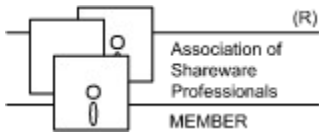


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Overview

Photo Show 3D is a Windows 3.1 screen saver. It will load an image file in either BMP or PCX format and map it onto a 3D object which may be centered in the screen or tumbled across the screen. You may set several options to control the type of object used and how it will move.

There are 3 different objects to choose from. They are [Flat](#), [Cube](#) and [Custom](#). You may also choose whether the object's [Attitude](#) will be changed and how the object will [Move](#) with each update.

You may also select whether Sparkles will be displayed. Sparkles are just colored dots that randomly pop up on the screen just to make things more interesting.

You may turn either the objects or sparkles on or off as you wish. If you turn them both off you'll just get a black screen.

I hope that you enjoy this program and if you have suggestions for future versions or for other uses of this type of graphics, please let me know! If you are a software developer and would like to discuss the possibility of using the Photo Show 3D graphics routines in a program of your own, I'd love to hear from you!

What's New

Version 1.21

Corrected a bug that caused the Z position of the object to be an invalid value if Zoom was disabled. This caused the object to disappear after the first update.

Also decreased the mouse sensitivity.

Version 1.20

Moved the image loading routines into WIFX.DLL and added BMP support. Also, regrettably, removed GIF support due to a patent conflict. See the section on [Image File Selection](#) for more information on the removal of GIF.

Added JPEG support to the registered version of Photo Show 3D.

Added a [Zoom](#) feature which, when enabled, causes the object to move away from the viewer and then back again repeatedly.

Increased the frequency and number of sparkles..

Modified the password dialogs to center themselves on the screen.

Finally found and corrected a very nasty bug causing GPF's when exiting PS3D!

Corrected a minor bug that made the cursor disappear after winning a Solitaire game.

Added a warning if too many polygons are chosen. The number of sides multiplied by the number rings must not be greater than 180.

Version 1.12

A problem that caused Photo Show 3D to die when password protection was enabled has been corrected.

Version 1.11

A problem that caused a loss of 2% of the available Windows resources every time you configured Photo Show 3D has been corrected.

Also, a problem causing a loss of a small amount of available memory each time the program runs, has been corrected.

Color palette handling is greatly improved. In earlier versions, if a 256 color image was used as wallpaper, Photo Show 3D occasionally had a problem gaining access to the color palette. This should no longer be the case.

Version 1.10

[Password protection](#) has been added for version 1.10 of Photo Show 3D.

Our Upgrade Policy

We are constantly upgrading and improving all of our products. If at anytime you should wish to purchase an upgrade the price will be as follows:

If the current shipping version has the same first digit as the one you already have, such as upgrading from version 1.xx to version 1.30, the upgrade is free, although we do require that you pay the current postage and handling fee.

If the current shipping version has a different first digit from the one that you already have, such as upgrading from version 1.xx to version 2.xx, the price is 1/2 of the current price plus postage and handling.

Note: Currently, you may only place upgrade orders by mail because neither Compuserve's SWREG nor PsL's order service can accept upgrade orders. We regret any inconvenience this may cause you and hope to add our own order line and credit card merchant account as we grow!

Password Protection

If password protection is enabled, Photo Show 3D will require that a password be entered before it will exit back to Windows. This protects your system from unauthorized access. If you leave Photo Show 3D running while you are not at your desk, no one will be able to gain access to your system unless you tell them the password. Also, as an extra precaution, you must enter the current password before you will be allowed to change to a new one, so **please do not forget your password**.

Performance Tips

There are many things that affect the performance of Photo Show 3D. This list of tips should help you get the most out of it.

1. The resolution of the image you choose has no effect on the update time. It does however affect the load/start time.
2. The more shapes that have to be processed and painted the slower the update.
3. The larger the object the slower the update.
4. If roll, pitch, yaw and zoom are all turned off, the 3D transformations and image mapping are only done the first time. This results in a major speed increase.
5. If you want to paint a circular image and just roll it across the screen, try using 2 Sides and 8 or 10 Rings rather than a ball shape. With only roll active, it will look about the same but will paint faster.
6. Sometimes it's fun to just turn on Solid and experiment with different Aspect, Sides and Rings settings.

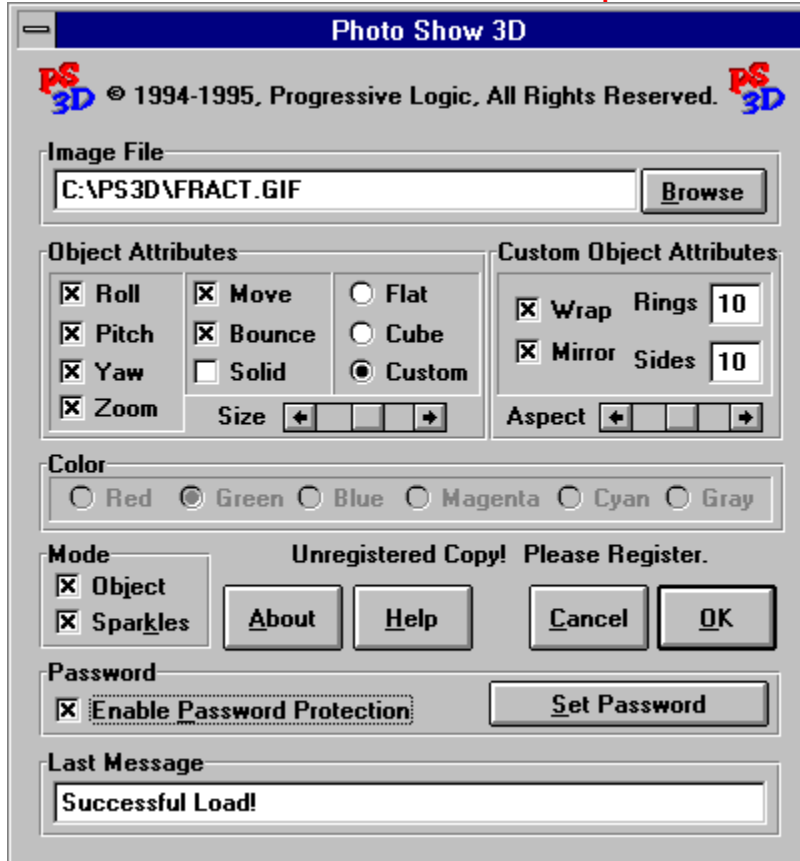
System Requirements

To run Photo Show 3D your system must meet the following requirements in addition to running Windows 3.1 in Enhanced Mode.

1. You must have a **386SX or better**. The faster the better!
2. You must have your Windows video driver set to a **256 color** mode. In order to get the fastest possible update rate, PS3D was designed to use **exactly 256 colors**. It will not work properly with more or less colors.

Configuring Photo Show 3D

Click on the Control You Want Help On.



Object & Sparkles

The **Object** checkbox selects whether the object is to be drawn.

The **Sparkles** checkbox selects whether the sparkles are to be drawn.

If neither of these is selected the screen will just be cleared to black.

Image File Selection

Photo Show 3D can load **BMP** and **PCX** format image files. It can load most monochrome, 16 color, 256 color and 24 bit versions of these files, however currently, to use 24 bit BMP or PCX images it must display them as 256 grayshades. The registered version will also load **JPEG** images and can display 24 bit JPEG images as 256 colors instead of grayshades.

Note: 24 bit **JPEG** images take a bit longer to load because they are converted to 8 bit color and that takes considerably longer than converting them to grayshades as is done for the other formats.

To select the file to be loaded and mapped onto the Object you may either type the filename and path into the Filename window of the Configuration Dialog or you may click on the Browse button and choose the file you prefer.

Former versions of Photo Show 3D supported **GIF** images. Unfortunately, Unisys has announced that they own the patent rights to the LZW compression method used in GIF files and will require a royalty payment on all future use. They have provided a license agreement for software developers who wish to continue using LZW, but the requirements for this are extremely unreasonable for this application so we have decided that it would be best for all involved to remove support for GIF images from Photo Show 3D. We apologize for any inconvenience this may cause you. If you have GIF images that you wish to use with PS3D, there are several shareware and freeware utilities available on many BBS's and On-line services such as CompuServe that you can use to convert them to a format that PS3D can read.

Roll, Pitch, Yaw & Zoom Checkboxes

The **Roll, Pitch & Yaw** checkboxes tell the program to increment the roll, pitch and/or yaw by a preset amount each time the image is updated.

The **Zoom** checkbox tells the program to repeatedly zoom the object away from the viewer and back again.

Move & Bounce

The **Move** checkbox tells the program to move the object across the screen.

The **Bounce** checkbox tells the program to bounce the object off of the edges of the screen. If this is not selected the object will leave the edge of the screen and come back in on the opposite edge.

Solid

If the **Solid** option is selected, the object will be drawn using solid shading rather than mapping the selected image onto the object. This causes the object to be updated much faster and is especially useful on slower systems. Mapping an image onto the object takes a considerable amount of calculation time.

Flat, Cube, or Custom

These select the type of object to be painted.

The **Flat** selection causes the program to create a flat, square shape to map the image onto. This object requires the least amount of work to paint so it is the fastest.

The **Cube** selection causes the program to create a cube with the image mapped to each side of the cube.

The **Custom** selection causes the program to create a shape that is basically a sphere but you may customize it by selecting different [Attributes](#). This allows you to optimize the ball for the look you prefer and also to control the update time. The more [Rings](#) and [Sides](#) you set, the more spherical it will appear. Unfortunately this will also increase the update time.

Custom Object Attributes

There are four attributes that may be set or modified for the Custom Object.

The first is **Wrap**. With this option set the image will be wrapped around one half of the Custom Object. With this option turned off the image will be mapped onto each individual shape that makes up the Custom Object.

The second is **Mirror**. This is only applicable when **Wrap** is also on. When this option is set the image will be reversed on the second half of the Custom Object. This makes the seam where the front and back image meet less noticeable. With this option turned off the image is wrapped the same way on both sides of the Custom Object.

The next two attributes allow you to customize the shape of the object. The first is the number of **Rings** in the object. The other is the number of **Sides** in each ring. The Custom Object is built as a sphere or ball made up of the specified number of rings with each ring consisting of the specified number of sides. Both of these attributes are limited to a minimum value of 2 and the number of sides must be an even number. The maximum allowed for each is dependent on the other. The number of rings multiplied by the number of sides may not be more than 180. For example, if you build an object with only 2 rings you may have up to 90 sides per ring. If you specify 20 rings you may have only 9 sides per ring however the number of sides must be an even number so you are limited to 8 sides. If you specify more than is allowed the program will not paint the object but will still run as a screen saver acting as if the Object option is turned off. Also, the more sides and rings you specify, the more shapes there are to process and the longer it takes to update the object.

The **Aspect** scrollbar controls the aspect ratio of the Custom Object which is the ratio of its height to its width. Setting the control to the center position causes the height and the width to be the same. Moving the control to the left decreases the height of the object and moving the control to the right decreases the width.

The last Custom Object attribute is the **Color**. Just click on the color you want the object to be whenever the Solid option is selected. A palette will be built using shades of the **Color** you have selected.

Color

Whenever the [Solid](#) checkbox is set you may select the basic color that will be used to paint the object. A palette will be built using varying shades of the selected color in order to give the object a shaded look.

Coming Attractions

Here is a list of enhancements that are currently under development:

User Selectable
Background Image.

This would make it more of a screen animator rather than a saver since the screen would no longer be erased but many seem to like this feature.

Loadable Custom
Objects and 3D Worlds.

You will be able to build and load a custom object such as a 3D logo for your company or perhaps a model of a house or building to show off an architectural firm's handiwork etc.

Your suggestions will help set the priority of each of these enhancements and will also most likely increase the size of the list.

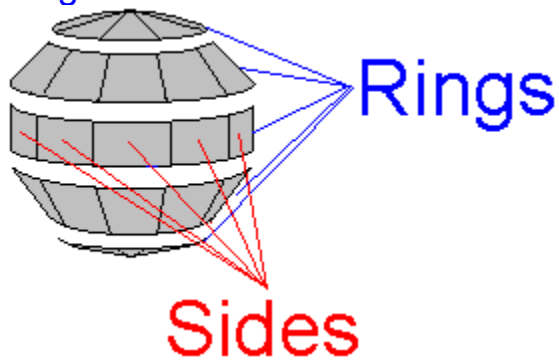
Size

This sets the size of the object. The larger the object is, the longer it takes to update the image.

Message

This window displays the most recent message. If an image does not load correctly, look here for the problem.

Rings & Sides



These attributes allow you to customize the shape of the object. The first is the number of **Rings** in the object. The other is the number of **Sides** in each ring. The Custom Object is built as a sphere or ball made up of the specified number of rings with each ring consisting of the specified number sides. Both of these attributes are limited to a minimum value of 2 and the number of sides must be an even number. The maximum allowed for each is dependent on the other. The number of rings multiplied by the number of sides may not be more than 180. For example, if you build an object with only 2 rings you may have up to 90 sides per ring. If you specify 20 rings you may have only 9 sides per ring however the number of sides must be an even number so you are limited to 8 sides. If you specify more than is allowed the program will not paint the object but will still run as a screen saver acting as if the Object option is turned off. Also, the more sides and rings you specify, the more shapes there are to process and the longer it takes to update the object.

See [Custom Object Attributes](#) for more information.

Wrap & Mirror

With **Wrap** set, the image will be wrapped around one half of the Custom Object. With this option turned off the image will be mapped onto each individual shape that makes up the Custom Object.

Mirror is only applicable when **Wrap** is also enabled. When this option is set the image will be reversed on the second half of the Custom Object. This makes the seam where the front and back image meet, less noticeable. With this option turned off the image is wrapped the same way on both sides of the Custom Object.

Aspect

The **Aspect** scrollbar controls the aspect ratio of the Custom Object which is the ratio of its height to its width. Setting the control to the center position causes the height and the width to be the same. Moving the control to the left decreases the height of the object and moving the control to the right decreases the width.

Registering Photo Show 3D

The registration fee for Photo Show 3D is \$15 (US funds only). In exchange for your registration fee you will receive the following:

1. A copy of the **latest registered version** of Photo Show 3D.
2. **JPEG image support** is included with the registered version of Photo Show 3D.
3. The pesky **registration reminder screen** that comes up each time Photo Show 3D runs is not displayed by the registered version.
4. An assortment of **sample image files**.
5. A free introductory offer for CompuServe including a private User ID number and password, \$15 introductory usage credit, and a complimentary subscription to CompuServe Magazine, - a \$30 value!

See the file VENDINFO.DIZ for information on other registration incentives that may be available since this help file was created.

You may register Photo Show 3D by either of the following three methods.

Method 1

If you have a CompuServe account, you may register on-line by typing GO SWREG and registering number 3243.

Method 2

CREDIT CARD ORDERS ONLY!

You can order with MC, Visa, Amex, or Discover from Public (software) Library by calling 800-2424-PsL or 713-524-6394 or by FAX to 713-524-6398 or by CIS Email to 71355,470. You can also mail **credit card** orders to PsL at P.O.Box 35705, Houston, TX 77235-5705.

Request item #11590. Please include the following information with your order:

The cardholder's name exactly as it appears on the credit card.

The billing address for the credit card.

Note: PsL Office hours are 7:00 a.m. to 6:00 p.m. CST Monday-Thursday and 7:00 a.m. to 12:30 p.m. CST on Fridays.

THE ABOVE NUMBERS ARE FOR ORDERS ONLY!

Any questions about the status of the shipment of the order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, etc., must be directed to:

Progressive Logic.
P.O.Box 561420
Charlotte, NC 28256-1420
USA

Compuserve: 73047,253
Internet: 73047.253@compuserve.com
AOL: KAMars

To insure that you get the latest version, PsL will notify us the day of your order and we will ship the product directly to you.

Method 3

To register Photo Show 3D by mail:

1. Print the order form REGISTER.TXT included with this program and fill it out. Please be sure to write clearly.
2. Make your check payable to Progressive Logic, or for a faster response, obtain a money order or cashier's check.
3. Place the form and the check or money order into an envelope and mail it to:

Progressive Logic
P.O.Box 561420
Charlotte, NC 28256-1420
USA

ASP Ombudsman Statement

This program is produced by a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI USA 49442-9427, Fax 616-788-2765, or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

Definition of Shareware

Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register. Individual programs differ on details -- some request registration while others require it, some specify a maximum trial period. With registration, you get anything from the simple right to continue using the software to an updated program with printed manual.

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License for Use and Distribution

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Progressive Logic grants you a limited license to use this software for evaluation purposes for a period not to exceed thirty days. If you continue using this software after the thirty-day evaluation period, you MUST make a registration payment to Progressive Logic.

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Progressive Logic may revoke any permissions granted here, by notifying you in writing. All rights not

expressly granted here are reserved to Progressive Logic.

Acknowledgments

This software is based in part on the work of the Independent JPEG Group.

Product Support

We offer free, unlimited product support via US Mail and Compuserve Mail for a minimum of six months from the time you register Photo Show 3D.

Our US Mail Address Is: Progressive Logic
P.O.Box 561420
Charlotte, NC 28256-1420

Our Compuserve ID is: [73047,253]

Our Internet Address is: 73047.253@compuserve.com

Our America On-line Address is: KAMars

Please feel free to contact us with any questions, suggestions or bug reports. Your suggestions will greatly help improve our product!

Background Information

In the past, the only systems capable of doing this type of graphics were dedicated workstations. Recent developments in the PC world are bringing them to the fringe of this capability. I have been interested in computer graphics for many years and decided it was time to see what PC's can handle. Once the routines were developed, it was difficult to decide just what to use them for until it finally occurred to me that a Windows screen saver would be a perfect way to show them off. It shows what the PC can handle and demonstrates my routines at the same time.

It takes a tremendous amount of math work to accurately map an image to the object. The slowest system Photo Show 3D has been tested on is a 20MHz 386 system and although it worked just fine, it was rather sluggish. A little bit of creativity with the setup can help speed it up but this costs you in quality. Remember, **the fewer number of shapes you have, the faster it will paint. The resolution of the image you use however, does not affect speed.**

I hope that you enjoy this program and if you have suggestions for future versions or for other uses of this type of graphics, please let me know! If you are a software developer and would like to discuss the possibility of using these routines in a program of your own, I'd love to hear from you!

