Visualib Demo Program Help



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#### Overview

Welcome to the new era of Windows graphics programming! Visualib version 2.0 takes you to the leading edge of the graphics world with its sophisticated shading options, image mappings, solid textures, true 3D text drawings, and many other advanced features.

Visualib demonstration program illustrates many of the stunning features of Visualib graphics library. It contains the demos for basic 2D and 3D graphic objects and advanced options such as shading, depth buffer, and solid text.

The following system configuration is recommended for running Visualib demo program.

33MH CPU with math coprocessor 24 bit true color graphics card Windows version 3.1

Because of the large amount of calculations involved with shading and texture options, a fast processor is recommended. To view the realistic effects of Visualib shading function, A 256 color super VGA card is a minimum requirement. Use a 24 bit true color card for best results. Visualib text functions use the TrueType fonts available in Windows version 3.1. The program may run in earlier Windows versions, but TrueType fonts are required for text demos.

The source code of the demo program is also included in Visualib package. It may serve as an example of programming with Visualib.

Run Demos Set Options

## **Run Demos**

Select a menu item from Demo, Array, Animation, or Primitives. The correspoding demo will be shown.

Demo contains a set of demos that highlight the main features of Visualib.

Array demonstrates the various object array drawing functions.

Animation shows several moving objects with double buffering.

Primitives gives a large number of drawing examples.

During a long demo session, you may cancel at any time by pressing Esc key. If you cancel a demo, the shading options for subsequent demos may be changed.

The option settings will affect the primitive displays, but they will not affect the Demo items.

Set Options Menu Commands

# **Set Options**

You may change many shading options in the program to see the different effects. Four lights are available in the program. You may individually change the characteristics of the lights and turn them on or off. Simply select the lights from the Option menu and modify the options in the dialog box. Similarly four materials are available. You may change the characteristics for any of the materials, but at any time only the selected material is used for shading.

Menu Commands

# Menu Commands

Demo

Image Mapping Depth Clipping- mapping images to a cube clipping demo Spot Lights- effects of spot lights Material PropertyMatble Ring Wood Surface- a ring with marble texture (Granite Cube Stereo Text 2D Composite 2D Composite- a cube with granite texture 3D Solid text with shading 3D Composite 2D CompositePrint Flag Cubic- Print the US flagPrint Flag Print Flag- exit programArray- a cubic array of objects Cubic PolarArray- a cretangular array of objects Cubic Polar2D Objects Viewer Zoom- a print array of objects (Spheric - a spheric array of objects objects - a cubic array of objects SphericAnimation- a cylinderic array of objects Viewer Zoom Moving Dodecahedron Moving Dodecahedron Moving Dodecahedron Moving StarPrimitives- a moving dodecahedron - a moving dodecahedron Moving StarPrimitives 2D Curves 3D Shapes 3D Curves- 2D line drawings - 3D in drawings - 3D binded surfaces - 3D shaded surfaces <br< th=""><th>Demo</th><th></th><th></th></br<>	Demo				
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### Material

- set material 1
- set material 2
- set material 3
- set material 4
- select solid texture

# Help

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