

Thank you for your interest. I've been working on these routines for quite some time and have learned a great deal. I hope to see something fruitful come of all the hard work. If you are willing to help me, I would appreciate your honest opinion. If you think it's great, by all means say so. Alternately, if you think it's a total waste of time it's even more important that you tell me. So far I have seen nothing else like it for Windows and hope that it is unique. I'm hoping that you and other developers will be able to tell me if this is so.

There are two important requirements for running WinView. You must have a 386 or better, probably running in enhanced mode but I'm not sure. I run in enhanced mode. The other requirement is that you must be running in a 256 color mode. If not, this program will just give a garbage display. Everything has been optimized for one byte per color because it's the most common and the easiest to program for. **If your system doesn't meet these requirements do not download the program.** It would just be a waste of time.

Originally, the routines were written for DOS and were intended to demonstrate an idea I had. Unfortunately, I took too long for several reasons. By the time I got it working I didn't need it any more. After all the work I put into it though, I felt I should be able to do something useful with it. There are many different programs currently out there for DOS that can do similar things, but I have seen nothing like it for Windows. So I decided to see how it would do when ported to Windows. I didn't expect to be able to do the fast screen write I needed but it's much easier to get at extra memory under windows.

It worked out great. I wrote some of the routines in assembler in order to handle the large blocks of memory quickly by using the 386's 32 bit registers, but overall Windows did a much better job than I expected. Everything else is written in Borland C for Windows.

Now I have a problem. I don't know what to do next. One possibility is to try and sell the routines as a 3D library for Windows. Another is to continue on with WinView and develop it into a full 3D modeller for Windows. I think I prefer the later so far, but I'm afraid it's grown into too big a project for me to complete alone in a reasonable amount of time. As faster processors and local bus video become more widespread, there will be others developing similar products and I would need to get it to market as fast as possible. What do you think?

WinView started out as a program I used just to load a world file to check out the 3D routines. I was learning to program for Windows while working on it so it has been scrapped and restarted several times. There are still things I hope to eventually change about it but all in all it works quite well for its intended job. I have gotten rid of most of the obvious bugs -- I hope. There are however, a few limitations worth mentioning. Most obvious is the fact that it doesn't currently re-sort the polygons as you move. This results in being able to see through polygons when viewed from the wrong direction. The other known limitation is that it can't paint a texture on a very large shape such as the sky. This is due to the way I use fixed point math to speed things up and I don't have enough bits for the resolution needed for a large shape. I hope to remedy both of these problems in the future.

The help that's included is by no means complete. This is not a production program and has not been beta tested or even played with very much except by me and a couple of friends. I run it on a 40 Mhz 386 and it runs at a respectable speed and everything works correctly. I've also tried it on a 20 Mhz IBM PS2 Model 80 with an XGA adapter and it runs slow but still usable. Also, the help comes up in a different font and the help control panel bitmap looks odd but everything works ok.

If you should decide to respond to my request for help I would appreciate it if you would include some or all of the following information:

1. Did you notice any bugs?
2. Have you seen anything like it before?
3. What path do you think would be the best to follow? This is Most Important!
4. Any other suggestions or criticisms are welcome.

Please add any comments you feel will help. You may either send me Compuserve Mail or you may leave me a message on this forum. I will welcome all responses, pro or con, but may not have time to respond to them all. Thank you so much for downloading this program and for your help.

Thanks,

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