

## Visualib Demo Program Help



[Overview](#)

[Run Demos](#)

[Set Options](#)

[Menu Commands](#)

## Overview

Welcome to the new era of Windows graphics programming! Visualib version 2.0 takes you to the leading edge of the graphics world with its sophisticated shading options, image mappings, solid textures, true 3D text drawings, and many other advanced features.

Visualib demonstration program illustrates many of the stunning features of Visualib graphics library. It contains the demos for basic 2D and 3D graphic objects and advanced options such as shading, depth buffer, and solid text.

The following system configuration is recommended for running Visualib demo program.

- 33MH CPU with math coprocessor
- 24 bit true color graphics card
- Windows version 3.1

Because of the large amount of calculations involved with shading and texture options, a fast processor is recommended. To view the realistic effects of Visualib shading function, A 256 color super VGA card is a minimum requirement. Use a 24 bit true color card for best results. Visualib text functions use the TrueType fonts available in Windows version 3.1. The program may run in earlier Windows versions, but TrueType fonts are required for text demos.

The source code of the demo program is also included in Visualib package. It may serve as an example of programming with Visualib.

- [Run Demos](#)
- [Set Options](#)

## Run Demos

Select a menu item from Demo, Array, Animation, or Primitives. The corresponding demo will be shown.

Demo contains a set of demos that highlight the main features of Visualib.

Array demonstrates the various object array drawing functions.

Animation shows several moving objects with double buffering.

Primitives gives a large number of drawing examples.

During a long demo session, you may cancel at any time by pressing Esc key. If you cancel a demo, the shading options for subsequent demos may be changed.

The option settings will affect the primitive displays, but they will not affect the Demo items.

[Set Options](#)

[Menu Commands](#)

## **Set Options**

You may change many shading options in the program to see the different effects. Four lights are available in the program. You may individually change the characteristics of the lights and turn them on or off. Simply select the lights from the Option menu and modify the options in the dialog box. Similarly four materials are available. You may change the characteristics for any of the materials, but at any time only the selected material is used for shading.

Menu Commands

## Menu Commands

### Demo

Image Mapping	- mapping images to a cube
Depth Clipping	- clipping demo
Spot Lights	- effects of spot lights
Material Property	- effects of different material properties
Marble Ring	- a ring with marble texture
Wood Surface	- a surface with wood texture
Granite Cube	- a cube with granite texture
Stereo Text	- 3D solid text with shading
3D Composite	- a ball bearing
2D Composite	- US flag
-----	
Print Flag	- Print the US flag
-----	
Exit	- exit program

### Array

Rectangular	- a rectangular array of objects
Cubic	- a cubic array of objects
Polar	- a circular array of objects
Cylindric	- a cylindric array of objects
Spheric	- a spheric array of objects

### Animation

2D Objects	- 2D moving objects
Viewer Motion	- effects of viewer motions
Viewer Zoom	- effects of viewer zooming
Surface Rotation	- rotating surface
Spring Rotation	- 3D rotating objects
Moving Dodecahedron	- a moving dodecahedron
Moving Icosahedron	- a moving icosahedron
Moving Star	- a moving star

### Primitives

2D Primitives	- 2D line drawings
2D Curves	- 2D curves
2D Shapes	- 2D filled shapes
3D Primitives	- 3D line drawings
3D Curves	- 3D curves
3D Shapes	- 3D filled shapes
3D Surfaces	- 3D shaded surfaces
3D Solids	- 3D shaded solids
Text	- text drawing functions

### Options

Mode	- set shading mode
Option	- set background color and other options
Light	
Light 1	- set light 1
Light 2	- set light 2
Light 3	- set light 3
Light 4	- set light 4

## Material

- Material 1 - set material 1
- Material 2 - set material 2
- Material 3 - set material 3
- Material 4 - set material 4
- Solid Texture - select solid texture

## Help

- Demo Help - this help
- Visualib Help - on-line documentation of Visualib
- 
- About Visualib - about Visualib

