

ExhibitionX 1.3 is a cool tool to view your picture folders and iPhoto 2 albums.

Consisting of five easy to navigate 3D environments; the walk-around gallery, octagonal carousel, book view, multi-cube and flat view. ExhibitionX is a fun and practical way to present and view most popular image formats.

Features

- Five 3D environments using OpenGL rendering.
- Easy to navigate; click on an image to enlarge in proportion, 'SPACE BAR' to reverse order and 'ARROW KEYS' to walk around the gallery • view and to flip through the carousel, book and flat views.
- iPhoto 2 integration; open any album from a pop up list.
- Easily open image files & folders.
- Compatible with most popular image formats: jpg, gif, tif, png, bmp, pdf, pct etc.
- Up to 500 images per gallery load.
- 1 Click full screen, ideal for presentations.
- Preferences to customize your settings.
- Option box per view.
- 4:3 or 16:9 screen ratio.
- Choice of background textures & colours.
- Localized for English, French and Japanese.

Requires

Mac OS X 10.1.4 or higher on an iMac, iBook, eMac, PowerMac or PowerBook. Due to the amount of OpenGL rendering 8MB or more of Video RAM is required (this counts out some of the earlier iBook models).

Note: PowerBooks & iBooks with 8MB of Video RAM at highest display resolutions wanting to go to full screen mode should either:

- Set Image load quality to 'Good' or 'Poor' (see application preferences).
- Use thousands or colors instead of millions (see Display pane in system preferences).
- Use lower screen resolution (see Display pane in system preferences).

Licence

This software is distributed under a Shareware License, an unregistered version will:

- Expire after a 7 day evaluation.

For full access please Register Software for \$15 using Kagi's online secure server.

You will then be sent a registration code directly by email which should be entered into the registration code box in the application 'Preferences'.

Additional Help and Feedback

email: info@davidahmed.com

web: www.davidahmed.com

Credits

This Cocoa application was written in Objective-C using the Apple Developer Tools on an iBook, design was done in Adobe Photoshop. OpenGL is used for all rendering and QuickTime for image format conversions.

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Japanese translation by E-WA.

History

17/02/03 V 1.0 is in BETA testing

21/02/03 V 1.0 released!

21/02/03 V 1.01 addresses a pre-OS 10.2 window bug.

08/04/03 V 1.2 adds pause/ rotation rate controls, enhanced navigational controls, extra 'flat' view, ability to open up to 500 images, extra gallery textures, 'cube' view refinements and overall enhancements.

22/04/03 V 1.22 updates OpenGL pixel format.

28/04/03 V 1.3 adds French & Japanese localizations, code enhancements
& updates gallery textures.

SHAREWARE AGREEMENT

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