

# ***3dLib overview***

3dLIB is a library of pascal units that allows Borland (Turbo) Pascal and C++ programmers to write applications that display and animate 3D wire-mesh objects. The library is based on a project developed since 1984 on different platforms.

This package supports both Turbo Pascal for DOS and Turbo Pascal for Windows. (Or BP 7.0 with objects for dos real/protected and windows targets). And the Borland C++ 4.0 package. (The code should work on BC++/3.1 as well, but I never tested it ..

A package called 3D120 is distributed by HyperAct Inc. that includes a graphic editor, macro interpreter and pascal translator to create and use 3D objects. It is highly recommended that any programmer trying to use this library will use the 3D program to create objects, and understand the animation abilities of the library.

The 3dCW program is a MDI IDE for 3d macro programs (.M3D files).

## **Related Topics :**

[Terminology](#)

[Macro Language](#)

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[Credits](#)

# ***Terminology***

The following terms are described in order to understand the need the building blocks of the 3d environment :

## **Related Topics :**

Pascal 3D Types

Base Object

Simple Object

Complex Object

Projections

CTM

# ***Pascal 3D Types***

The 3d library defines pascal objects that represent the 3d objects we use to animate. Each object can display itself on the screen, move (translate), rotate and scale itself.

The code for the pascal objects is in the RTOBJ.PAS source code that is supplied with this library (Registered version). The C++ version is in the supplied RTOBJ.H and RTOBJ.CPP files. (Registered version only).

There are 3 types of pascal objects used to describe the 3d objects :

Base Object

Simple Object

Complex Object

# Base Object

baseObject - defined in the RTOBJ.PAS (RTOBJ.H,RTOBJ.CPP) file, this is the "dummy" ancestor object class of the 3D-objects, such an object has a CTM (called myCTM), a color, a center of gravity 3D point (location), and other display attributes, in order to achieve better animation results, a scrPntUpdt boolean variable is used to indicate if the screen 2D points of the object has to be re-calculated from the 3D representation.

The object uses a 4X4 "transformation matrix" to represent itself in the 3D universe, the move, translate, scale, allScale, rotate, goto3dPos, setToOrigin, calcLocation and deleteTransform methods are used to update that matrix (the Current Transformation Matrix).

The load, save, writeMe, and readMe methods are used to store and retrieve a 3D object from a storage device (a disk..), and the open and close methods are used to construct, and destruct the object. The show, hide and paint methods display, or erase the object on the 2D screen. One more interesting method is the updateScreenPoints method, that transforms the 3D object representation to the 2D screen.

The object's type definition is : (Pascal)

```
BaseObject = object
  MyCtm      : Ctm;      { This CTM applied to the object gives the }
                  { objects Position after transformations }
  Name       : String;   { Identifies the object }
  myColor    : word;     { Main color for the object }
  Location   : point3d;  { Central of gravity in real space }
  scrPntUpdt : boolean;  { True if screen points updated }

  constructor open(myName : string; color : word);
  destructor  CloseMe; virtual;
{$ifdef windows}
  procedure  show(dc : hdc); virtual;
  procedure  hide(dc : hdc); virtual;
  procedure  paint(dc : hdc); virtual; {in specified color}
{$else}
  procedure  show; virtual;
  procedure  hide; virtual;
  procedure  paint; virtual; {in specified color}
{$endif}
  procedure  updateScreenPoints; virtual; {transform object 3D -> 2D}
  procedure  move(axis : axisType; by : real); virtual;
  procedure  translate(dx, dy, dz : integer); virtual;
                  {multy dimentional move in 1 call}
  procedure  scale(axis : axisType; factor : real); virtual;
  procedure  allScale(sx, sy, sz : real); virtual;
                  {multy dimentional scale in 1 call}
  procedure  rotate(axis : axisType; deg : real); virtual;

  procedure  goto3dPos(x, y, z : real); virtual; {translate to absolute place}
  procedure  setToOrigin; virtual;
                  {translate to 0,0,0, update points, and set myCtm to unit}
  procedure  calcLocation; virtual; {set Location to central gravity}
```

```

    procedure deleteTransform; virtual; {set MyCtm to unit}

    function load : word; virtual; {from disk}
    function save : word; virtual; {to disk}
    procedure writeMe(var elementFile : f_real); virtual; {to disk .. without opening file..}
    procedure readMe(var elementFile : f_real); virtual;
end;

```

Class definition (C++) :

```
class baseObject {
```

```
public:
```

```
    ctmPtr myCtm;
```

```
    unsigned int myColor;
```

```
    point3d location;
```

```
    int scrPntUpdt; // TRUE if screen points updated.
```

```
    char name[80];
```

```
    baseObject(char *myName, unsigned int color); // same as open in pascal
```

```
    virtual ~baseObject(); // same as closeMe in pascal
```

```
#ifndef _windows
```

```
    virtual void show();
```

```
    virtual void hide();
```

```
    virtual void paint();
```

```
#endif
```

```
    virtual void updateScreenPoints();
```

```
    virtual void move(axisType axis, double by);
```

```
    virtual void translate(unsigned int dx,
                          unsigned int dy,
                          unsigned int dz);
```

```
    virtual void scale(axisType axis, double factor);
```

```
    virtual void allScale(double sx, double sy, double sz);
```

```
    virtual void rotate(axisType axis, double deg);
```

```
    virtual void goto3dPos(double x, double y, double z);
```

```
    virtual void setToOrigin(); // translate to 0,0,0, update points and set ctm to unit.
```

```
    virtual void calcLocation(); // set location to central gravity
```

```
    virtual void deleteTransform(); // set myCtm to unit
```

```
    virtual unsigned int load(); // from disk
```

```
    virtual unsigned int save(); // to disk
```

```
    virtual unsigned int writeMe(FILE *elementFile); // to disk, without opening file
```

```
    virtual unsigned int readMe(FILE *elementFile);
```

```
}; // baseObject class definition
```

## **Related Topics :**

[Simple Object](#)

[Complex Object](#)



# Simple Object

A simple object is a descendent of a base object that has the pascal name obj3D.

obj3D is a descendant object of the baseObject class, this is a simple wire-mesh object, that is built from a collection of points (change the maxPoints constant in the HDR3D.PAS file to start with bigger, or smaller objects) in the 3D universe, an collection of lines (a line is a segment in the 3D universe that connects 2 3D points), another collection holds the 2D screen points of the object, calculated from its 3D representation, and the CTM. Another interesting aspect of this object is the use of 2 more matrices, the reverseRot, and unReverseRot CTM objects, that are used to hold only the reverse, and counter reverse of the rotation transformations, these are used by complex objects that contain several obj3D objects, where some of them has to be rotated, scaled and translated around an arbitrary point in the 3D universe, which is not there center of gravity (frame - reference).

The object's type definition is : (Pascal)

```
Obj3d = object(BaseObject)
  Points      : T3dPointCollection;
  Lines       : T3dLineCollection;
  scrPoints   : TScreenPointsCollection;
  NumOfLines  : integer;
  NumOfPoints : integer;
  ReverseRot  : Ctm; { Saves only the reverse rotations }
  unReverseRot: Ctm; { reverse of the above}

  constructor open(myName : string; ref : point3d; color : word);
  destructor   CloseMe; virtual;
{$ifdef windows}
  procedure   paint(dc : hdc); virtual; {in specified color}
{$else}
  procedure   paint; virtual; {in specified color}
{$endif}
  procedure   updateScreenPoints; virtual; {transform object 3D -> 2D}

  procedure   calcLocation; virtual; {set Location to central gravity}
  procedure   setToOrigin; virtual;

  procedure   writeMe(var elementFile : f_real); virtual;
  procedure   readMe(var elementFile : f_real); virtual;
end;
```

Class Definition (C++) :

```
class obj3d : public baseObject {
public:
  point3d (*points)[];
  line3d  (*lines)[];
  screenPoints (*scrPoints)[];

  int numOfLines;
```

```
int numOfPoints;
ctmPtr reverseRot;
ctmPtr unReverseRot;

obj3d(char *myName, point3d ref, unsigned int color);
virtual ~obj3d();

virtual void paint();
virtual void updateScreenPoints();
virtual void calcLocation();
virtual void setToOrigin();
virtual unsigned int writeMe(FILE *elementFile);
virtual unsigned int readMe(FILE *elementFile);

}; // obj3d class definition
```

### **Related Topics :**

[Base Object](#)

[Complex Object](#)



# Complex Object

The RTOBJ.PAS file contains the definition of the complexObj 3D object, this is an object that contains a maxSubObjects (defined in that file) array of simple wire-mesh obj3D objects. This object class sometimes referred to as the "super - object", allows the user to create complex 3D objects that has a common frame - reference (center of gravity), an example of such an object might be a Robot, that has a center of gravity, and is built of some sub objects that must be able to be transformed both with the frame - reference, and by themselves.

The object's type definition is : (Pascal)

```
ComplexObj = object(BaseObject)
  childs      : array [1..maxSubObjects] of obj3dPtr;
  ctms       : array [1..maxSubObjects] of ctm;
  numOfChilds : integer; {counter of # of obj3d childs}

  constructor open(myName : string; color : word);
  destructor  closeMe; virtual;
  procedure   updateScreenPoints; virtual;
  procedure   writeMe(var elementFile : f_real); virtual;
  procedure   readMe(var elementFile : f_real); virtual;
  procedure   calcLocation; virtual;
{$ifdef WINDOWS}
  procedure   paint(dc : hdc); virtual;
{$else}
  procedure   paint; virtual;
{$endif}
  procedure   move(axis : axisType; by : real); virtual;
  procedure   rotate(axis : axisType; deg : real); virtual;
  procedure   scale(axis : axisType; factor : real); virtual;

  function    addSubObject(myName : string; refPoint : point3d) : word;
  function    getChildPtr(index : integer) : obj3dPtr;
  procedure   rotateChild(child : integer; axis : axisType;
                        deg : real);
  procedure   scaleChild(child : integer; axis : axisType;
                        factor : real);
  procedure   moveChild(child : integer; axis : axisType;
                        by : real);
end;
```

Class Definition (C++) :

```
class complexObj : public baseObject {

  obj3dPtr (*childs)[];
  ctm      (*ctms)[];

  int numOfChilds;

  complexObj(char *myName, unsigned int color);
  virtual ~complexObj();
```

```
virtual void updateScreenPoints();
virtual unsigned int writeMe(FILE *elementFile);
virtual unsigned int readMe(FILE *elementFile);
virtual void calcLocation();
virtual void paint();
virtual void move(axisType axis, double by);
virtual void scale(axisType axis, double factor);
virtual void rotate(axisType axis, double deg);
unsigned int addSubObject(char *myName, point3d ref);
obj3dPtr getChildPtr(int index);
void rotateChild(int child, axisType axis, double deg);
void scaleChild(int child, axisType axis, double factor);
void moveChild(int child, axisType axis, double by);
```

```
}; // complexObj class definition
```

### **Related Topics :**

[Base Object](#)

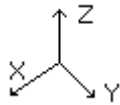
[Simple Object](#)

# Projections

The PROJECT3.PAS file contain the code that transforms objects and points from the 3D universe, to the 2D coordinates. The C++ version of the code is in the PROJECT3.H and PROJECT3.CPP files.

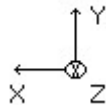
Two 3D -> 2D transformations are supported, axonometric projection, and perspective projection. This is a short explanation of the difference between these 2 projections :

A : axonometric projections, no perspective due to distance is performed, the general way we can look at the coordinate system is as follows :



B : perspective projections : the normal eye perspective projection is performed, we can look at the 3d universe we are referring to as a cube of 1000 x 1000 x 1000 integer locations, with the x axis, and y axis parallel to the screen x, y axis respectively, and the z axis going into the screen.

we will look at the coordinate system as follows :



These units contain a calcPoint procedure that receives a 3D point, and transforms it to a 2D screen coordinate, the setPerspective, resetPerspective and togglePerspective change from perspective projection to axonometric projection, and vice versa.

## Related Topics :

[Terminology overview](#)

# Current Transformation Matrix (CTM)

CTM3D.PAS is the file that defines the current transformation matrix that is used to position the 3D objects in the universe. The CTM is a 4x4 matrix that is multiplied (from the right) by each point of the 3D object whenever a new location is desired for the object.

The C++ version of the CTM handling routines is in CTM3D.H and CTM3D.CPP.

This unit defines all the transformations that can be applied and used by a CTM, like rotate, scale, translate etc..

## Homogeneous Coordinates

-----

Homogeneous coordinates allow transformations to be represented by matrices. A 3x3 matrix is used for 2D transformations, and a 4x4 matrix for 3D transformations.

THIS MODULE IMPLEMENTS ONLY 3D TRANSFORMATIONS.

in homogeneous coordination the point P(x,y,z) is represented as P(w\*x, w\*y, w\*z, w) for any scale factor w!=0.  
in this module w == 1.

Transformations:

1. translation

$$[x, y, z] \rightarrow [x + Dx, y + Dy, z + Dz]$$

$$T(Dx, Dy, Dz) = \begin{matrix} \begin{matrix} \dot{U} & & & \dot{z} \\ \begin{matrix} \text{}^3 1 & 0 & 0 & 0 \end{matrix} \\ \begin{matrix} \text{}^3 0 & 1 & 0 & 0 \end{matrix} \\ \begin{matrix} \text{}^3 0 & 0 & 1 & 0 \end{matrix} \\ \begin{matrix} \text{}^3 Dx & Dy & Dz & 1 \end{matrix} \\ \dot{A} & & & \dot{U} \end{matrix} \end{matrix}$$

2. scaling

$$[x, y, z] \rightarrow [Sx * x, Sy * y, Sz * z]$$

$$S(Sx, Sy) = \begin{matrix} \begin{matrix} \dot{U} & & & \dot{z} \\ \begin{matrix} \text{}^3 Sx & 0 & 0 & 0 \end{matrix} \\ \begin{matrix} \text{}^3 0 & Sy & 0 & 0 \end{matrix} \\ \begin{matrix} \text{}^3 0 & 0 & Sz & 0 \end{matrix} \\ \begin{matrix} \text{}^3 0 & 0 & 0 & 1 \end{matrix} \\ \dot{A} & & & \dot{U} \end{matrix} \end{matrix}$$

3. rotation

a) Around the Z axis:

$$[x, y, z] \rightarrow [x * \text{cost} - t * \text{sint}, x * \text{sint} + y * \text{cost}, z]$$

$$\begin{matrix} \dot{U} & & & \dot{z} \\ \begin{matrix} \text{}^3 \text{cost} & \text{sint} & 0 & 0 \end{matrix} \end{matrix}$$

$$R_z(t) = \begin{matrix} \begin{matrix} \hat{U} & & \hat{z} \\ \begin{matrix} \begin{matrix} \text{cost} & 0 & 0 \\ 0 & \text{cost} & 0 \\ 0 & 0 & 1 \end{matrix} \\ \begin{matrix} \text{sint} & 0 & 0 \\ 0 & -\text{sint} & 0 \\ 0 & 0 & 0 \end{matrix} \\ \begin{matrix} 0 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{matrix} \\ \hat{A} & & \hat{U} \end{matrix} \end{matrix}$$

b) Around the X axis:

$$[x, y, z] \rightarrow [x, y \cdot \text{cost} - z \cdot \text{sint}, y \cdot \text{sint} + z \cdot \text{cost}]$$

c) Around the Y axis:

$$[x, y, z] \rightarrow [x \cdot \text{cost} + z \cdot \text{sint}, y, z \cdot \text{cost} - x \cdot \text{sint}]$$

transformation of the vector  $[x, y, z, 1]$  by transformation matrix T is given by the formula:

$$[x', y', z', 1] = [x, y, z, 1] T$$

Optimizations:

The most general composition of R, S and T operations will produce a matrix of the form:

$$\begin{matrix} \hat{U} & & \hat{z} \\ \begin{matrix} \begin{matrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{matrix} \\ \begin{matrix} t_x & t_y & t_z \\ 0 & 0 & 1 \end{matrix} \\ \hat{A} & & \hat{U} \end{matrix} \end{matrix}$$

The task of matrix multiplication can be simplified by

$$x' = x \cdot r_{11} + y \cdot r_{21} + z \cdot r_{31} + t_x$$

$$y' = x \cdot r_{12} + y \cdot r_{22} + z \cdot r_{32} + t_y$$

$$z' = x \cdot r_{13} + y \cdot r_{23} + z \cdot r_{33} + t_z$$

See also:

"Fundamentals of Interactive Computer Graphics" J.D FOLEY A.VAN DAM  
Adison-Weslely ISBN 0-201-14468-9 pp 245-265

**Related Topics :**

Terminology

# **Contact**

Please contact :

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## **Related Topics :**

[Overview](#)

[Registration](#)

# Registration

3dLIB is a shareware product, if you find this product valuable, please register it. This section describes the reasons you should register.

By registering you will receive a diskette with the latest 3dLIB version, the 3d environment program, for WYSIWYG object creation, the complete source code for the 3d library, and - you will help us to create the next version of 3dLIB - that will include even more features than the features that are currently available!, we might even add YOUR enhancement requests!

A Special Registration Bonus include the 3D Mania Screen Saver Module Source!

With your registered version you will also receive a Registration Bonus Certificate for one issue (or an additional issue if already a subscriber) of the "JCSM Shareware Collection"™ CD-ROM at a cost of only \$9.95 ! (plus S&H). Offer valid through June 30, 1994. Only one certificate can be redeemed per issue.

## **To order your registered copy of 3dLib please do one of the following:**

### 1. Order from HyperAct Inc.:

You can order directly from HyperAct Inc. Please refer to the supplied 3DLIB.REG file. Edit it, print it and mail it (with a check) to:

HyperAct Inc.,  
P.O.Box 5517  
Coralville Iowa 52241, U.S.A

If you are outside the US and Canada, please note the following:

- the S&H fee
- wire-transfer payments can be arranged. Please contact HyperAct Inc.

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These numbers are for ordering only. HyperAct Inc. can NOT be reached at those numbers. Please contact HyperAct Inc. directly for any other type of problem (technical or other), information or request.

## **Registered users Upgrade note:**

If you registered 3dLib version 2.5, you can receive this version free (you pay only S&H fee). If you have an older version, you can get this version for only \$15 (plus S&H fee). Please refer to the supplied 3DLIB.UPG file. Edit it, print it and mail it (with a check) to HyperAct Inc.

## **Related Topics :**

[Contact](#)  
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# Macro Language (M3D)

The following commands are supported in the 3D Macro language :

c	- Clear Screen .
w	- set Color to White.
b	- set Color to Black.
p	- Paint Active object in last color.
o0	- set Perspective off.
o1	- set Perspective on.
>x	- Start a loop to be performed x times.
lfl	- Load simple object from file fl into the active object.
Lfl	- Load complex object from file fl into the active object.
rad	- Rotate Active Element In axis a, d degrees.
ex	- Choose Active Element x.
mas	- Move in a axis, s steps.
gx,y,z	- Goto 3d pos x,y,z.
saf	- Scale a axis in f factor.
v0..v9	- variable names.
<	- End Loop.
\	- End line.
z	- set object to center.
Rsad	- rotate a sub object of a complex object around axis a, d degrees.
Msas	- move a sub object of a complex object in axis a, s steps.
Ssaf	- scale a sub object of a complex object around axis a, by a factor of f.
#c	- Change color to c.
? c [ t   f ]	- If c execute t, otherwise execute f, where c is a conditional expression, t and f are macro language statements.

Special Notes : a number must end with a space character.  
Loops can be nested 10 levels deep in the 3D111 package,  
but 3DC can translate even more levels that.

any numeric expressions requested can be  
given with a normal infix notation, for  
example :

$rx30 * v1 + 2$

will rotate the current active object  
around the x axis, by 2 plus 30 \* v1  
degrees, where v1 is a variable.

The expression can contain numeric functions in them. The supported functions are :

@sin, @cos, @sqr, @cotan, @ln, @log10, @log2, @abs, @arctan, @arccos, @exp, @e, @tan,  
@pi, @random.

The color table is :



Black	= 0
Blue	= 1
Green	= 2
Cyan	= 3
Red	= 4
Magenta	= 5
Brown	= 6
LightGray	= 7
DarkGray	= 8
LightBlue	= 9
LightGreen	= 10
LightCyan	= 11
LightRed	= 12
LightMagenta	= 13
Yellow	= 14
White	= 15

**Related Topics :**

[Overview](#)

# **CREDITS**

These programs were written by Ron Loewy.

3dLIB was written using Turbo Pascal 6.0 & 7.0, as well as Turbo Pascal for Windows 1.0, 1.5 and Borland Pascal with objects 7.0. These products are trademarks of Borland international.

Windows 3.0 and Windows 3.1 are trademarks of Microsoft Corp.

The Borland Brief v3.1, and Premia Codewright editors were used to write these programs.

Parts of the help skeleton was created by RC2HDK, By Ron Loewy.

The windows help file, as well as the TPH file were created using the HLPDK Sound & Vision Edition by Ron Loewy.

The Author's picture (in the 3dCW program) was taken by Allison Bially.

## **Related Topics :**

[Overview](#)



