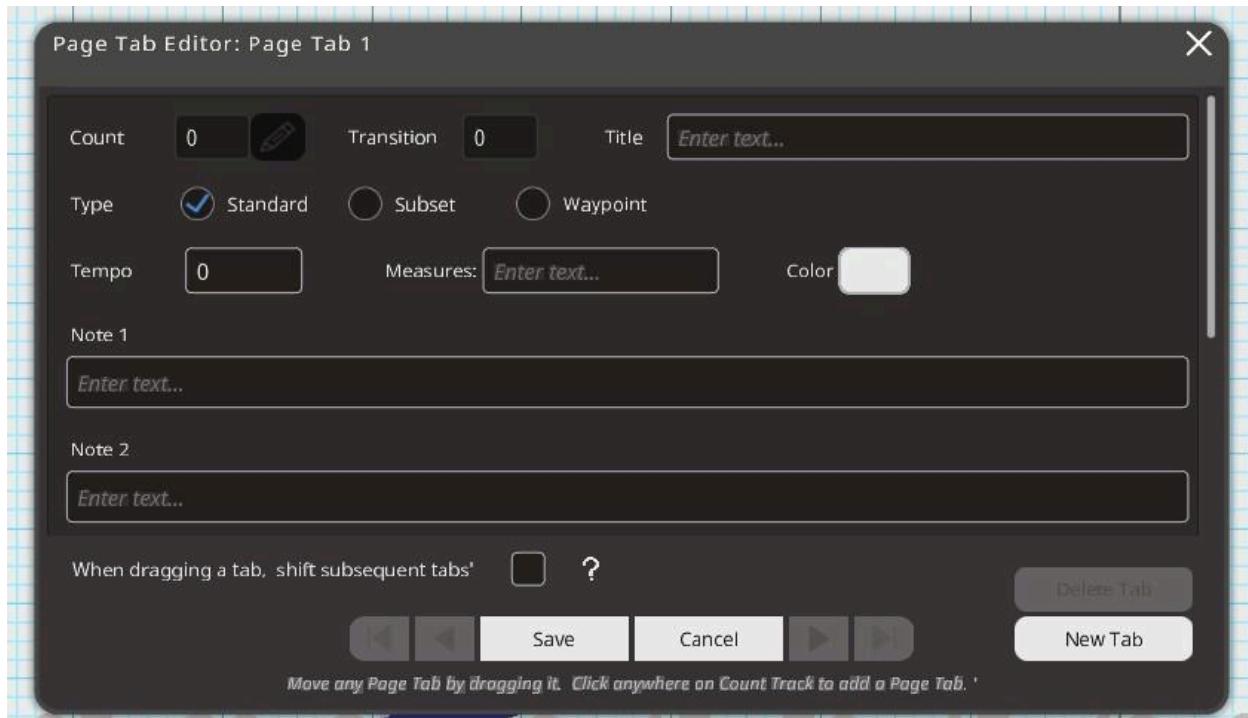
Navigate to File >>> Drill Templates >>> Create a Template Button

Type in the name of your template like "MY FAVORITE TEMPLATE" and then click save. Now when going through the File Setup Wizard in the future you can select your template and all of these settings will be saved.

Chapter 3 - Adding Your Page Tabs

Adding your page tabs

This can be done in a couple different ways. Either by syncing your production sheet to the file, or by clicking the “LOCK” in the bottom right hand corner. This opens up a “Page Tab Editor”



Click on “New Tab” in the bottom right hand corner

Change the amount of counts you want your first transition to be, it is default at 16.

- For example if you wanted your first page to be an 8 count move, you would type 8 in the “Count Range” dialog box which is the second box below the “Count” dialog box. Then click “Add”

You will notice a page 2 has been added at count 8. If you wanted to add another page tab you would repeat the process for the amount of counts needed to match the music you are going to design to.

If you have experience using Pyware Java you can also go along the bottom and click your page tabs in along the count track. I always find it is helpful to add page tabs before syncing, because then you can see if your counts line up with

the phrases as you tap.

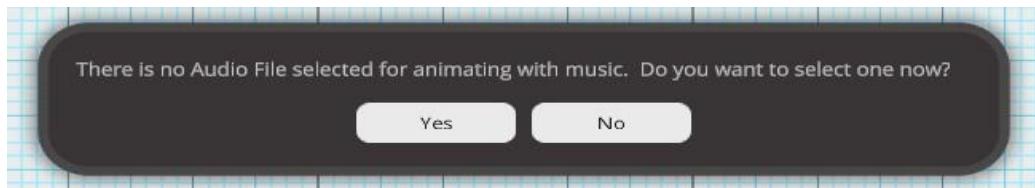
Then click "Save" to lock in your page tabs.

Your file is now ready to be synced to the music.

Chapter 4 - Syncing Your Drill

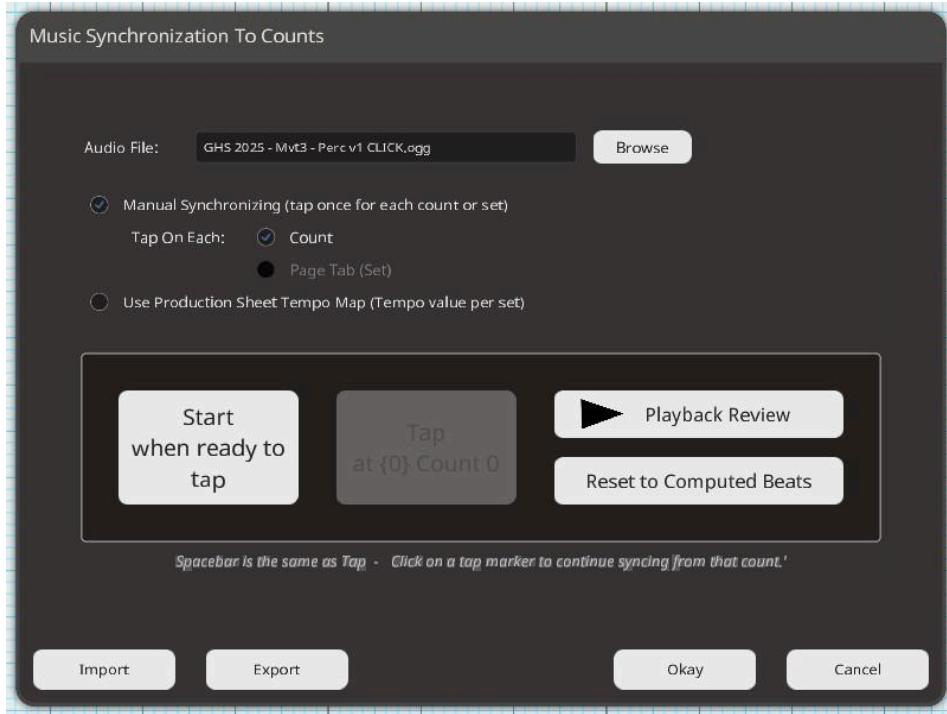


To sync your file to the music click on the music notes icon in the bottom left hand corner in the animation panel.



A window will tell you a file has not been selected (unless you did this during the setup wizard) and it will ask if you would like to pick a sync file. Click "YES" and navigate to where you are keeping the file.

Keep in mind that Pyware 3DX will only allow syncing to OGG and WAV files. Other videos can be found on my youtube for how to convert your file if you have an MP3 or M4A. Once you have selected your music file it will ask if you would like to sync the music to your drill file Click "YES".



Click on the “Start when ready to tap” button and then tap the SPACEBAR to the beat of your music file. You will see red lines begin to appear overtop of the music waveform as you click the spacebar. When you are finished click “OKAY” and your sync will be saved.

You should hit “CTRL S” to save your file.

Conclusion

Now you have a file started, named properly and your grid personalized. You have learned a bit about how to use the new mouse controls to navigate between 2D and 3D. You have personalized your 2D / 3D setup, added a hotkey to them for easy switching, and created a default template created for future files. Your page tabs are in place, and your music is synced. Now you are ready for the addition of performers and the writing of your drill.

If you found this setup guide to be helpful please share it with anyone you know looking to start using Pyware 3DX and please like and follow my YouTube page @drilldesignsolutions for future videos on Pyware 3DX.