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Hello people! It's been a while since I posted anything, but since a day barely passes without someone asking me is the future of HeroMachine since flash support (HeroMachine software was built) will end in 2020, I thought I'll give you an update. This year I've been working with Ben, a developer who helped with the immigration site a number of years ago, on a non-flash version of HeroMachine 3 built with JavaScript and PHP instead of Flash. Once you're done, this version should work on all devices and browsers without the need for flash at all, including (theoretically) iOS so you can machine on the go. We have ways to cut it yet but The Lord is ready and the creek is not rising I hope I have something to show you next month as to what will happen with the old HeroMachine versions, and I honestly don't have an answer yet. I don't plan on making a non-flash version of those, although my hope is that someone will have an unofficial flash plugin player available at some point that you can use in the browser so they'll just keep working. We shall see. Thanks for sticking with me and good luck in all your creative endeavors! This entry was posted in HeroMachine 3, Meta. Place a bookmark on the fixed link. Check heromachine.com... Please wait. heromachine.com up and accessible. If you're not able to access it, it may only be your connection. heromachine.com's not falling, you're not just the site that doesn't respond to anyone. You're welcome... Something went wrong. Please try again later. Hello! We've just done a little bit of switching and switching in the server to address some of the recent slowdowns that people have experienced. If you experience any problems, please comment on this post. Posted in bug reports and fixes, dead o, people! We've moved HeroMachine.com to it's a sleek new server. Most things are even functional, but we still experience some errors, specifically: logging into forums is problematic some premium content may be unavailable we work extra hours to correct these errors, and we will let you know when you are fixed. If you are having any other problems with the site, please comment on this post. Thanks, and sorry for any inconvenience! - Ben posted in Bug Reports and Fixes, HeroMachine 3, Meta, News and Updates I've had half a dozen reports in the last few days of not being able to export photos, has anyone seen it here? It works fine when I test it but these people tell me it gets a pop-up window, except it doesn't get the picture. Thanks for any feedback you can make. Posted in Bug reports and fixes, HeroMachine 3 I just posted a slight update to Heromachin3 which hopefully repaired some layers and item stuck problems that people had when downloading even saved characters. I will explain the stout nitty after the jump to those who are interested. Continue reading posting in bug reports and fixes, HeroMachine 3, news and updates I think I've fixed HM3 Alpha problem where use save as JPG/PNG would press your character in the upper left corner of the image if you're using the left or right hand. It now set the image size to 400x600, which means wingtips and such will get cut. However, it returns those features to basic use, at least. We also hope to pave the way for a super large-sized option on the road. In fact, I think I can by default set it to greater than 400x600 if you want guys, just let me know. All of this is an unknown area, I'm just breaking my way through it, but I'm going to give it a vortex. Posted in Bug reports and fixes, HeroMachine 3 I've downloaded an update to HM3 Alpha which hopefully solves the problem with layers that are installed beyond the scope of all belief when uploading a saved profile. Unfortunately it seems that this may also break the down-to-post and display a new error when you load a saved character where things are masked to the wrong items. But, I wanted to put this there right now to see if at least the layerproblem is fixed. Give it a shot and let me know -- I think you can download the old It must work properly. Posted in Bug Reports and Fixes, HeroMachine 3 I just posted a slightly updated TopsMaleStandard set that fixes bug engraving on one of the sleeveless items and on the ribbed shirt. Published in Bug Reports and Fixes, HeroMachine 3 at the urging of both Damien and Violodion, HeroMachine page has placed 3 bugs, perma linked there in the right column. Damien and I will try to keep up to date with your reports so I can remember not to forget what's going on, so you can tell if what's happening to you is bad natural or unusually bad. Posted in Bug Reports and Fixes, HeroMachine 3, Meta HeroMachine 3 is the most advanced, powerful character creation tool on the internet. Even if you can't draw a straight line, it allows you to generate professional looking illustrations for your sci-fi, fantasy, or super hero characters. Whether you're a comic book writer trying to get this outfit just so or you simply want to give your inner artist a voice, HeroMachine 3 is the best way to get there. Since HeroMachine is flash-based it will not currently work on iOS devices. We are aware that flash support (which runs HM) expires in 2020. We are actively working on a non-flash version and hope to have something as soon as possible. Thank you for your support and attention! Forums Major Forums Other Than Games Discuss HeroMachine Home Forums Other Forums Other Forums Discuss HeroMachine Community Blog FAQs HeroMachine 3 Questions and Answers HeroMachine 2.x FAQs Community Blog Faq How Can I Get My Personality In Challenge? Character design challenges are held every Monday. To enter, just wait until the post appears announcing the subject of the challenge for the week. Create your character, put it somewhere that the audience can see it, then make a comment on another ad giving its location and name. That's it! Here are more specific details. All entries must be in the form of JPG or PNG (BMPs are very large), posted on a publicly available website (e.g. ImageShack, PhotoBucket, HeroMachine Art Gallery, whatever); Please name your files as [your name]-[character name]. [File extension] before downloading it. So Desicatriz, for example, would save his portrait of Bayou Bell in .png. Please make the link go directly to the image (like this) and not to the hosting jumppage (like this). See this post on how to get a direct link to most sites. All entries must be on Monday after the announcement. How often are challenges held? Character design challenges are held every Monday. Alternate weeks will feature caption competitions. Pop contest challenges (e.g. Design challenges can occur, but last only one day on a limited scale) at any time. I just want to post my characters in a place where people can see them, where should I do that? Your best bet is to get people to notice and comment on your photos to put them on the HeroMachine Art Gallery Forum. HeroMachine 3 should be used at this point, which has a built-in save function as a kjpg/PNG to get your character's image. Can I post my picture of Superman here? No. HeroMachine's program aims to make character images out of your imagination, not to create images of copyrighted characters created by someone else. If you choose to make these types of illustrations, you have no legal responsibility to do so. I did my best to keep any copyrighted codes or items from the program so as not to fall victim by mistake to using something you didn't know was protected. On any site I own and control, I am responsible for it and I do not allow the publication of copyrighted characters. HeroMachine 3 FAQ Who owns the images I create in HeroMachine, and what can I do with them legally? You have the concept and design of everything you create in HeroMachine. The ownership of a specific image of this concept as it exists in HeroMachine, both in total and separate pieces, belongs to me. In other words, I don't pretend to own your idea just because you were directed with my program, but you can't claim to own that set of items within the program to try to keep others from copying it. If someone creates an infringement image of your character in the program, then tries to claim ownership over your design, you need to go after it. A license is granted to use any image you create in HeroMachine

in any way you want automatically for any non-commercial use, although of course some type of link is valued again or credit. If you want to use a photo or image in a business environment, contact me to discuss them. Usually all I ask is credit or link back to the program. What is Hiro Mashin 3? HeroMachine 3 is the latest version of HeroMachine's online personalized image creator. What is the cost of HeroMachine 3? HeroMachine 3 is completely free at this time. Are there multiple objects and poses in HeroMachine 3, such as a flying pose or a teen body? The basic idea of HeroMachine 3 is very different from what it was in HeroMachine 2. You will be able to build your own body styles using separate elements, so you can basically create your own shape and body style. If you want a muscle brick pattern character, you will be able to scale the body to those proportions, leaving the head relatively normal. If you want a more slender figure, you will be able to create it too. What does HeroMachine 3 not offer? Sizing, rotation, and movement of each element; Item in any order regardless of what slot belongs to it; Put the wide screen so that you can see the entire character at once without the controls; Can I download HeroMachine 3? Not at this time, although it is scheduled in the near future. Where can I go for updates on heroMachine 3 status? The best site for HeroMakan 3 updates is the HeroMachine Community Blog, specifically HeroMachine 3 category. Are the items in previous HeroMachine versions included in HeroMachine 3? The goal is to have both elements of HeroMachine 2.x included in HeroMachine 3, with some caveats. First, because you can combine several items from the same aperture in HM3, some of the previous items will be provided as separate pieces where appropriate. Secondly, a few items were so ugly I couldn't afford to include them. These are few and far between, though. Thirdly, because there are many slots in HM3 vs. HM2, some items may be moved around and not necessarily where you have thought. But the goal is to have all of the items in some form or shape transformed over before they go live. Can I move saved HM3 characters from one computer to another? HeroMakan 3 saves your character as a shared object library file (.sol for you Windows users), which are like browser cookies, but it does: they are not stored in shared data files online and will not be deleted if you scan all your cookies. You can just remove them by right-clicking on the movie, go to flash settings, and remove them there. In Windows, you can find .sol files in windows installation in the AppData%MacromediaFlash Player #SharedObjects/www.heromachine.comhm3 you can copy them and transfer them to another computer in the same directory where they will be accessed by heroMachine 3 download function. On the Mac they are in HD/user/library/preferences/macromedia/flash player/#SharedObjects/ hmcharacters.sol where they can be copied again and glued to other computers in the same directory. How do I officially share heroMachine illustration? First, use the export button to save a picture of your character on your computer. (Note that you must have all pop-up blockers disabled for the page to work.) You can then post a JPG or PNG image file to any photo-sharing service such as PhotoBucket, ImageShack, Tumblr, etc. You can also post here on heroMachine blog forums. If you want to share it with the HeroMachine Facebook community, just go to heroMachine's Facebook page and click on Photo link on the wall. Hero Machine 2 answers What is the difference between HeroMachine 2 desktop version and free online version in UGO.com? UGO.com hosts version 2.5 (beta), which contains the first set of expansion elements, while the desktop version is version 2.0, which does not include any expansion elements. Once new features are enabled across all six potential bodies, they will be included in the download. Back to the top what operating systems HeroMachine will work under? The HeroMachine is a browser-based application, which means it will work on any operating system that has a browser compatible with the latest flash components in. This means that you can use HeroMachine on with Macintosh, Windows XP, Vista, Linux, and more, with Firefox, Safari, or Internet Explorer. Although it works under your browser, it is on your hard drive so you don't need an active Internet connection, making it fast. Back to the top can I use HeroMachine to create a character from previously published work, such as Superman® Or Spider-Man ®? Pig use HeroMachine to create a fax of copyright character that exposes you to the possibility of legal action to violate copyright by the individual or company that retains the rights to that stamp. The hero is like a box of crayons - you can draw anything you want, but if you try to rip someone else's ip, you can be responsible for it. Such use would also be a violation of the HeroMachine license agreement you must agree to before loading the product. Return to the top of one of heroMachine's empty skins! Nos! This skin works, it just doesn't have any black outlines that appear. Choose two colors that are not white and you'll see it appear. Back to the top when the application comes, I don't see any text, and nothing happens when you press what the buttons look like to be. Maybe you need a flash upgrade in the version. Go to Adobe.com and get the latest version (from flash player). This solves most of the function problems with HeroMachine.Back to the top I mailed my character to a friend, but when they try to download it, i time out the application and I get an error message asking if I want to cancel the script. Some email applications insert line breaks into text blocks. When you try to load text blocks like this, HeroMachine behavior can be unexpected. If this happens to you, paste your character parameters into a word processing program (such as notepad, simple text, or Word), and then turn on all hidden characters. Remove any paragraph breaks, then copy and paste the result in the HeroMachine loading box. Back to the top, I can't copy the text of saving the character. First, right-click in the text box so that the cursor is flashing in the text. Then right-click (Windows) or click Ctrl (Mac) and choose copies of the flight menu. Paste the text into your favorite editor and save it however you like. If you can't copy text at all, you may have a problem with the clipboard (especially under Windows NT). In this case, open the clipboard viewer (within extensions in Windows NT) and clear the clipboard. You have to work after that. Back to the top. The HeroMachine is the creator of online character. You can navigate through different elements of your costume and character design. For example, you can change hair patterns, colors, eyes, noses, coats of armor, shoes, weapons, and more! Back to the top, what do I do with my character when it's done? You can save your character parameters by clicking on the Save icon (disk image) on the left side of the app. Copy and paste the results into a text editor, or email them to a friend so they can see your creation. You can also print your character (click the print button inside HeroMachine - using the print command from the file menu from your browser will not work). The HeroMachine creates independent images, there is no way to import the character into an online game. Back to the top why not anything happens when you press the color? Not all components have available color options. Some have no colors, some are one, some have two. There is no way at this time to find out who is without trying out, so warm up this mouse and get ready to click! You may also have scanned the current component, in which case there is nothing to the country. Try to advance one item using the arrow key for this component, and then try your color. Back to the top how can I save my personality as a picture? In HeroMachine 2 you have to use the screen capture tool to save your character as a photo. To do this, press ALT-PrintScreen in Windows or Command + Shift+ 3 on your Mac to take the entire screen image (including the character) to the clipboard. Then open the paint program (like the well-named paint in Windows, which you can open by going to Start-Run and writing in MSPAINT), go to paste editing, and the screen will appear. Then you can crop it and save it wherever you want. Or, can you just use HeroMachine 3, which has a built-in image source ©Back to the top who owns the copyright to the letter (s) I create? You own the copyright to the idea and concept of your character, although the actual image you create with HeroMachine belongs to AFD Studios. The use of this image for non-commercial purposes is granted automatically. If you would like to use the image on a commercial site, please contact AFD Studios. Basically you own the character concept, but AFD Studios retains the rights to each image (including the color scheme) used in this character drawing, individually and in total, as it exists within HeroMachine. In other words, I can't pretend to own your idea, and you can't claim to own any group of The colors are inside HeroMachine, even if someone else uses it to create a matching version of your character. You should sue them for copyright infringement, not me. Back to the top What does HeroMachine cost? All versions of HeroMachine are free to be used online in heromachine.com. You can buy HeroMachine 2: A large screen desktop version to use on your local computer if you want \$9.95. \$9.95

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