



The revolutionary tool for creating websites

3D - Multimedia - Multi-user

Now anyone can create 3D, multimedia, multi-user sites with sophisticated graphics without entering a single line of code! Thanks to SCOL technologies and its professional editor SCS, everyone – from beginner to expert – can build stunning 3D websites using simple techniques.

Modular architecture: 3D for everyone in just a few clicks

As a SCOL solution, SCS directly employs the DMS (Distributed Modules System) architecture, that allows to fully build a website by linking modules, without programming :

- Insert a module for each function on your site
- Draw links between the modules for quick and easy building
- Take advantage of 3,500 textures and 800 3D objects at your disposal
- Create and import from 3D Studio to customize your site

Unlimited possibilities for creation

For a quick and easy start, SCS comes complete with 100 ready-made modules for the most common tasks like:

- Creating a 3D interface with customizable avatars (e.g. use a photograph or video on your avatar)
- Several communication tools between visitors : *chat, pager, voice chat*
- Playing music, video and webcams and more through a large range of multimedia functions
- Remote administration
- Statistical analysis
- Database management
- Playing games

Thanks to its 3D converters, SCS also makes it possible to create new models and places using 3D Studio software or VRML and import them into your SCS project.

Build sites that will attract visitors

Visitors will feel at home thanks to on-line communication and exchange.

You can organize on-line competitions, forums and games to develop user loyalty .

Your site will have more and more visitors, more often and for longer periods of time.

It becomes a virtual community where members connect, exchange, work or buy chat in a seamless 3D Web experience.

SCS 2 new features!!

New ergonomics for more comfortable use

- Information for describing the site is now all in one file (.dms extension)
- Several projects can be open at the same time.
- A history view that lets you see all operations performed and a multi-level "undo" function have been added.
- A Black Box lets you encapsulate several modules into a single module.
- Module editors work on a separate SCOL virtual machine, providing increased stability to SCS.
- Copying and pasting between modules (with their links) and zones (with their associated module zones) is now possible.
- All functions are now easier to use with the addition of tooltips and faster to use with keyboard shortcuts.
- Several modules can be manipulated simultaneously for all types of operations (selection, copy and paste, create links, move, etc.).
- The new library management brings a faster graphical display
- On top of .bmp and .jpeg formats, .png is now recognized

New SCS 2 interfaces

- The interfaces (module, link and zone editors) have been completely revised and updated for better ergonomics and comfort.
- It is now easier to add a new module - a pop-up window displays available modules with their icons. Modules are grouped into trees based on their function. Furthermore, you may click a button to automatically rebuild the tree structure of modules on the disk, making it easy to add a newly created module to the tree of available modules.
- You may display (or hide) site trees (modules and zones) and properties (links and zones) in pop-up windows that you can access by using a keyboard shortcut.

More functions

Over 20 new functions have been added, either in the form of modules or plugins that add functions to other modules.

Full documentation

The documentation has been completely revised and updated. It now includes 4 sections:

- the SCS tutorial explains the main concepts of SCS and provides a tutorial you can follow to create a site with SCS in 12 steps
- the SCS reference manual explains how each module is used and how they function in full detail
- the SCOL tutorial explains how SCOL language functions to programmers and describes the key APIs
- the SCOL reference manual, available in electronic format, describes all SCOL language functions.

Included in SCS2

- A CD-ROM
- A SCOL server for 10 simultaneous visitors. Higher capacity is available – simply contact our sales department: sales@cryonetworks.fr
- Free hosting of your site for 3 months
- Free access to technical support, by telephone and e-mail, for 3 months
- Complete, illustrated documentation about SCS and the Scol language
- Link to Site Construction Zone web pages, where the latest tips, FAQs, How to's, and downloads are available

SCOL, a revolutionary technology

SCOL (Standard Cryo Online Language) is a new programming language, specifically designed for network use. It was first developed by Cryonetworks in 1997. Unlike other technologies on the Web, Scol offers the websites the possibility of 3D browsing, multimedia and user interaction. Complete documentation about Scol is included in this software. With SCOL, you can create new modules according to your needs.

For more information go to: www.cryonetworks.com