

## **Have a 3D Game?**

**Want to tap into the fastest selling game computer around?**

**Interested in all those iMac sales? Over 1/2 million - so far.**

**The most powerful, awesome and totally cool version of Conix OpenGL for the Mac is about to be released! It has everything game writers have been dreaming of for that heads up in tomorrow's game market.**

**Game speed texture mapping**

**RAVE and Glide support**

**Works superbly with ATI cards (standard on every iMac!)**



**Call John or Bob today and see how they can help you optimize your 3D game.**

**1.800.577.5505**



# OpenGL<sup>®</sup> for the Macintosh<sup>™</sup>

**The Industry's Foundation for High-Performance Graphics**

**Acceptance      Extensibility      Portability**  
**Accessibility      Innovation**

## **What is OpenGL?**

The **premiere software interface** that allows graphics programmers to produce high-quality color images of 3D objects. The functions in the OpenGL library enable programmers to build geometric models, view models interactively in 3D space, control color and lighting, manipulate pixels, and perform such tasks as alpha blending, anti-aliasing, depth cueing, and texture mapping.

## **Why OpenGL?**

OpenGL is stable, fast, and helps you get your products to market before the competition. For graphics developers, OpenGL is the most efficient way to get software from one platform to another. We have helped our customers port their products in just a few days.

"We use Conix OpenGL to design our world-class golf simulators. The quality of both their software and its documentation meet all of our expectations for 3D applications, and Conix always provides prompt technical support from qualified personnel."  
Jon Troy, Software Engineer, Dead Solid Simulations

"Conix OpenGL provides a smooth transition for OpenGL applications from Windows to Macintosh and great technical support with quick responses and turnaround."  
Daniel Woods, Cosmo Player Engineering Manager, Silicon Graphics, Inc.

## OpenGL is Everywhere!!

Unlike other 3D graphics libraries, OpenGL is available on all major platforms and has hundreds of applications written with it. There are more hardware boards written for OpenGL than any other board combined.

Please see <http://www.conix3d.com/applications.html> for a sample listing of applications written with Conix's OpenGL.

When it comes to portability and rendering functionality, **OpenGL is the number one choice.**

Whether you are bringing legacy graphics code to a Macintosh, or developing applications on a Macintosh, Conix is available to help you.

"Porting OpenGL code to the Macintosh was a breeze with the Conix library. The wgl functions went directly over to agl functions, and Mac specific changes were very simple. We got our 3D code ported in a matter of days."

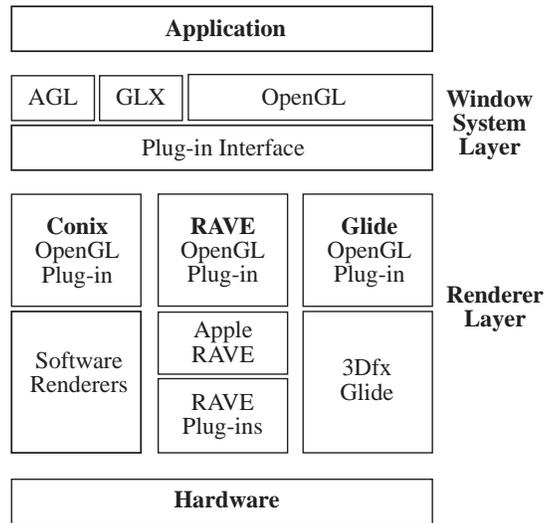
"But, best of all, the performance of their OpenGL implementation is phenomenal! This is what realtime 3D is all about. And OpenGL gives us the low level control that is impossible with QuickDraw3D. It's the only choice when it comes to a robust realtime 3D implementation on the Macintosh."

Ken Baer, Director of Macintosh Product, Hash Animation

## The Best Hardware Support Available for the Mac!

Conix OpenGL provides seamless OpenGL hardware support on the Macintosh, giving your product access to the best hardware available.

**No matter what your rendering needs are, Conix OpenGL will maximize the use of resources available.** Support for fullscreen and multiple screen systems is standard.



Conix provides very fast OpenGL hardware and software rendering. Hardware support through RAVE gives applications access to the latest 3D hardware available. Both hardware and software renderers are implemented through Conix's OpenGL Plugin Interface (GLI), allowing for fine grain control over rendering, multiple screen support and reduced memory foot print. Full screen support provides games with easy access to the TechWorks Power3D card. No matter what your rendering needs are, Conix OpenGL will maximize the use of resources available ■

"Conix's implementation of OpenGL will allow greater speed for the end user of 3D applications and lowers the barriers for more applications to be developed on, and ported to the Macintosh".

Chris Bentley, Sr. Software Engineer, ATI Technology,

"We decided early in the development of Strata StudioPro 2.5 for Macintosh and Windows NT that we needed to support OpenGL and Conix's Mac OpenGL allowed us to leverage our efforts on both platforms. Using OpenGL enabled us to do interactive features we could not have done with any other option. Conix has been extremely helpful and timely in aiding us in our development."

Duane McNamee, StudioPro Product Manager, Strata Inc.

## Distribution Made Easy!

One yearly fee allows you to distribute the OpenGL libraries with your applications. Your cost will be less than your shipping, and as low as pennies per copy!

Our fees are based on retail price and the number of products distributed, allowing even the smallest start-up company affordable distribution.

“Hollywood FX uses the industry standard OpenGL to provide the best in power, flexibility, speed, and quality. We were able to port our 3D effects rendering engine using Conix OpenGL in less than an hour. It worked perfectly, and rendered four times faster than our other engine! Conix cost effective distribution licensing made it an easy choice to include in HollywoodFX.”

Chris P. Demiris, Software Development Manager, Synergy International, Inc.

## Demos

See first hand the performance, speed and rich functionality of Conix OpenGL. Check out our Web Site at <http://www.conix3d.com> for more demos and information.

## OpenGL for the Macintosh by Conix

Comes with everything you need!

### LIBRARIES

- OPENGL 1.1
- GLU 1.1
- GLUT 3.6
- TK
- AUX
- MUI

### SOURCE

- Thousands of lines of example code
- GLUT, TK and AUX source code

### DOCUMENTATION ON LINE

- OpenGL Reference Manual (The official reference guide to OpenGL)
- AGL Reference Manual
- GLUT Reference Manual
- GLU Reference Manual
- AUX Reference Manual

Multi-processor Compatible  
Works with most Compilers, including Code Warrior®  
Callable from C/C++, Ada, FORTRAN  
Hundreds of example applications

**FULL TECH SUPPORT**

Email support from [tech@conix3d.com](mailto:tech@conix3d.com) available at no charge.

## Contacting Conix

Conix Enterprises, Inc.  
PO Box 4113  
San Luis Obispo, CA 93403

1.805.546.1040 voice  
1.805.546.1017 fax  
info@conix3d.com

### Web site:

[www.conix3d.com](http://www.conix3d.com)

### To place an order:

1.800.577.5505 sales  
sales@conix3d.com

### For technical Support:

tech@conix3d.com



©1996-98 Conix Enterprises, Inc. All rights reserved. Power Macintosh and RAVE are registered trademarks of Apple Computer, Inc. OpenGL and the OpenGL logo are registered trademarks of Silicon Graphics, Inc. All other trademarks are the property of their respective owners.