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ASP Ombudsman   The ASP Ombudsman can help you if you're not satisfied with our performance.
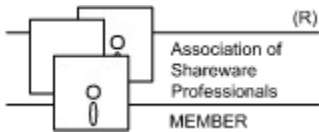
(R)
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Professionals
MEMBER

Topic Index

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 2.01

Combined PS3D and PS3DSE into one program so that it will recgonize registered users.

Version 2.00

Added support for all color resolutions using Microsoft's WinG high speed graphics library.

Added a random image selection mode.   Selecting this new option tells PS3D to randomly choose an image from the directory that the current image resides in.

Switched to a smarter installation program due to the added complexity of installing WinG.

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.

Known Bugs and Video Driver Conflicts

We have thoroughly tested Photo Show 3D on several different system configurations.   Unfortunately there are so many different possible configurations in the PC world that it is impossible to test all of them so we may have missed a few problems or conflicts.   In the event that you have problems that have escaped detection we would really appreciate it if you would let us know about.   To find out how to contact us search this help file for "Product Support".

The following problems have been encountered while testing Photo Show 3D.   We are constantly working to improve our products and hope to find solutions to these problems for the next version.

> The following Trident driver - TVGA Display Driver 8900C/8900CX/9000 1024x768x256 Release 5.0 - causes Photo Show 3D to bomb as the object reaches the right edge of the screen when Bounce is disabled.   All other modes worked without problems.

Additionally the following list of known conflicts was included with the WinG Development Kit:

Driver-Specific Problems

WinG depends on Windows display drivers written by independant hardware manufacturers for much of its speed. Bugs or performance problems in third-party display drivers may cause problems in WinG.   In many cases, the video card manufacturer has already fixed the bug, and upgrading your display driver will often clear away problems.   There are some specific "bugs" in display drivers of which you should be aware.   The list below is not intended to slight the manufacturer of any particular card or driver.

A list of stress-tested configurations is available on the CompuServe WINMM forum and ftp.microsoft.com.

Some names in this list are trademarks of the respective manufacturer.

> Early drivers for Diamond Viper cards included a "Power Palette" option that is no longer supported by Diamond. They recommend that you upgrade your drivers if you have this option. WinG may be slower when power palette is enabled.

> IBM no longer supports the IBM ThinkPad 720c. There are some problems using WinG with the ThinkPad 720c display drivers.

> Cirrus drivers before version 1.43 have many known bugs which have been fixed in the more recent drivers. Be sure to upgrade your drivers if you are still running with this version.

> Some ATI drivers offer a "Crystal Fonts" option. Turning Crystal Fonts on in 8-bit modes sets up a non-palettized driver that can slow WinG significantly.

> The ATI mach8 Radical drivers cause a number of problems in both WinG and in Windows with some versions of the ATI chipset. Be aware.

> The ATI VGA Wonder drivers (W31-*.drv) will crash during a call to StretchDIBits in the profiler. Users can run the SVGA256.DRV driver that shipped with Windows.

> Many miro Crystal drivers have problems with StretchDIBits, so they crash during profiling.

> Early ATI Mach 32 PCI cards have a hardware timing problem and will hang while blting.   ATI will replace these cards for no cost.

> WinG is incompatible with the #9GXE "TurboCopy" mode.   Use the #9 control panel to disable

TurboCopy (it is off by default).

WinG uses a GetPixel to synchronize with display hardware when writing directly to the screen.   The ATI Mach 32 driver's GetPixel does not work properly, so it is possible to use GDI to draw to the screen, then use WinG to blt to the screen and have them overwrite each other.   Be careful mixing GDI drawing commands and WinG blts to the display.

The Orchid mmtllo.drv driver for the Prodesigner IIs has duplicate system colors which prevents applications from getting an identity palette and greatly reduces the WinG blt speed.   A workaround is to set SYSPAL_NOSTATIC mode or use standard the Tseng ET4000 drivers instead of the mmtllo drivers.

Our Upgrade Policy

As of version 2.01 the registered and the shareware versions of Photo Show 3D have been combined into one.   Users who register this version or a newer one will receive a copy of the latest version along with a code that will identify them as a registered user.   If you have registered PS3D in the past you should receive a notice in the mail explaining how to enable this feature.   If you received v2.01 or newer when you registered the feature should already be enabled.

This new feature allows you to download a newer version from a BBS or online service and immediately begin using it.   If you do not have access to either of these sources you may order it directly from us.   The upgrade itself is free but we require that you pay the current shipping and handling charge listed in the "Registration" section of this help file.   Please be sure to specify which verson you currently have so that we can return your payment if there have been no updates.

The File List

Some of the files included with Photo Show 3D are no longer needed after the installation and can be deleted.   This section of the help file has been written to cover both the registered and unregistered versions so you may not have all of the files listed.

The following files are needed for WinG, the fast Windows graphics library from Microsoft, that makes it possible for Photo Show 3D to run on systems that are not using a 256 color video mode:

  DVA.386
  WING.DLL
  WING32.DLL
  WINGDE.DLL
  WINGDIB.DRV
  WINGPAL.WND
  Additionally, this is accompanied by a "device=dva.386" entry in the SYSTEM.INI file.

Once WinG has been installed on your system it is best not to remove it because other applications may be installed that need it and they would no longer run correctly.

The following files are Photo Show 3D itself.   Windows 3.1 requires that all screen savers reside in the Windows directory.so these files must be in the Windows directory to work correctly:

  PS3D.SCR - or PS3DSE.SCR   if you are using the unregistered version.
  PS3D.HLP - or PS3DSE.HLP   if you are using the unregistered version.
  WIFX.DLL - This is the image loader used by PS3D.

These files and all of the files listed below may be removed if you decide that you do not wish to continue using Photo Show 3D.

The following files are intended to inform vendors, sysops and distributors about Photo Show 3D and may be deleted:

  VENDINFO.DIZ
  FILE_ID.DIZ
  DESC.SDI
  READ_ME.BAT - This file merely allows you to view VENDINFO.DIZ.

The following files are not necessary for Photo Show 3D to operate but you should keep them so that you may register Photo Show 3D or order additional images to use with it.

  REGISTER.TXT
  MOREPIX.TXT
  INSTALL.TXT - May be deleted after a successful installation and activation.

The sample image files, *.PCX, may be deleted if you do not wish to keep them on your system.   If you do choose to delete them you should reconfigure PS3D to use an image that will still be available on your system.

The following files are used for installation only and will not be copied into the PS3D directory.

  SETUP.EXE
  SETUP.HLP
  LPZUNZ.DLL

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.

The following examples are given to show how you can control the way the image is mapped onto the object.   Figure A is the original image (I never said I could draw!).   Figure B shows what happens if this image is mapped onto the cube as-is.   Figure C shows how you can crop a square from the image so that it will still be proportioned correctly when it's mapped onto the object.   Figure D shows how you can cut out the face so that it will completely cover one half of the custom object.

Figure A is the original image.

Figure A

Figure B is the original image mapped onto a side of the cube.   Notice how the image is distorted.

Figure B

In Figure C a square section of the image has been cut out using a paint program. This will map onto the sides of the cube without distortion.

Figure C

Figure D shows the best way to cut a face out of an image so that it will completely cover one half of the custom object.

Figure D

If you have ever used the paint program that comes with Windows you know that it is woefully inadequate for editing most images as suggested above.   Fortunately there are many excellent shareware paint programs available on your favorite online service or BBS.   Two that I can personally recommend are Graphic Workshop by Alchemy Mindworks, Inc. and Paint Shop Pro by JASC, Inc.   For Graphic Workshop look for a file beginning with GWS and for Paint Shop Pro look for a file beginning with PSP.

NOTE FOR USERS OF EITHER 16 COLOR VIDEO DRIVERS OR IMAGES OF ONLY 16 COLORS (OR BOTH): Some images will not display to their best advantage in any of these situations.   The effect can range from a very unpleasant mishmash of color as the image turns or rolls to a not unpleasant "moire" effect for certain transition colors or solid backgrounds.   Skin tones often show up especially poorly in 16 color renditions.   This is a limitation of the 16 color palette rather than Photo Show 3D.

When using the cube, images that have a black background will tend to hide the edges of the cube making it appear more like the custom object instead.   If you prefer to see the cube edges you can use a paint program to paint a border around the image.   The border should be 2 or more pixels wide.

The resolution of the image you choose has no effect on the update time.   It does however affect the load/start time.

When using the custom object, the more shapes (rings x sides) that have to be processed and painted the slower the update.

The larger the object the slower the update.

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.

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.   Because it requires fewer shapes this way it will look nearly the same but will paint faster.

Sometimes it's fun to just turn on Solid and experiment with different Aspect, Sides and Rings settings.
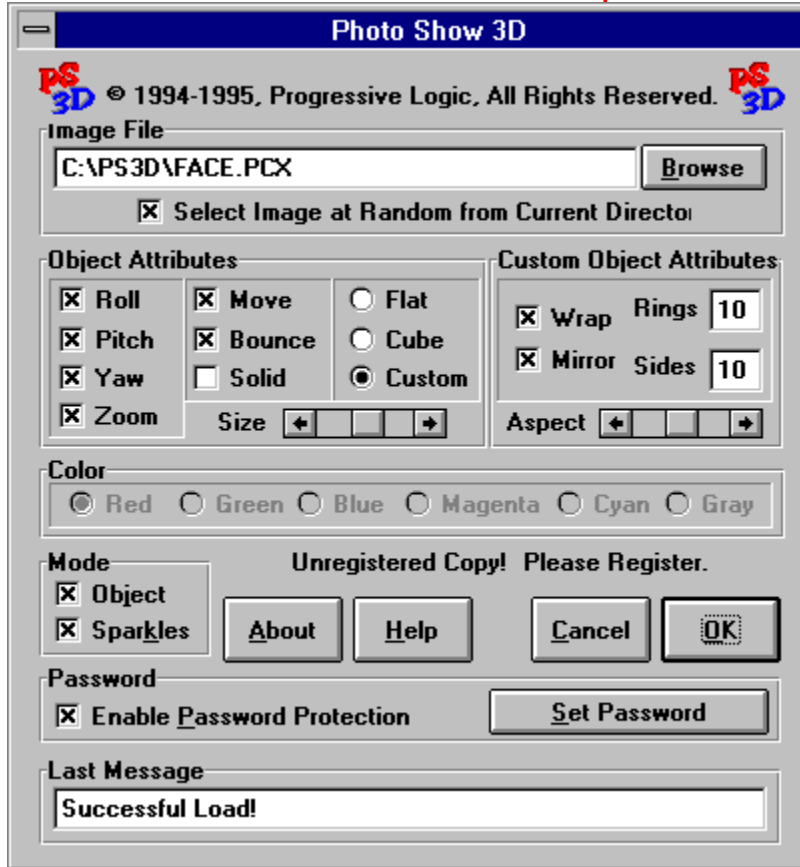
System Requirements

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

    1. You must have a **386SX or better**.   The faster the better!

Configuring Photo Show 3D

Photo Show 3D

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Image File

C:\PS3D\FACE.PCX [Browse]

☒ Select Image at Random from Current Director

Object Attributes

☒ Roll   ☒ Move   ○ Flat
☒ Pitch   ☒ Bounce ○ Cube
☒ Yaw   ☐ Solid   ◉ Custom
☒ Zoom   Size ← [ ] →

Custom Object Attributes

☒ Wrap   Rings [10]
☒ Mirror Sides [10]

Aspect ← [ ] →

Color

◉ Red ○ Green ○ Blue ○ Magenta ○ Cyan ○ Gray

Mode

☒ Object
☒ Sparkles

Unregistered Copy! Please Register.

[About] [Help]   [Cancel] [OK]

Password

☒ Enable Password Protection   [Set Password]

Last Message

Successful Load!

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.

You may also tell Photo Show 3D to choose an image at random from the current directory.   You must first choose a valid image file.   PS3D will then use the directory portion of this filename as the current directory.

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

Their 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 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.
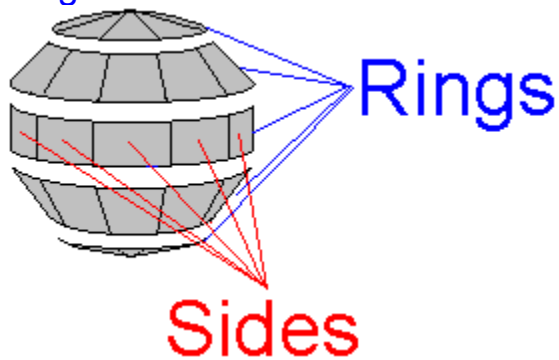
Size

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 $18 (**US funds only**).   In exchange for your registration fee you will receive the following:

> 1. A copy of the **latest version** of Photo Show 3D and the code to tell it that you are a registered user.

> 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. Information on how to obtain a **free introductory package for Compuserve** including a private User ID number and password, $15 introductory usage credit, and a   complimentary subscription to CompuServe Magazine, - a $30 value!

> 6. Additional incentives may also be included when available.   At the time of the release of this version an evaluation copy of Winzle**,** Cascoly Software's great image puzzle game for Windows, and a coupon good for $10 off of the regular $19.95 price of the JCSM Shareware Collection CD ROM set containing over 4,500 shareware programs will be included.

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.   **(US Funds Only Please!)**

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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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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LIMITED DISTRIBUTION LICENSE

The following may distribute Photo Show 3D, completely unaltered, without further permission...; for other cases or to distribute in modified form, you must consult the attached VENDINFO data record, which is hereby incorporated by reference.   Any distribution satisfying all the distribution requirements expressed in that data record is hereby authorized.

Permission to distribute the Photo Show 3D package is not transferable, assignable, saleable, or franchisable.   Each vendor wishing to distribute the package must independently satisfy the terms of this limited distribution license.

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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
USA

Our Compuserve ID is: [73047,253]

Our Internet Address is: 73047.253@compuserve.com

Please feel free to contact us with any questions, suggestions or problems you may have.   Your suggestions will greatly help improve our product!   All comments, good or bad, are always welcome!

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 too!