Contents

Welcome to Help for *The Third Dimension™!* To learn about *The Third Dimension's* many features, choose a topic from the list below, or click an item on the picture of the *Third Dimension* main interface below:

Topics

The *Third Dimension* Main Interface

The Third Dimension is a trademark of Davidson & Associates, Inc.
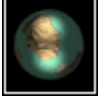
Introduction

Welcome to *The Third Dimension*—the 3D creativity tool that lets you explore and manipulate spectacular 3D objects and virtual worlds. *The Third Dimension's* high-tech, futuristic interface enables you to:

- select and manipulate 3D objects and create scenes using a variety of standard and wacky tools
- paint 3D objects with an almost infinite assortment of colors and shades
- add effects from vast libraries of backgrounds and textures
- select from a wide variety of lighting options
- add 3D text characters
- rotate completely around objects to view them from different perspectives, and restore your original view
- destroy your creations with a variety of zany deletion tools
- save your 3D files, import other *Third Dimension* files, and import .bmp and .x files for use in the program.

Getting Help

Leave your mouse pointer on one of the buttons on the Viewing Porthole for a short time to see an explanation of that button. Or click the right mouse button on an item to hear a brief description of its function.

On-line Help for *The Third Dimension* is available at any time by pressing the Help button at the top of the Viewing Porthole. See that topic for details.

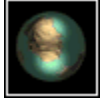To learn about some of *The Third Dimension's* many features, select a topic below:

Getting Started
The Main Interface and Tools
Printing and Importing Files
Help
Keystroke Functions

Getting Started

Launching the Program

- When you insert the *Third Dimension* CD-ROM, Windows 95 AutoPlay will automatically launch *The Third Dimension.* If AutoPlay is not running, simply select the program from your Windows 95 Start button on the taskbar.
- To launch the program, click the Play button.
- To close the launch menu without starting the program, click the Quit button.

Introductory Sequence

- A short introductory sequence will appear, inviting you to begin using the program.
- To bypass the introductory sequence, click the mouse or press the SPACEBAR.
- In a few moments, the Viewing Porthole will appear.

You're now ready to create and manipulate 3D objects. See the related topics below for details.

Exiting the Program

To exit the program, click the Top Secret Files button. From the Top Secret Files menu that appears, choose **Exit.** You will be invited to save any changes to the currently opened file as needed.
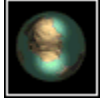
Related Topics

Introduction
The Main Interface and Tools
Printing and Importing Files
Top Secret Files

The Main Interface and Tools

The Viewing Porthole is the main interface where you will create, modify, manipulate, save, and destroy your creations.

As you add and modify objects, they will appear in the central viewing area. Buttons for *The Third Dimension's* wide variety of tools and functions appear around the viewing area. **Note:** To make the Viewing Porthole background disappear with only the buttons visible, press CTRL+I. Press these keys again to restore the background.

Explore the picture of the Viewing Porthole below to learn what each part does. Click on a button in the picture for a brief explanation of it, along with the option of viewing more complete instructions for that button and its related tools.

Related Topics

Top Secret Files
3D Object Library
2D Backgrounds
3D Letter Generator
Texture Maps
Primitives Selection Module
Paint Dial

Top Secret Files

The Top Secret Files menu lets you start, open, save, and print 3D files, or exit the program.

More Click here for more information.

 Top Secret Files

The Top Secret Files button lets you start, open, save, and print 3D files, or exit the program. Click the Top Secret Files button on the main interface to view the Top Secret Files menu.

Explore the picture of the Top Secret Files menu below to see what each menu item does:

Closing the Top Secret Files Menu

To close the Top Secret Files menu without making a selection, click outside it.

Getting Help

- Leave your mouse pointer on the Top Secret Files button for a short time to see a Quick Tips explanation of it. (See Help for information on turning Quick Tips off.)
- Click the right mouse button on the Top Secret Files button to hear a brief description of its function.

Related Topics

The Main Interface and Tools
Printing and Importing Files
Help

New—Choose this to start a new blank scene. If another file is already open, you will be invited to save it as needed.

Open—Choose this to open a saved file, or a *Third Dimension* file you have <u>imported.</u> If another file is already open, you will be invited to save it as needed.

Save—Choose this to save changes to the currently opened scene. If you are saving the scene for the first time, a Save As dialog box will appear.

Save As—Choose this to save a scene for the first time, or to save a scene under a new name. A Save As dialog box will appear.

Print—Choose this to <u>print</u> the currently displayed scene.

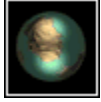**Exit**—Choose this to exit the program. You will be invited to save the currently opened file as needed.

3D Object Library

The 3D Object Library is full of 3D objects to add to your scene.

More Click here for more information.

3D Object Library

The 3D Object Library button opens a library full of 3D objects to add to your scene.

- Click the 3D Object Library button on the main interface to view the 3D Object Library.
- To view more objects, move the mouse pointer to the left or right side of the Library menu. The pointer will change to a left or right arrow. Now click to rotate the menu and view more objects.
- Click on an object's icon to close the 3D Object Library and move the object into your scene.
- Click outside the 3D Object Library to close it without choosing an object.

Import Button

The Import button in the 3D Object Library lets you find 3D objects saved in .x format and import them for use in *The Third Dimension*. Use the dialog box that appears to find and import your files. See <u>Printing and Importing Files</u> for details.

Getting Help

- Leave your mouse pointer on the 3D Object Library button for a short time to see a Quick Tips explanation of it. (See <u>Help</u> for information on turning Quick Tips off.)
- Click the right mouse button on the 3D Object Library button to hear a brief description of its function.

Related Topics

<u>The Main Interface and Tools</u>
<u>2D Backgrounds</u>
<u>3D Letter Generator</u>
<u>Primitives Selection Module</u>
<u>Printing and Importing Files</u>
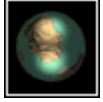<u>Help</u>
<u>Keystroke Functions</u>

2D Backgrounds

The 2D Backgrounds library is full of 2D backgrounds to add to your scene.

More Click here for more information.

2D Backgrounds

The 2D Backgrounds button opens a library full of 2D backgrounds to add to your scene.

- Click the 2D Backgrounds button on the main interface to view the 2D Backgrounds Library.
- To view more backgrounds, move the mouse pointer to the left or right side of the Library menu. The pointer will change to a left or right arrow. Now click to rotate the menu and view more backgrounds.
- Click on a background icon to close the 2D Backgrounds Library and move the background into your scene.
- Click No Background to remove the current background and replace it with a blank backing.
- Click outside the 2D Backgrounds Library to close it without choosing a background.

Background Music

Each 2D Background includes its own background music. To turn the music off or on, select **Background Music** in the Options menu.

Import Button

The Import button in the 2D Backgrounds Library lets you find backgrounds saved in .bmp format and import them for use in *The Third Dimension.* Use the dialog box that appears to find and import your files. See Printing and Importing Files for details.

Note: Only background files with dimensions of 640x480 pixels can be imported by *The Third Dimension.* You may get an error message if you try to import a background file of other dimensions.

Getting Help

- Leave your mouse pointer on the 2D Backgrounds button for a short time to see a Quick Tips explanation of it. (See Help for information on turning Quick Tips off.)
- Click the right mouse button on the 2D Backgrounds button to hear a brief description of its function.

Related Topics

The Main Interface and Tools
3D Object Library
3D Letter Generator
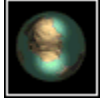Primitives Selection Module
Options
Printing and Importing Files
Keystroke Functions

3D Letter Generator

The 3D Letter Generator lets you enter text in your scene.

More Click here for more information.

3D Letter Generator

The 3D Letter Generator button opens the 3D Letter Generator, where you can type text that will appear in your scene as a 3D object that you treat like any other object.

- Click the 3D Letter Generator button on the main interface to open the 3D Letter Generator.
- Type the text you want. Your text will appear in the 3D Letter Generator's monitor.
- Press ENTER to move the text into your scene and close the 3D Letter Generator. Your text will now appear as a single 3D object in your scene.
- Use the other tools to modify the text in your scene just like any other 3D object.
- To close the 3D Letter Generator without choosing text for your scene, just click outside the 3D Letter Generator.

Getting Help

- Leave your mouse pointer on the 3D Letter Generator button for a short time to see a Quick Tips explanation of it. (See Help for information on turning Quick Tips off.)
- Click the right mouse button on the 3D Letter Generator button to hear a brief description of its function.

Related Topics

The Main Interface and Tools
3D Object Library
2D Backgrounds
Primitives Selection Module
Fun Wacky Tools
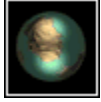General Tools
Lighting
Delete Tools

Texture Maps

The Texture Maps Library is full of textures you can apply to the objects in your scene.

More Click here for more information.

Texture Maps

The Texture Maps button opens a library full of textures you can apply to the objects in your scene.

- Click the Texture Maps button on the main interface to view the Texture Maps Library.
- To view more textures, move the mouse pointer to the left or right side of the Library menu. The pointer will change to a left or right arrow. Now click to rotate the menu and view more textures.
- Click on a texture icon to close the Texture Maps Library and return to your scene.
- Now click the object in the scene that you want to give the new texture to.
- To remove a texture from an object, click Remove Texture at the bottom of the Texture Maps Library, then click the object whose texture you want to remove.
- Click outside the Texture Maps Library to close it without choosing a texture.

Note: You can change the color of a texture with the Paint Dial. After you have applied a texture to an object, select a color from the Paint Dial, then click on the textured object whose color you want to change.

Import Button

The Import button in the Texture Maps Library lets you find texture files saved in .bmp format and import them for use in *The Third Dimension.* Use the dialog box that appears to find and import your files. See Printing and Importing Files for details.

Note: Only texture files with a length and width of either 256, 512, or 1024 pixels can be imported by *The Third Dimension.* For example, the program will accept .bmp texture files with the following dimensions: 256x512, 1024x512, 256x256, etc. You may get an error message if you try to import a texture file of other dimensions.

Getting Help

- Leave your mouse pointer on the Texture Maps button for a short time to see a Quick Tips explanation of it. (See Help for information on turning Quick Tips off.)
- Click the right mouse button on the Texture Maps button to hear a brief description of its function.

Related Topics

Paint Dial
The Main Interface and Tools
3D Object Library
3D Letter Generator
Primitives Selection Module
Printing and Importing Files
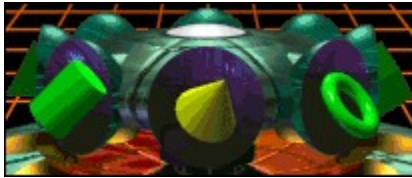Keystroke Functions

Primitives Selection Module

The Primitives Selection Module contains a set of basic 3D geometric shapes ("primitives") you can add to your scene.

More Click here for more information.

Primitives Selection Module

The Primitives Selection Module contains a set of basic 3D geometric shapes ("primitives") you can add to your scene.

- Move the mouse pointer over the Primitives Selection Module on the main interface. The pointer will turn to an arrow to show that you can click it to open the Primitives Selection Module (if it is not already open).
- Click the Primitives Selection Module to open it (if it is not already open).
- To view more primitives, move the mouse pointer to the left or right side of the raised area of the Primitives Selection Module. The pointer will change to a left or right arrow. Now click to rotate the module and view more primitives.
- Click the primitive that is currently in front to select it and add it to your scene. It will appear in the 3D Viewing Porthole.
- To close the Primitives Selection Module, click an area of the Primitives Selection Module where there are no primitives displayed, or click another tool.

Getting Help

- Leave your mouse pointer on the Primitives Selection Module for a short time to see a Quick Tips explanation of it. (See Help for information on turning Quick Tips off.)
- Leave your mouse pointer over an individual primitive to see its name.
- Click the right mouse button on the Primitives Selection Module to hear a brief description of its function.

Related Topics

The Main Interface and Tools
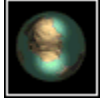3D Object Library
3D Letter Generator
2D Backgrounds
Texture Maps

Paint Dial

Use the Paint Dial to change the color of objects in your scene.

More Click here for more information.

Paint Dial

Use the Paint Dial to change the color of objects in your scene.

- Click and drag the Paint Dial's shade control knob to rotate it. This will change the colors available in the central area.
- Select a color from the central part of the dial, then click on an object. The object will change to that color.
- The Paint Dial will also change the color of textures you add to an object. Select the color you want, then click on the textured 3D object you want to change.
- The Paint Dial will change the color of a light source you add to your scene. Select the color you want, then click on the light source.

Getting Help

- Leave your mouse pointer on the Paint Dial for a short time to see a Quick Tips explanation of it. (See Help for information on turning Quick Tips off.)
- Click the right mouse button on the Paint Dial to hear a brief description of its function.

Related Topics

The Main Interface and Tools
3D Object Library
3D Letter Generator
2D Backgrounds
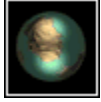Primitives Selection Module
Texture Maps
Lighting

Fun Wacky Tools

The Fun Wacky Tools (FWTs) menu has an assortment of tools for adding zany effects to your 3D objects.

More Click here for more information.

Fun Wacky Tools

The Fun Wacky Tools (FWTs) button opens the Fun Wacky Tools menu, with its assortment of tools for adding zany effects to your 3D objects.

Using the Fun Wacky Tools Menu

- Click the Fun Wacky Tools button on the main interface to view the Fun Wacky Tools menu.
- Click a tool to select it. The menu will close, and the mouse pointer will change to show the tool you're using.
- Click outside the Fun Wacky Tools menu to close it without choosing a tool.

Using a Fun Wacky Tool

- Click a 3D object with the Fun Wacky Tool you've chosen to apply its special effect.
- You can turn off the effect of a Fun Wacky Tool by using the Stop tool in the General Tools menu.

The Fun Wacky Tools Menu

Explore the picture of the Fun Wacky Tools menu below to see what each tool does:

Getting Help

- Leave your mouse pointer on the Fun Wacky Tools button for a short time to see a Quick Tips explanation of it. (See <u>Help</u> for information on turning Quick Tips off.)
- Click the right mouse button on the Fun Wacky Tools button to hear a brief description of its function.
- Leave your mouse pointer over an individual tool in the Fun Wacky Tools menu for a short time to see a Quick Tips explanation of it.

Related Topics

<u>The Main Interface and Tools</u>
<u>Primitives Selection Module</u>
<u>General Tools</u>
<u>Lighting</u>
<u>Delete Tools</u>
<u>Troubleshooting</u>

 Spinner

Use this tool to spin objects in various speeds and directions.

- After selecting this tool, click on an object. It will begin spinning.
- To make an object spin at a certain speed and in a certain direction, click and hold the pointer on the object, then start moving the mouse pointer in the direction and at the speed you want. Release the mouse button, and the object will continue spinning.

 Tumbler

Use this tool to spin (tumble) objects at various speeds and in different directions.

- • After selecting this tool, click on an object. It will begin tumbling.

 Jiggler

Use this tool to make an object vibrate while remaining in place.

- After selecting this tool, click on an object. It will begin vibrating up and down and from side to side, but without moving away from its position.

Dancer

Use this tool to make an object vibrate and move short distances in random directions.

- After selecting this tool, click on an object. It will begin quickly moving up, down, and from side to side along short random paths.

 Hiccups

Use this tool to give an object the hiccups.

- After selecting this tool, click on an object. It will quickly grow larger and then return to its original size. There is a two-second delay between hiccups.

 Pulsator

Use this to make an object throb and pulsate.

- • After selecting this tool, click on an object. It will smoothly and continuously grow larger and smaller.

 Heartbeat

Use this to make an object pulse like a heartbeat.

- After selecting this tool, click on an object. It will quickly grow larger, then slowly return to normal size, like a beating heart.

 Shooter

Use this tool to make an object fly in random directions and ricochet off invisible borders.

- After selecting this tool, click on an object. It will move along random paths and bounce off invisible boundaries.

 X-ray

Use this tool to replace an object with its "wireframe" structure.

- After selecting this tool, click on an object. It will turn into a wireframe of the shape.
- Click on the object a second time to restore it to its original state.

Pump

Use this tool to enlarge an object.

- After selecting this tool, click on an object. It will grow larger. Click on it again or hold down the mouse button to continue enlarging it, up to a maximum size.

 Deflator

Use this tool to shrink an object.

- After selecting this tool, click on an object. It will become smaller. Click on it again or hold down the mouse button to continue shrinking it, down to a minimum size.

 Duplicator

Use this tool to make a duplicate of an object.

- After selecting this tool, click on an object. A copy of the object will move out of the original object, like cell division.

 Sprayer

Use this tool to "spray" five rotating primitive objects into the scene.

- • After selecting this tool, click the mouse at the point you want on the screen. Five primitive shapes will rotate toward that point and continue rotating when they reach their resting place.
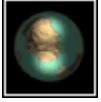
General Tools

The General Tools menu has an assortment of tools for manipulating your 3D objects.

More Click here for more information.

 General Tools

The General Tools button opens the General Tools menu, with its assortment of tools for manipulating your 3D objects.

Using the General Tools Menu

- Click the General Tools button on the main interface to view the General Tools menu.
- Click a tool to select it. The menu will close, and the mouse pointer will change to show the tool you're using.
- Click outside the General Tools menu to close it without choosing a tool.

Using a Tool

The General Tools work in different ways:
- Some tools work when you click on an object.
- Some tools work when you click and drag.
- Some tools cause bounding boxes to appear which can help you manipulate the object.
- Some tools cause axes to appear which you can manipulate by clicking and dragging.

Explore the picture of the General Tools menu below to see what each tool does:

The General Tools Menu

Getting Help

- Leave your mouse pointer on the General Tools button for a short time to see a Quick Tips explanation of it. (See Help for information on turning Quick Tips off.)
- Click the right mouse button on the General Tools button to hear a brief description of its function.
- Leave your mouse pointer over an individual tool in the General Tools menu for a short time to see a Quick Tips explanation of it.

Related Topics

The Main Interface and Tools
Primitives Selection Module
Fun Wacky Tools
Lighting
Delete Tools
Keystroke Functions

 Move

Use this tool to move an object. This is the default tool, and is selected when you first enter the program.

- Click and hold the pointer on an object to select it. A bounding box will appear around the object.
- Drag with the left mouse button to move the box and the object up, down, left, or right on the screen.
- Drag up with the right mouse button to move the object forward on the screen. Drag down with the right mouse button to move the object back on the screen.

Keyboard Alternatives

- As a keyboard alternative for moving an object, first select an object with the Move tool, then press your keyboard's ARROW keys to move the object up, down, left, or right, press A to move it forward, or press Z to move it back.
- As a keyboard alternative for selecting the Move tool, press M.

Rotate

Use this tool to rotate an object.

- Click and hold the pointer on an object to select it. A bounding box will appear around the object.
- Hold the mouse button down as you move the pointer. The object will rotate horizontally as you move the pointer left or right, and vertically as you move the pointer up or down.
- As a keyboard alternative for rotating an object, first select the object with the <u>Move</u> tool, then press R.

 Stretch

Use this tool to stretch or compress an object.

- Click on an object to select it. Three axes will appear through the object.
- Click and drag an axis of the object. (For easiest use, click and drag the arrow at the end of the axis.) A bounding box will appear around the object as you stretch or shrink that side and increase or decrease its volume.

 Fly Object

Use this tool to fly an object around the porthole.

- Click and hold the pointer on an object to select it. A bounding box will appear around the object.
- Use the mouse, joystick, or arrow keys to navigate the object.

 Fly

Use this tool to move around the Viewing Porthole and change your perspective.

- Click and hold the pointer in the Viewing Porthole. Move the mouse, and your perspective will move with it.
- Use the <u>Reset button</u> at the top of the Viewing Porthole to restore your original perspective.

 Size

Use this tool to scale an object larger or smaller.

- Click and hold the pointer on an object.
- Click and drag the mouse up to scale the object larger.
- Click and drag down to scale it smaller.
- As a keyboard alternative, first select the object with the <u>Move</u> tool, then press S to scale it larger or D to scale it smaller.

 World Axis

Use this tool to rotate your view through the 3D Viewing Porthole.

- When you select this tool, three axes will appear in the Viewing Porthole.
- Click and drag one of the arrows at the end of the axes to rotate your view.
- Use the Reset button at the top of the Viewing Porthole to restore your original perspective.

 Global Accelerator

Use this tool to speed up or slow down all moving or animating objects.

- When you select the Global Accelerator tool, a slider bar will appear on-screen.
- Click and drag the mouse on the slider bar to adjust it. Move the slider bar left to decrease speed and right to increase speed.
- Click outside the slider bar to close it.
- As a keyboard alternative, use the + or – key to speed up or slow down the animation at any time.

 Zoom In/Out

Use this tool to get a closer or farther view through the 3D Viewing Porthole.

- • Click on the 3D Viewing Porthole with the left mouse button to zoom in.
- • Click with the right mouse button to zoom out.
- • Click and hold to continue zooming in or out.

 Stop

Use this tool to turn off any <u>Fun Wacky Tool</u> effects you've applied to an object.

- Click on the object. The Fun Wacky Tool effect you assigned to the object will turn off.
- As a keyboard alternative, first select the object with the <u>Move</u> tool, then press F.

 SFX (Sound Effect)

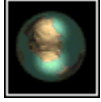Use this tool to turn sound effects off or on.

- Click on the object whose sound effect you would like to turn off.
- Click on the object again to restore its sound effect.

Lighting

The Lighting menu allows you to choose various lighting options for your scene.

More Click here for more information.

 Lighting

The Lighting button opens the Lighting menu, which allows you to choose various lighting options for your scene.

Using the Lighting Menu

• Click the Lighting button on the main interface to view the Lighting menu.
• Click a tool to select it. The lighting in your scene will change.
• The Self-Lighting tool can be applied to an object in your scene to make it a light source. Choose this tool, then click a 3D object to apply the tool's effect to that object.
• Click outside the Lighting menu to close it without selecting a lighting tool.

Seeing Light Sources and Changing Color

• Use the Show All lighting tool to see the sources of light in your scene. This tool will then change to a Hide All tool. Use Hide All to hide the light sources again.
• When visible, some light sources can be dragged around in a scene to shine from different directions.
• You can change the color of an individual light source with the Paint Dial. After you have added a light source to your scene and made it visible, select a color from the Paint Dial, then click on the light source whose color you want to change.

The Lighting Menu

Explore the picture of the Lighting menu below to see what each tool does:
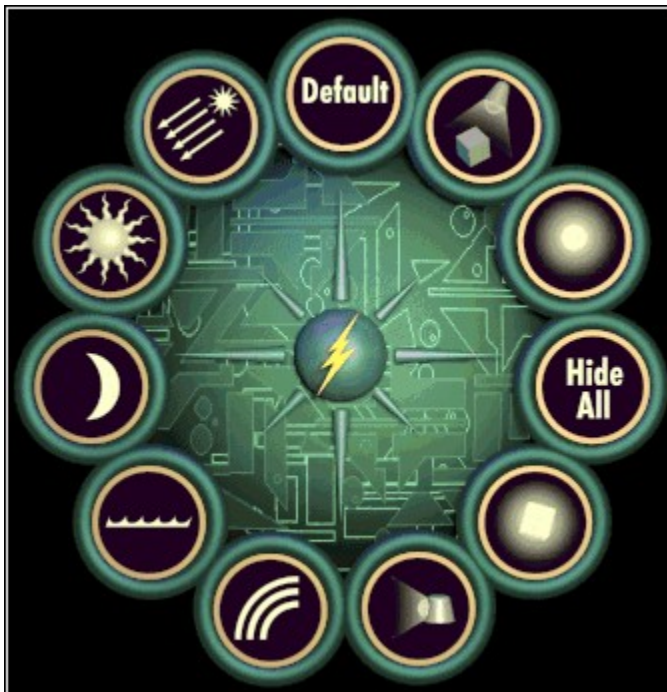
Getting Help

- Leave your mouse pointer on the Lighting button for a short time to see a Quick Tips explanation of it. (See <u>Help</u> for information on turning Quick Tips off.)
- Click the right mouse button on the Lighting button to hear a brief description of its function.
- Leave your mouse pointer over an individual tool in the Lighting menu for a short time to see a Quick Tips explanation of it.

Related Topics

<u>The Main Interface and Tools</u>
<u>3D Object Library</u>
<u>Paint Dial</u>
<u>Keystroke Functions</u>

 Default (Ambient Light)

This tool provides a sunny, well-lit environment in which objects are clearly seen from any direction. When you select this tool, other general lighting effects are turned off.

 Spotlight

This tool provides a sharp, narrow beam of light. When you select the Spotlight, it will appear in the scene. You can then move it into position with the mouse.

 Omni-Light

This tool provides a small round point of light that shines in all directions. When you select the Omni-Light tool, it will appear in the scene. You can then move it into position with the mouse.

 Self-Lit

This tool lets you make an individual object self-illuminating.

- Select the Self-Lighting tool, then click the object you want to apply it to.
- To remove the effect, click the object again with the Self-Lighting tool.
- Use the <u>Paint Dial</u> if you want to change a self-lit object's color. It will continue to be self-lit.

 Strobe Light

This tool provides a single point of light that rotates quickly to give a strobe light effect. When you select the Strobe Light tool, it will appear in the scene. You can then move it into position with the mouse.

 Rainbow

With this tool, the general lighting in a scene cycles through all the colors of the rainbow.

 Ocean

With this tool, the general lighting takes on a cool, blue-green underwater effect.

 Moonlight

This tool provides sharp, bright blue light from a single large spot. When you select the Moonlight tool, it will appear in the scene. You can then move it into position with the mouse.

 Sunlight

This tool provides warm, bright yellow light from a single large spot, as well as some additional background light. When you select the Sunlight tool, it will appear in the scene. You can then move it into position with the mouse.

 Directional Light

This tool provides wide rays of light from a particular direction. When you select the Directional Light tool, it will appear in the scene. You can then move it into position with the mouse.

 Hide All/Show All

This button lets you see or hide the light sources in your scene. The light sources are hidden in their default state, so Show All is the default button.
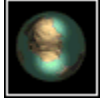
- When you use the Show All button, the light sources will become visible. You can then select and move the light sources, or use the Paint Dial to change a light source's color.
- When Show All has been selected, the button then says Hide All. Click it again to hide your light sources from view.
- As a keyboard alternative, press H at any time to make the lighting sources visible or invisible.

Delete Tools

The Delete Tools menu has an assortment of tools for destroying or removing an object or an entire scene.

More Click here for more information.

Delete Tools

The Delete Tools button opens the Delete Tools menu, with its assortment of tools for destroying or removing an object or an entire scene.

Using the Delete Tools Menu
- Click the Delete Tools button on the main interface to view the Delete Tools menu.
- Click a tool to select it. The menu will close, and the mouse pointer will change to show the tool you're using.
- Click outside the Delete Tools menu to close it without choosing a tool.

Using a Tool
- Some tools automatically destroy all the objects in a scene when you select them.
- Some tools work on individual objects. Click an object with the tool you've chosen to apply its effect.

Note: Another way to remove an object is to select it by clicking it, and then press the DELETE key on your keyboard.

The Delete Tools Menu
Explore the picture of the Delete Tools menu below to see what each tool does:

Getting Help

- Leave your mouse pointer on the Delete Tools button for a short time to see a Quick Tips explanation of it. (See Help for information on turning Quick Tips off.)
- Click the right mouse button on the Delete Tools button to hear a brief description of its function.
- Leave your mouse pointer over an individual tool in the Delete Tools menu for a short time to see a Quick Tips explanation of it.

Related Topics

The Main Interface and Tools
Primitives Selection Module
Fun Wacky Tools
General Tools
Lighting

 Vortex

This tool deletes all objects by sucking them into a vortex.

- • Select the Vortex tool, and watch the objects get sucked into a black hole.

 Detonator

This tool deletes an object by blowing it up.

• Select the Detonator, then click the object you want to destroy and watch it explode.

 Flamethrower

This tool deletes all objects by burning them in a blast of flames.

- Select the Flamethrower, and watch as the objects are all consumed in a fiery inferno.

 Catapult

This tool deletes an object by shooting it into outer space.

- Select the Catapult, then click the object you want to destroy and watch as it flies off into the distance.

 Shrinker

This tool deletes an object by shrinking it out of sight.

- Select the Shrinker, then click the object you want to destroy and watch it shrink into oblivion.

 Zapper

This tool deletes an object by zapping it with electricity.

- Select the Zapper, then click the object you want to destroy and watch as it is zapped and disappears.

 Chaos

This tool disintegrates all the objects in the Viewing Porthole.

 • Select the Chaos tool, and watch as all the objects disintegrate.

 UFO

This tool brings an alien spaceship to destroy all objects.

 • Select the UFO tool, and watch as a space alien plants space mines and blasts all the objects into oblivion.

 Surprise

This tool deletes an object with one of the other tools chosen at random.

- Select the Surprise tool, then click the object you want to destroy. The tool will destroy objects in a different way each time.

 Clear All

This tool instantly deletes everything in a scene.

- Select the Clear All tool to instantly remove every object from a scene.

Undo/Redo

The Undo button undoes the last action you performed in the program. It then becomes a Redo button that you can use to restore whatever you just removed.

More Click here for more information.
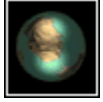
Undo/Redo

The Undo button undoes the last action you performed in the program. It then becomes a Redo button that you can use to restore whatever you just removed.

- To undo the last action you performed, click the Undo button on the main interface. The Viewing Porthole will return to its condition before your last move.
- The Undo button will become a Redo button. Click it to restore the change you just deleted.
- When you're finished with the Undo or Redo button, use another tool to continue.

Getting Help
- Click the right mouse button on the Undo/Redo button to hear a brief description of its function.

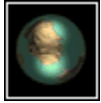## Related Topics
The Main Interface and Tools
Reset

Help

Help lets you access and control *The Third Dimension's* various Help features.

More Click here for more information.

 Help

The Help button lets you access and control *The Third Dimension's* Help features. Click the Help button on the main interface to view the Help menu.

Explore the picture of the Help menu below to see what each menu item does:

Closing the Help Menu

To close the Help menu, click outside it.

Getting Help

- Leave your mouse pointer on the Help button for a short time to see a Quick Tips explanation of it. (See above for information on turning Quick Tips off.)
- Click the right mouse button on the Help button to hear a brief description of its function.

Related Topic

The Main Interface and Tools

Help—Choose this to see the on-line Help file you are viewing right now.

Quick Tips—Choose this to turn Quick Tips off or on. When Quick Tips is on and you leave your mouse pointer over a tool button for a short time, a Quick Tips box will appear with a brief explanation of the button's function.

About—Choose this to learn about the *Third Dimension* development team.
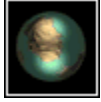
Options

The Options menu lets you control various program options.

More Click here for more information.

 Options

The Options button lets you access and control various program options. Click the Options button on the main interface to view the Options menu.

Explore the picture of the Options menu below to see what each menu item does:

Closing the Options Menu

To close the Options menu, click outside it.

Getting Help

• Click the right mouse button on the Options button to hear a brief description of its function.

Related Topics

The Main Interface and Tools
Keystroke Functions
Troubleshooting

World Axis—Choose this to turn the <u>World Axis</u> off or on. When it is on, three axes will help you pinpoint or change your exact location and perspective within the Viewing Porthole. As a keyboard alternative, press W to turn the World Axis off or on.

Background Music—Choose this to turn the background music off or on.

All Sounds—Choose this to turn program sound effects off or on.
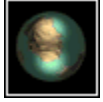
Print w/Interface—When this feature is on, the 3D Viewing Porthole will be included in any picture you print out.
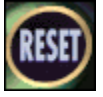
Reset

Reset returns you to your original perspective on a scene, after you have used tools to move around.

More Click here for more information.

 Reset

The Reset button lets you return to the original view of a loaded 3D scene, when you have used the Fly tool or the World Axis tool in the General Tools menu to change your perspective. (The World Axis tool is also available from the Options menu, or by pressing W.)

- To return to a scene's original view, click the Reset button on the main interface. The Viewing Porthole will return you to your starting position.
- When you're finished with the Reset button, use another tool to continue.
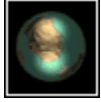
Getting Help

- Click the right mouse button on the Reset button to hear a brief description of its function.

Related Topics

The Main Interface and Tools
Undo
Troubleshooting

Printing and Importing Files

Printing

You can print the currently opened scene to either a grayscale or color printer.

If the scene you want to print is not the currently opened scene, open the scene you want:
  • Click the Top Secret Files button on the main interface. The Top Secret Files menu will appear.
  • Select **Open,** then select the file you want from the dialog box that appears.

To print the currently opened scene:
  • Click the Top Secret Files button on the main interface.
  • Select **Print.**

To print a picture that includes the Viewing Porthole interface:
  • Make sure **Print w/Interface** is turned On in the <u>Options menu.</u> See that topic for details.

Importing Files

The Third Dimension can display background files and texture files in .bmp format, and 3D object files in .x format. To import a background, texture, or 3D object:
  • In the 2D Backgrounds, Texture Maps, or 3D Object Library, select the Import button. A file selection box will appear.
  • Find and select the file you want to import.

Note about textures: Only texture files with a length and width of either 256, 512, or 1024 pixels can be imported by *The Third Dimension.* For example, the program will accept .bmp texture files with the following dimensions: 256x512, 1024x512, 256x256, etc. You may get an error message if you try to import a texture file of other dimensions.

Note about backgrounds: Only background files with dimensions of 640x480 pixels can be imported by *The Third Dimension.* You may get an error message if you try to import a background file of other dimensions.

Keyboard Commands for Importing

You can use the following keyboard commands to make the file selection box appear:
  • CTRL+B brings up the Import Backgrounds dialog box.
  • CTRL+T brings up the Import Textures dialog box.
  • CTRL+O brings up the Import Object dialog box.

Related Topics
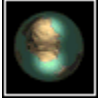
Keystroke Functions

You can use keyboard shortcuts to perform many of *The Third Dimension's* functions. Available keystroke functions are listed below.

Note: To apply a function to an object, you must first select the object by clicking it with the <u>Move</u> tool. (The Move tool can be selected using the keyboard, as shown below.)

Keystroke	Function
LEFT ARROW	move selected object left
RIGHT ARROW	move selected object right
UP ARROW	move selected object up
DOWN ARROW	move selected object down
A	move selected object forward
Z	move selected object backward
S	scale selected object larger
D	scale selected object smaller
R	apply continuous rotation to selected object
F	stop motion and sound of selected object
M	change current tool to Move tool
W	turn World Axis on or off
H	make light source visible or invisible
+	speed up motion
–	slow down motion
CTRL+I	make Viewing Porthole background visible or invisible
CTRL+B	bring up Import Backgrounds dialog box
CTRL+T	bring up Import Textures dialog box
CTRL+O	bring up Import Object dialog box

Related Topics
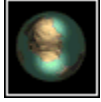
Troubleshooting

If the World Axis is turned on but you can't find it:

The World Axis (which can be turned on or off by selecting it from the Options menu or by pressing W) is located at the center of *The Third Dimension's* virtual world. If you have turned your perspective in a direction away from the center, or have moved your perspective far from the center, you may not be able to see the World Axis.

To correct this, just press the Reset button. Your view will now face and be near the center, where the World Axis is located.

If you apply the Shooter tool to an object and it disappears from view:

An object to which you apply the Shooter will tend to gravitate toward the center of *The Third Dimension's* virtual world. If you have turned your perspective in a direction away from the center, or have moved your perspective far from the center, you may not be able to see an object to which you have applied the Shooter tool.

To correct this, just press the Reset button. Your view will now face and be near the center, where the object to which you applied the Shooter tool has moved.

If you open a file, but an imported object, texture or background no longer appears in the scene:

When you open a file that includes an imported object, texture, or background, *The Third Dimension* looks for the object, texture, or background along the path and in the directory it was originally imported from. If you have moved the imported file to a new location, *The Third Dimension* will not be able to find it. An error message will appear.

To correct this, do not move imported objects, textures, or backgrounds from their original locations. You might consider putting them in a special directory before importing them.

If you select a menu, but it does not appear for several seconds:

With some CD-ROM drives, the menus may take up to 6–8 seconds to appear. This is normal behavior.

Related Topics

Reset
Fun Wacky Tools
Options
The Main Interface and Tools
Keystroke Functions
Printing and Importing Files
3D Object Library
2D Backgrounds
Texture Maps