Welcome to the I3D (Interactive 3D) 2.0 tool kit demo
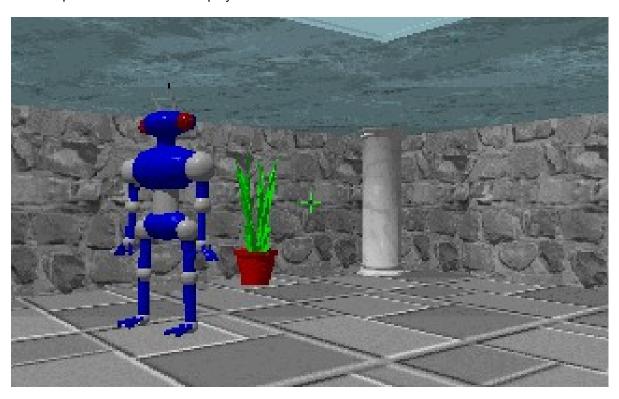
I3D is a C tool kit that provides a high speed, texture mapped, 3D virtual environment. I3D can be used to create MS-DOS or MS Windows applications.

I3D has been tested with the Borland C/C++ v4.0 and v3.1, Microsoft C v8.0 (C++ v1.5), and Watcom C/C++ 32 bit v9.5B compilers.

Due to the highly interactive nature of I3D, it requires a 386 or better processor and a VGA or SVGA graphics card to run. Windows performance is directly proportional to the speed of the Windows display card and driver.

I3D supports the following features:
* Royalty-free distribution rights.
* High speed texture mapping of walls, floors and ceilings. (F1 in demo)
* Variable window size. (F2 in demo)
* Lighting effects (fade to color with distance). (F4 / F5 in demo)
* Automapping. (F6 in demo)
* Animated texture maps.
* Transparent textures.
* Supports 64 x 64, 128 x 128, or 256 x 256 pixel texture maps, mixed
  resolutions on per block basis (64 wide x 128 tall for example).
* Moving objects.
* Actor objects that look different from various viewing angles.
* Symmetric actors using mirrored texture maps. (Bugbot in demo)
* Collision detection (viewer with walls, objects with viewer).
* Variable aspect ratio walls (+ / - in demo)
* Variable field of view. (Ins / Del in demo)
* Backdrop bitmaps are allowed.
* Complete set of VGA 320x200 256 color drawing routines. (VGA_DRAW.H)
* Reading of PCX 256 color files.
* Multiple windows.
* Compatible with 3rd party graphics libraries.
* Joystick, Cyberman, keyboard and mouse support for navigation.
* Pick (hit) detection. (F8 in demo flashes object on/off)
* Look up / look down (Page Up / Page Down keys in demo)

* Variable eye level. (Home / End in demo)
* Sidestep (Alt + arrows in demo)
* Run (Shift + arrows in demo)
* Gamma correction (F11 / F12 in demo).
* Full screen 320x200 256 color VGA mode in Windows.
* Large world maps, world maps can be edited as bitmaps. (DEMOMAP.PCX)
* I3D Maps can have 32767 different types of blocks.
  (PCX file is only 256 colors, larger maps must use a different data file.)
* Demo program reads definitions of blocks from ASCII file. (DEMO.BLK)
* XMS memory support for storing textures maps (DOS 16-bit).
* Full C source code to demo programs.
* Printed manual.
* Easy to use C API (see I3DKIT.H for examples)

Running the Demos:

To run the DOS demo, simply type I3DDOS32 <RETURN> at the command line.

* The DOS demo can use the Cyberman for navigation.

To run the Windows demo, run Windows and then use the file manager to locate
I3DWIN16.EXE. Double-click on I3DWIN16.EXE to run it.

 * You may need to move the DISPDIB.DLL to your Windows directory if you are
   running Windows 3.0.

* If you do not already have the IBM Joystick driver for Windows loaded,
  un-zip the IBMJOY.ZIP file and follow the instructions.

Ordering:

Please use the ORDER.TXT or ORDER.WRI file to print an order form. Payment in the form of a money order or check is acceptable. Sorry, we do not accept credit card or COD orders at this time.

Please allow 2-4 weeks for delivery. Money orders will take less time, since we do not have to wait for the check to clear.

Pricing:

The price for I3D 2.0 is $195.00 US, plus $5.00 shipping and handling (US and Canada, $10.00 outside US and Canada).

Your comments and suggestions are greatly appreciated.

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