

# RealiMation STE Release Notes

## Version 4.1.5

### June 1997

20th June 1997

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### **Very Important Notice for Demo Edition Users**

*The RealiMation Demo is a fully functional version of the Designer Edition of the RealiMation Space Time Editor. It will time out 30 days after installation.*

*The evaluation version of RealiMation VSG Edition works for 30 days, and includes the full SDK, as well as the ability to work with secondary 3D hardware accelerators such as 3Dfx chips. If no dongle (hardware lock) is detected, RealiMation will assume you are using the evaluation version. If you have a RealiMation VSG dongle, and the program tells you you are running the demo version, you need to plug in the dongle to your machine and, if using Windows NT, install the drivers (see section below).*

*Please note that any attempt to bypass the limited day licence is against the law. If RealiMation detects tampering, it will stop working immediately since the licence agreement has been broken.*

**Users of RealiMation Professional Edition, dongled RealiMation VSG Developer Edition or dongled RealiMation Designer Edition can ignore this notice.**

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### **Introduction**

RealiMation is a toolkit for people to create their own Visualisation, Simulation, and Game applications (VSG). Part of the toolkit is the RealiMation Space Time Editor (STE), which is a powerful application in its own right, and can be used independently of the software development kit. For new features of version 4.10, see the section later on in this document.

### **Installation**

The Space Time Editor will only run on Windows 95 and Windows NT 3.51 and above.

*NOTE: If you have a previous version of RealiMation 4.10 Beta installed, you **must** first uninstall it.*

*However, you can run both 4.00 and 4.10 versions of RealiMation simultaneously, but they must be installed into different directories.*

#### **To install RealiMation:**

1. Move to the appropriate directory to install the correct edition of the STE (To install the Developer Edition is look in DEVELSTE, the Professional Edition is installed from the PROSTE directory and the Demonstration Edition from the DEMOSTE directory).
2. Run SETUP.EXE on the CD. This program installs all components by default, although you can select a Custom install to exclude some components.

The install mechanism is Windows 95 compliant. You can use the Add/Remove Programs applet in Windows 95 to install RealiMation if you wish.

### **If you have Dual Boot Machine**

If your machine is in a dual (or more) boot configuration, such that you can run either Windows 95 or Windows NT, just by installing again from the other operating system.

Having rebooted your machine to the other operating system than the one you originally installed on, you can simply run the Realimation installation again, specifying the same directory. This will set up the registry for the second OS. If you come to uninstall, you need only do it once (from either OS), but you will need to manually tidy up the registry of the operating system. Just delete the Realimation[ VSG | Pro | Demo] tree from HKEY\_CURRENT\_USER/Software/Datapath

### **The Realimation Space Time Editor**

The editor is *not* a 3D modeller in the same way as packages like 3D Studio or TrueSpace. It is designed to be used in conjunction with such programs, as shown by its powerful import facilities.

The purpose of the Realimation STE is to act as a gathering point for 3D data generated by other applications. You can then manipulate this data into a form suitable for high speed 3D display. Along the way, richness can be added to the data by applying motions, hotlinks, materials, model articulation, textures, and much more.

Although Realimation is not a modeller, it does have some extremely powerful and easy to use model manipulation facilities. Objects can be picked, dragged, and moved around interactively. Faces can also be moved, textured, smoothed, and edited in a number of ways.

The editor has a very large number of features. The best way to proceed after installation is to run the tutorial, which is accessed from the Help menu.

### **Security with Windows NT - VSG Developer Edition Only**

The Developer Edition of the Space Time Editor requires a hardware lock (or "dongle") to operate properly. If you have not attached your lock, then you should do so before attempting to run Realimation. If you are running under Windows 95 then the system will automatically detect that you have attached a lock and will run Realimation without any other intervention.

Windows NT, however, cannot automatically detect and configure the hardware lock, so some user intervention is needed to install the correct software. This is supplied on the Realimation CD-ROM, under the directory "Security". Attach to that directory, and read the instructions provided in the file "readme.doc".

The installation procedure for the dongle is as follows:-

1. Locate the "SECURITY" directory on the Realimation CD
2. Change to the WIN\_NT directory
3. Run INSTALL.BAT

For more detailed information on setting up the dongle, look at the README.TXT file in the SECURITY directory.

### **Realimation Web Site**

Our Web Site (at <http://www.realimation.com>) is regularly updated with information about Realimation, including the Knowledge Base, which contains feedback queries from users of the STE. You can also access more hints, tips, and sample RealimBases. If you have any suggestions for other things to be on the Web pages, please let us know.

Visit the Web, and join the News Mailing List, at <http://www.realimation.com>

### **Display Driver Information**

There is a separate document for further information about RealIMation display drivers. If you are experiencing any display problems (e.g. bad picture quality, slow speed), then we recommend you read this. RealIMation creates a shortcut icon to get to this file from the RealIMation program group.

### **Using with Portable Computers**

When you are using RealIMation with laptop computers, you may find that when playing back a RealIMation, the frame rate rapidly drops after just a few seconds, but goes back to full speed when you move the mouse. This is because the PC's power saving features are kicking in. You should disable power saving on your computer if this is a problem for you.

### **Known Problems**

#### **1. Texture Coordinate Editor Display**

On some configurations, the Texture Coordinate Editor may not be displayed correctly the first time. This appears to be restricted to using OpenGL drivers as the default. You can easily fix this, however, by just grabbing the corner of the TCE window and resizing slightly. You should also see the RealIMation Display Driver Readme file for a workaround to this problem.

### **What's New in 4.1?**

There have been a number of changes - additions and amendments to the RealIMation STE between V4.00 and V4.10.

The full colour printed User Manual is still current, although new features are completely documented in the 4.10 Addendum manual, and the on-line help.

Some of the changes in the program have altered some of the steps in the Tutorials. The on-line versions have been updated, and added to, so please follow the on-line versions (accessed from the Help menu in the STE), and use the printed manual as a guide only.

Our Web Site (at <http://www.realimation.com>) is regularly updated with information about RealIMation, including the Knowledge Base, which contains feedback queries from users of the STE.

Don't forget, you can keep up to date by registering on the RealIMation news group for regular updates and latest breaking support information.

### **Frequently Asked Questions and Other Queries**

Our RealIMation Knowledge Base, available on our Web Site (<http://www.realimation.com>) is regularly updated with user enquiries and further information about RealIMation and its features. This acts as a companion to the Frequently Asked Questions chapter in the full User Manual and help file.

### **Feedback**

Your feedback is vital. We are interested not only in bugs, but in your suggestions for the way things work, or for features that you really need and do not seem to be available.

We generally prefer some kind of written correspondence (letter, email, fax) as this eases the burden on our development staff who are always hard at work improving and extending the product. There are obviously some classes of problem, however, that are best talked over one-on-one, so please feel free to call direct.

You can contact Datapath directly using the various means below:

Telephone: (+44) 1332 294441

Fax: (+44) 1332 290667

Email:	support@realimation.com	(Support problems)
	3d@realimation.com	(Questions on the product)
	sales@realimation.com	(General sales queries)
Web	<a href="http://www.realimation.com">http://www.realimation.com</a>	