

RealiMation Demo Release Notes

Version 4.0

21st November 1995

Very Important Notice

The RealiMation Demo is a fully functional version of the RealiMation Space Time Editor. It will time out 45 days after installation.

Please note that any attempt to bypass the 45 day licence is against the law. If RealiMation detects tampering, it will stop working immediately since the licence agreement has been broken.

Introduction

RealiMation is a toolkit for people to create their own Virtual Reality, Simulation, and Game applications (VRSG). Part of the toolkit is the RealiMation Space Time Editor (STE), which is a powerful application in its own right. It can be used independently of the software development kit.

This demonstration copy of RealiMation consists of just the STE. It is fully functional - no features (compared to the full editor) have been disabled. As noted above, however, it will not work after 45 days. This time period should give you ample time to evaluate the product and determine if it will meet your application requirements.

Key features of RealiMation:

- Portable cross-platform API for developing your own applications.
- Entire scene descriptions - including motion etc - are encapsulated in a single database called a RealiBase. RealiBases are platform and hardware independent.
- The concept of time and motion is built into the RealiBase.
- Terrain following (i.e enabling vehicles to move naturally over irregular surfaces)
- Level of detail control
- Flexible scene optimisation for getting the best out of your renderers.
- Renderer independence. RealiMation is NOT a renderer, but uses various graphics engines to achieve speed and realism. The demo copy comes with OpenGL and RenderWare (from Criterion). Other renderers are in development. You can swap renderers on the fly within the program - even when a RealiMation is in full swing!
- Full support for multi-screen and multi-CPU VRSG applications, via the API.
- A 32 bit Windows 95/NT hosted editor application (i.e this demo), to enable the creation of RealiBases. The editor is itself just an application of the API, so anything it can do, other applications can also do.

The RealiMation Space Time Editor

The editor is not a 3D modeller in the same way as packages like 3D Studio or TrueSpace are. It is designed to be used in conjunction with such programs, as shown by its powerful import facilities.

The purpose of the RealiMation STE is to act as a gathering point for 3D data generated by other applications. You can then manipulate this data into a form suitable for high speed 3D display. Along the way, richness can be added to the data by applying motions, hotlinks, materials, model articulation, textures, and much more.

Having said that RealIMation is not a modeller, it does have some extremely powerful and easy to use model manipulation facilities. Objects can be picked, dragged, and moved around interactively. Faces can also be moved, textured, smoothed, and edited in a number of ways.

The editor has a very large number of features. The best way to proceed after installation is to run the tutorial, which is accessed from the Help menu.

Installation

The editor will only run on Windows 95 and Windows NT 3.51 and above.

To install RealIMation, just run SETUP.EXE on the first disk. By default, this installs everything. You can change this by selecting a Custom install - just follow the instructions.

The install mechanism is Windows 95 compliant. You can use the Add/Remove Programs applet in Windows 95 to install RealIMation if you wish.

New Web Site

Our new Realimation Web site came online on the 8th of November 1995. Please visit it at: <http://www.realimation.com>

Here you will find hints, tips, and more sample RealIBases.

Feedback

Your feedback is vital. We are interested not only in bugs, but in your suggestions for the way things work, or for features that you really need and do not seem to be available.

You can contact Datapath directly using the various means below:

Telephone: (+44) 1332 294441

Fax: (+44) 1332 290667

Email:	support@datapath.co.uk	(Support problems)
	auntievr @datapath.co.uk	(Questions on the product)
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