

3D Web Introduces Beta 1 of Builder, a VRML scene layout tool for MS Windows

Thanks for joining our Beta program! Here is your copy of 3D Web Builder (code-named Portal), this is the first Beta copy (of 2 planned Beta copies.) This version doesn't come with an industrial-strength install program, but you should have no trouble if you follow the steps below.

3D Web-Builder will run on any Microsoft operating system: Windows 3.1, Windows 95, Windows NT. If you are using it under Windows 3.1 you must install Microsoft's 32 bit extender: "Win32s" first. If you haven't already done so, you may obtain a copy of Win32s on the internet at the following URL:

<http://www.webmaster.com/www/wwwwin>

Windows 3.1 and NT Installation procedure:

1. Put the 3D Web Builder floppy in the floppy drive
2. Start MS-DOS (from Windows)
3. Type a:install
4. Exit the MS-DOS prompt by typing "exit"
5. Create a Program Group named 3D Web: From the Program Manager Window, Click and hold "File" then click on "New"
6. Select "Program Item" then click on "OK." You should now have an activated program group named 3D Web
7. Now Create a Program Item: Click and hold "File" then "New Program Item"
8. Enter the following into the Command Line: box: "c:\builder\builder.exe models\3dweb.3dw" (there is a space between .exe and models!) You should now have an icon of a spider named 3D Web Builder. Double click on this icon and you will launch Builder.

Windows 95 Installation

1. From the Start menu, drag the mouse down to [Run] then let go
2. Browse the floppy drive double click on the file named Install
3. Click OK at Run dialog box
4. From the Start menu, drag the mouse down to [Programs] then [Windows Explorer] then let go.
5. Double click on Builder directory.
6. With the Right mouse button, drag the file Builder (it has the words MS AFX next to it) and drop it on the Start Menu
7. You should have an icon of Builder in the Start Menu. Select this Start menu item to run Builder.
8. If you get a message that says "Warning: "igl.dll" is not a NT DLL DO you want to use igl32.dll instead? Yes? No? Click Yes!
9. To check out a sample world, open the file named "3dweb.3dw" under the Models directory. If you move too slowly through this sample scene, try changing the sensitivity by dragging the [Speed] Menu then [Constraints and Sensitivity] menu.

You should print out the documents named referenc.doc (or referenc.txt if you don't have Word for Windows) and tutorial.doc (or tutorial.txt). Glance over referenc.doc and keep it by your side when going through the tutorial (tutorial.doc). If you want to join our company or know someone who might, take a look at vrjobs.doc (or vrjobs.txt). After you've spent some time using Builder, please answer the question in feedback.txt and cut and paste this into an email message to 3dweb@best.com with the subject heading: "Beta 1 Feedback"

Thanks for purchasing Builder!

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