Lets you choose (and use features of) your D3D device, which may be :
•RGB emulation (DX7 fast software emulation),
•reference rasteriser (DX7 slow but accurate software emulation),
•HAL (DX7 hardware accelerated device),
•T&L HAL (same with hardware transform and lighting acceleration, like GeForce)

Same menu structure as in Sculpt 3/4D, same features at same place (a number of them not yet available).

Able to load, view and rework Sculpt 3/4D scenes, except paths and object names.

Modelling in windows (top, face, side) :
•top, face and right wireframe projection views, with exactly the same gadgets as in Byte by Byte's Sculpt3/4D, providing
        grabber, panning, zooming in / out, vertex and triangle creation,
•real time volumic and lighted 3D perspective view, using Direct3D, updated as you modify your model or move target /
        observer

Modelling with 5 cursors :
•main (blue cross), moved by dragging with the move
•secondary 1 (small blue cross), moved by shift-dragging
•secondary 2 (blue round), moved by control-dragging
•observer (little white cross), moved by middle- and left-button dragging
•camera (little white round), moved with tight- and left-button dragging
Camera and target are always linked by a white line.

These ease triangle creation, which is available with :
•3 selected vertices
•3 cursors if there is not exactly 3 selected vertices

Vertice creation is made at main cursor location, either with gadget or with 'P' key.

Modelling with tools (not all available at the moment) :
•selector
•deselector
•magnet
•curve
•extruder
•spline
•grabber

All selecting, editing, transforming features of Sculpt 3/4D (not all available at the moment).

Able to draw 3D as solid, wireframe or vertices.