

Earth 3D

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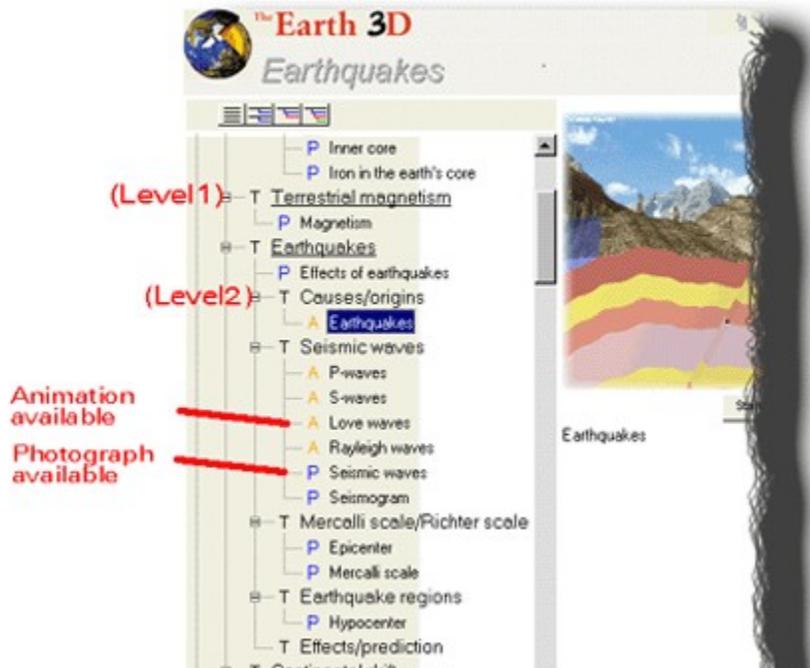
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Main Screen

Explorer Controls

The Explorer controls allow you to select the various levels of the Display tree and various combinations of media modes you would like to view.



Display Level function - Click and hold the left mouse button. The level selector will be displayed:



Move pointer to the level you desire and release the button. Levels are from left to right starting at the most general level "1" to the most specific level "4". The display tree will automatically update to the level you have chosen.

The Navigation menu

The Navigation menu will help you to find your way through the different screens and functions of the program:

Explorer controls

Navigation menu

Contents

The screenshot shows the 'Earth 3D Earthquakes' application. On the left is a 'Contents' tree with the following structure:

- P Inner core
- P Iron in the earth's core
- P Terrestrial magnetism
- P Magnetism
- T Earthquakes
 - E Effects of earthquakes
 - T Causes/origins
 - A Earthquakes
 - T Seismic waves
 - A P-waves
 - A S-waves
 - A Love waves

The central 'Preview picture' shows a geological cross-section with layers of different colors (red, yellow, purple) and a 'Start Animation' button below it. The right-hand text area is titled 'Causes/origins' and contains the following text:

Back in the days of the Greek philosopher Aristotle, people believed that earthquakes were caused by fires and storms underground. In Japan, people thought that a giant fish carried the earth on its back and caused earthquakes when it moved.

Today we are fairly certain what the causes are.

Earthquakes occur 90% of the time under the direct influence of tectonic events in the lithosphere.

Most earthquakes occur at tectonic boundaries.

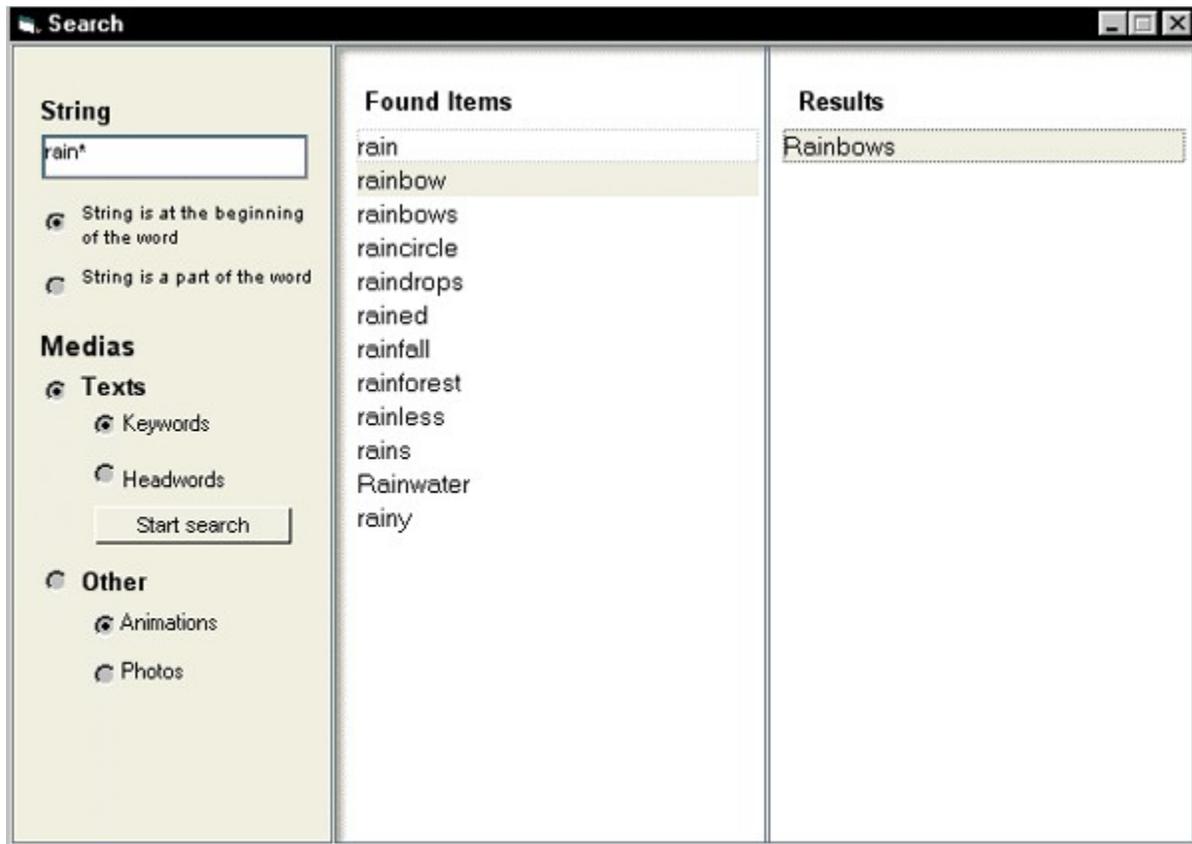
The plates either slide past one another, collide, or break apart. When they move away from each other, the earthquakes caused are only slight. Strong earthquakes occur at convergent boundaries.

From left to right:

-  Up one step in the Explorer
-  Down one step in the Explorer
-  Search function
-  Display all previously viewed text entries
-  Go to previous text entry
-  Music On/Off
-  Print text
-  Copy text to clipboard

Search

Texts or media may be found by entering a term in the search window.



STRING

There are two separate search modes:

1) "String at the beginning of the word"

The term/string is at the beginning of the word being searched.

Example: Entering the letters "af" will return terms including "affects", "Africa", and "afternoons".

2) "String is a part of the word"

The term/string is contained within a word.

Example: Entering the letters "af" will return terms including "afar", "Chaffinches", and "grafting".

Consequently, the second search mode results in a larger list of matches.

MEDIA

The **Media** selection allows you to focus your search farther:

Keywords (the default)- will search for words located anywhere within the text.

Headwords- will search only for words that are a main topic of a text.

Execution: Enter the string/term in the search window, select the **String** location, then the **Media** location, and click **Start Search**.

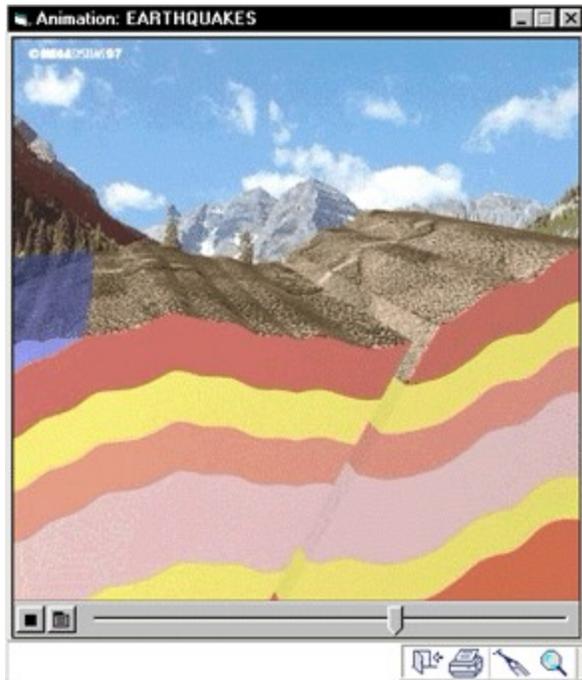
The "**Found Items**" column will display all successful matches. If you click on a term in this list, all texts containing this term will be displayed in the "**Results**" column. Double clicking on an entry in the "Results" column will load the text and automatically update the Knowledge Explorer to "Display all media" mode. Subsequently, the search window is minimized.

OTHER

This function allows you to select a mode of media, then view the media related to the text found during the "String" search within this mode. A list will appear in the "Found Items" column giving a short description of the media and it's location (i.e. CD 1 or 2). Clicking on a term in this list brings up a preview in the "Results" column. The resulting media can then either be viewed within the search function by clicking "**Original Size**" or will take you from the search function to the actual entry by clicking "**Load Entry**".

Media Window

Media windows, to the left of the text, display the available media that is associated with the displayed text. It can be called up by clicking on the "**Show ...**" button below the window or on the media window itself. Media windows can also be called up from the Search Function (see Search Function in the Help Menu for more information).



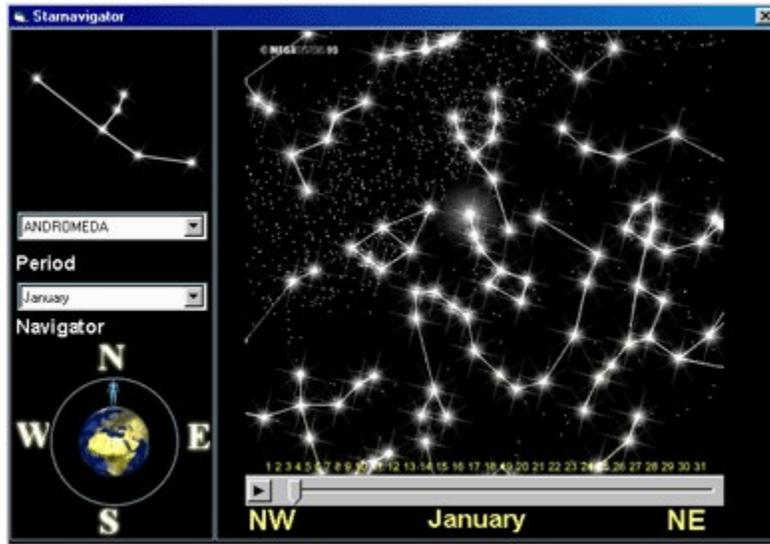
Media windows are displayed for the following forms of media:

- Animations
- Pictures

All media can be either printed or copied to the clipboard. Animations, Slide Shows, and Videos have the additional functions of "**Legends On/Off**" and a zoom function with "**Videos larger/smaller**". The zoom function is only available for screen resolutions from 800 x 600 pixels for small fonts and 1024 x 768 pixels for large fonts.

The Starnavigator

This provides you with an easy-to-understand overview and outline of the evolution and development of every animal Genus.



You can use the mouse to move any one of the three sections:

- 1) The Genus section (top)
- 2) The Evolution History section (left)
- 3) Or both sections simultaneously (middle).

Click and Hold the left mouse button and then drag the arrow to the desired position. You can select a genus by double-clicking on it. This will bring up a diagram showing the animals of that genus and its position in the evolutionary history.

You can now double-click on a particular animal in the display and bring up the associated text and media.

