Updates to the model construction steps in the book chapter when using Blender version 2.49:

There are two significant changes in the given steps when using Blender version 2.49 compared to version 2.45, for which the text was originally designed. First, in Blender 2.49, new objects are created with their local axes aligned to the global axes, as opposed to being aligned to the current view in version 2.45. Second, the order in which an object is selected affects how a Boolean operation is applied, and this order was switched after Blender 2.45. The rest of the changes are fairly trivial and less likely to cause major problems. Finally, although this document continually references Blender version 2.49 (the newest version as of 07/17/2009), most of these changes are also true for versions 2.46 through 2.48 as well.

3.1.1.3

> **difference**: Blender 2.49 creates objects in "Object Mode" instead of "Edit Mode".
> **correction**: After the sphere is created, hit *Tab* to switch into "Edit Mode".

3.1.4.1-2

> **difference**: Blender 2.49 creates objects in "Object Mode" instead of "Edit Mode", and objects are not created relative to the current view.
> **correction**: After step 3.1.4.1, hit *Tab* to switch into "Edit Mode" and ignore step 3.1.4.2, since the object is already oriented properly.

3.1.7.1

> **difference**: Blender 2.49 creates objects in "Object Mode" instead of "Edit Mode", and objects are not created relative to the current view.
> **correction**: After the cylinder is created, hit *r*, then *x*, type *90*, and then hit *Enter* to rotate the object 90 degrees along the x-axis to get it into the desired orientation. Hit *Tab* to switch into "Edit Mode". Hit *r*, type *11.25*, and hit *Enter* to align one of the cylinder's faces with the base of the spine object.

3.1.7.6

> **difference**: The order in which objects are selected affects Boolean operations in Blender. The effect of this order is reversed between the two versions of Blender. As a result, in Blender 2.49, an object created from a Boolean operation has a center based off of the first object selected as opposed to the second.
> **correction**: Hit *Tab* to go into "Object Mode". Deselect the spines by hitting *a*. Then right click on the shaft. (Note: it may be hard to see the shaft from an overhead view). Hold *Shift* and right click on the spines. Follow the remainder of the steps in this subsection starting with the fourth sentence.

3.1.7.8

> **difference**: The wording of the pop-up menu has changed when you hit *Ctrl-a* in Blender 2.49.
> **correction**: Select "Scale and Rotation to ObData" under the new "Apply Object" pop-up menu, instead of "Apply scale and rotation". Follow all the other steps in this subsection starting with the second sentence.

3.2.4

> **difference**: The order in which objects are selected affects a Boolean operation in Blender. The effect of this order is reversed between the two versions of Blender. Naturally, when using a "Difference", the resulting mesh that is created looks very different depending on which object is selected first.
> **correction**: Hit *Tab* to go into "Object Mode". Right click on the "Presynaptic Bouton". Hold *Shift* and right click on the vesicles. Follow the remainder of the steps outlined in this subsection starting with the third sentence.

3.2.10

> **difference**: The "Action Editor" now controls different functions besides just "ShapeKeys", such as the "Grease Pencil" in Blender 2.49.
> **correction**: After you switch to the "Action Editor" window, you need to explicitly specify that you want to work with "ShapeKeys", by clicking the "Editor Mode" drop-down list and selecting "ShapeKey Editor". Follow the remainder of the steps in this subsection starting with the third sentence.