

Home Space Builder - Help Contents

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What is HSB?

ParaGraph Internationals Home Space Builder (HSB), is intended for a wide range of consumers.

HSB is a toolkit for building and experiencing **3-dimensional spaces** on a personal computer.

In [Guest Mode](#), you move a camera through the 3D Spaces to view [Pictures](#), [Picture Albums](#), and [Movies](#). You can also play [Sound Clips](#) attached to **Pictures**.

In [Master Mode](#), you can create rooms, apply [Wallpaper](#) to the walls, apply floor coverings to the floors, and ceiling coverings to the ceilings. After you build a room, you can attach **Pictures, Picture Albums, and Movies** to the walls. You can also record and attach **Sound Clips** to **Pictures** on the walls.

HSB comes with many sample **pictures, wallpapers** (floor and ceiling coverings), and **movies**, but you can place any computer image on a 3D Space wall. You can, for example, scan a photograph with a scanner and attach the resulting TIFF file to a wall.

What do you need ?

To work with **HSB**, you need Microsoft Windows (3.1 or later).

HSB works with a **VGA** video card, but it works better with an **SVGA** video card, and works best with a video card capable of displaying thousands or millions of colors. To record and play sound tracks, you need a **Sound Blaster**(TM) or compatible sound card.

ParaGraph International wishes good luck to all **HSB users!**

How to run HSB?

To run **HSB**, you should create a Program Item in your Program Manager with the name, **MyFamily**, for example.

Command line for the Program Item can be the following:

hsb.exe or ***hsb.exe first.mus***

where ***first.mus*** is a 3D Space description file with which the program starts working.

On startup, a screen with the inscription, **Home Space Builder**, appears. This window is called either [Main or 3D](#). In case there are no files with extension **.mus** (3D Space descriptions) in the command line for Program Item, a window with a file selector and inscription, [Open 3D Space File Dialog Box](#) will appear. After that, you should choose any file with extension **.mus** (3D Space description), press the button **OK** and start working with the chosen 3D Space. If you do not select any description file and press the button **Cancel**, you'll work in an empty plane, and either build a 3D Space or choose the item, **Open 3D Space**, in the [3D Space Window Menu](#) and load any 3D Space file.

If you have a sequence of MIDI files in **Play List**, this sequence will begin playing with 3D Space Start.

You may add the following flags at startup:

- /NOTITLE** - Does not display title screen while loading
- /NEW** - Opens new 3D Space
- /AUTOWALK** - Starts Walking Show on startup
- /CYCLEWALK** - Starts Repeating Walking Show on startup
- /NODESKTOP** - Hides desktop in background

Walk along the 3D Space.

You may walk through 3D Spaces both in [Guest Mode](#) and in [Master Mode](#).

Moving a walker through a 3D Space is similar to moving a camera. Use the camera controls in the [Walker Toolbox](#), cursor and schematic camera image in the [Plan Walker Window](#) and [Plane Builder Window](#) and the [Keyboard Buttons](#) to move the **Camera** through the 3D Space, and view [Pictures](#), [Picture albums](#), and [Movie](#) on the walls.

You can also use [Camera Control Box](#) to adjust the **Camera Height**, **Tilt**, and **Focal Distance (zoom)**, all of which change the view of the 3D Space you see in the [3D Space window](#).

How to build a 3D Space.

This topic describes how to use the [AddBox](#) and [RemBox](#) Tools in the [Builder Toolbox](#) to create rooms, and to create doors and windows for the rooms.

To create a Room:

1. Adjust the [Segment Height Control Box](#) to specify the height of the room and how high the room is floating off the floor.
2. Click **AddBox** in the **Builder Toolbox**.
3. Place the mouse pointer at one corner of the room, click the left mouse button, move the mouse pointer to the opposite corner of the room, and click the left mouse button again.
4. To cut away the interior of the room, adjust the top and bottom arrows in the **Segment Height Control Box** to be inside the top and bottom of the room exterior, select **RemBox** in the **Builder Toolbox**, and draw a box inside the exterior room box you drew with **AddBox**. The distance between the inside and outside boxes is the thickness of the walls. The difference in height between the top of the room and the interior cutaway is the thickness of the ceiling, and the difference in height between the bottom of the room and interior cutaway is the thickness of the floor.

To join Rooms:

1. Create the first room.
2. Create the second room so that it overlaps the first. Touching walls are automatically joined.

To create a Door or a Window in a wall:

1. Use the same **Segment Height Control Box** to specify the top and bottom of the door or window.
2. Choose **RemBox** in the **Builder Toolbox**.
3. Place the mouse pointer at one corner of an imaginary box, click the left mouse button, move the mouse pointer to the opposite corner, and click the left-mouse button again. The portion of the wall within the imaginary box is removed to create a door or window.

HSB Windows.

There are seven windows in **HSB** :

[Main \(3D\) Window](#)

[Plane Walker Window](#)

[Walker Toolbox](#)

[Plane Builder Window](#)

[Builder Toolbox](#)

[Chooser Window](#)

[HSB Image Window](#)

Keyboard Controls.

[Movement Control](#)

[Hot Keys](#)

[Accelerators](#)

[Drag & Drop](#)

[Using the Clipboard](#)

Movement Control

If the [Plane Walker Window](#), [Plane Builder Window](#) or [3D Window](#) are activated, you can manage the camera using the keyboard.

The program uses the following keys:

7 , Home	- rotates left;
9 , Page Up	- rotates right;
8 , Up Arrow	- moves camera forward;
5 , 2, Down Arrow	- moves camera back;
4 , Left Arrow	- moves camera left;
6 , Right Arrow	- moves camera right;
+ (Keypad Plus)	- moves camera up;
- (Keypad Minus)	- moves camera down;
Insert	- tilts the camera up;
Delete	- tilts the camera down;

Pressing **Ctrl** with any other key doubles the speed of the motion produced with the key.

Hot Keys

<Ctrl>

- 1 - Pressing with any movement key or tool doubles the speed of the motion produced with this key.
- 2 - Pressing with [AddBox Tool](#) allows you to drag the [Camera Icon](#) around the [Floor Plan](#) without creating an exterior.
- 3 - Pressing with [RemBox Tool](#) allows you to drag the **Camera Icon** around the **Floor Plan** without creating an interior.

<Tab>

- 1 - Displays the first part of [Picture Description](#) when [Album](#) is Object under Cursor .
- 2 - Uses a [Picture](#) as a command button when **Album** is Object under Cursor .

< Ctrl > + Click Left Mouse Button

- 1 - Copies the **Object Under Cursor (Picture, Album, Movie or Wallpaper)** into the **Basket**.

< Shift > + Click Left Mouse Button

- 1 - Pastes an **Object** from the **Basket (Picture, Album, Movie or Wallpaper)** to the Wall.

<Ctrl > + <Shift> + Click Left Mouse Button

- 1 - Pastes an **Object** from the **Basket (Picture, Album, Movie or Wallpaper)** to the Wall, and after this, copies the **Object Under Cursor (Picture, Album, Movie or Wallpaper)** into **Basket**.

< Ctrl > + < Insert >

- 1 - Copies the contents of the 3D view into the clipboard.

Accelerators

- Alt/X** - Quits **HSB** and returns you to **Windows**.
- Alt/A**
Alt/Enter - Activates [Attach Editor Dialog Box](#) corresponding with Selected Object.
- Alt/S** - Plays the [Sound Clip](#) attached to the selected [Picture](#) or [Movie](#).
- Alt/L** - Displays the next **Picture** in a selected [Picture Album](#).
- Alt/I** - Opens the [HSB Image Window](#) to display the selected Picture at its original size and with its original colors.
- Alt/V** - Moves the **Camera** directly in front of the selected **Object**.
- Alt/R** - Uses a **Selected Object** as a command button that changes the current 3D Space or runs another program.
- Alt/M** - Displays the [3D Space Window Menu](#).
- Backspace** - Removes the effect of the previous 3D Space-building operation.

Drag & Drop

You may drag any item from File Manager, and place it in a 3D space. If you drag and drop an image, then the image will be displayed on the wall. If you drag and drop an executable file (.exe), then the program's icon will be displayed on the wall, and you can double-click on it to start the program.

Using the Clipboard

You may save a view of your 3D Space in the clipboard and restore it in another application (Ex: Microsoft Word).

See also:

[Hot Keys](#)

HSB Cursors.

In **HSB**, the cursors form switches in accordance with selected tools. The following cursor images are used for:

[Image Cursors](#)

[Sound Cursors](#)

[Tool Cursors](#)

Image Cursors



- paste a [Picture](#);



- paste a [Movie](#);



- paste a [Wallpaper](#);

Tool Cursors



- Deletes **Texture** ([Picture](#), [Movie](#) or [Wallpaper](#));



- Moves **Image** (**Picture**, [Album](#), or **Movie**) along wall and changes its dimensions;



- Displays **Texture** in the [HSB Image Window](#);



- Sets the **Camera** directly in front of an image;



- Lists an **Album**.



- Copies the **Object under Cursor** (**Picture, Album, Movie or Wallpaper**) into the **Basket**.



- Pastes the **object** from the **Basket (Picture, Album, Movie or Wallpaper)** to the wall.



- Pastes the **object** from the **Basket (Picture, Album, Movie or Wallpaper)** to the wall, and after this, copies the object which is on the wall, from the wall into **Basket**.

Sound Cursors



- No [Sound Clip](#) is attached to the **Object Under Cursor** ([Picture](#), [Picture Album](#) or [Movie](#)).



- **Object Under Cursor** has an attached [Sound Clip](#).

HSB Objects.

There are seven types of objects in **HSB**:

- [Picture](#);
- [Picture Album](#);
- [Wallpaper](#);
- [Movie](#);
- [Object Description](#);
- [Sound Clip](#);
- [Background Music](#).

Picture

Is a digital image. **HSB** accepts **.BMP, .DIB, .RLE** and other image files as **Pictures**.

Hanging a Picture

To hang a **Picture** one should stay in the [Picture Mode](#). User should drag previewed **Picture** from the [Chooser Window](#) and drop it on the wall where he wants to hang it. At that time cursor hot point must be at the center of pictures position on the wall.




- Cursor style for the **Paste Picture Mode**.

Selecting a Picture

In [Guest Mode](#), click a **Picture** to select it.

In [Master Mode](#), select the **Default Cursor Tool**  in the [Walker Toolbox](#) and click a **Picture** to select it.

Deleting a picture from the wall


To delete a **Picture** from the wall, you should press the  button using the **Walker Toolbox**. If you point by the cursor arrow at any **Picture** in [3D window](#) and press the left mouse button. The **Picture** will be immediately deleted.



- Cursor style for **delete picture mode**.

Look in HSB

The [HSB Image Window](#) is intended for looking at **Pictures** in their natural size and real palette.

In **Guest Mode** click with the left mouse button on the **Picture** and press  tool in the **Selected Object Toolbar**.

In **Master Mode**, press  tool in the **Walker Toolbox**.



- Cursor style in the HSB Window mode.

Picture Album

Picture Album is two or more [Pictures](#) placed on top of one another on a wall. The **Album Indicator** in the [3D Window](#) shows when the cursor is over a **Picture Album**.

Selecting a Album

In [Guest Mode](#), click a **Picture Album** to select it.

In [Master Mode](#), select the **Default Cursor tool**  in the [Walker Toolbox](#) and click a **Picture Album** to select it.

List Album

To see the **Pictures** in an **Album**, select a **Picture** on the 3D Space wall and then click **Show Album Tool** in the [3D window Selected Object Toolbar](#) to see all the **Pictures** in the album. You can also select **Show Next Album Picture** mode by pressing {mlist_up.bmp} button in the [Walker Toolbox](#). To see the **Pictures** in an **Album**, position cursor on the **Picture** on the 3D Space wall, and click the mouse button.



- Cursor style for list album.

If you double click the mouse button on the **Album** (in the **Show Next Album Picture mode**), the **List** procedure performs continuously and the album becomes a [Movie](#). To stop listing, you should double click again.

Wallpaper

Wallpaper is a digital image, just like a [Picture](#). **HSB** accepts **.BMP**, **.DIB**, **.RLE** and other image files as **pictures**.

Attaching Textures and Tiling Textures

To attach texture to a face one should stay in the [Wallpaper Mode](#) in the [Chooser Window](#). You can drag a previewed **Wallpaper**, and drop it on the wall where texture should be attached.



- Cursor style for **Wallpaper Mode**.

If tiling is disabled, the texture image is mapped onto a full wall surface. If tiling is enabled, width and height give the size of tile for periodic texture mapping. Tile offset parameters give the displacement of tile grid.

User can attach [Movies](#) as **Wallpaper**.

Movie

Movie is a sequence of two or more **.BMP, .DIB, .RLE** or other files in the same directory that have file names with the same beginning characters followed by a sequence number. For example, **Home Space Builder** interprets the following image files as eleven frames of a movie:

myflik01.bmp myflik02.bmp myflik03.bmp myflik04.bmp myflik05.bmp
myflik06.bmp
myflik07.bmp myflik08.bmp myflik09.bmp myflik10.bmp myflik11.bmp

When played as a movie, **Home Space Builder** displays each image file in sequence, beginning with myflik01.bmp, then myflik02.bmp, then myflik03.bmp, and so on.

To put a **movie** in the 3D Space you must switch on the [Movie Mode](#) in the [Chooser Window](#).

The first picture from the **Movie** is displayed in the **Chooser Window**. Procedures of pasting and deleting movies as well as moving along walls and changing frame dimensions are the same as for a single [Picture](#). When displayed on the wall, the movie begins playing. The movie can be stopped if you switch on the **Show Next Album Picture** tool in the [Walker Toolbox](#) and double click on the **movies frame** in the [3D Window](#). Double click again to start the **movie** once more. The **movie** can be rolled in the reverse direction. To do this, double click on the frame while holding the **Tab** key. If you repeat this operation, the movie plays in the original direction.



- Cursor style for movie mode.

In the [Guest Mode](#), click a movie to select it.

In the [Master Mode](#), select the **Default Cursor tool**  in the **Walker Toolbox** and click on a **Movie** to select it.

Object Description

Text attachment is performed to the [Picture](#), [Picture Album](#) or [Movie](#) which you previously selected. If there is explanatory text under the **Picture**, the first line of this text is displayed in the **Attach Text Box** in the [3D Window](#).


To attach and read a **Object Description**, click on the object to select it, and then click the **Attach Text and Sound Tool** in the [3D Space Selected Object Toolbar](#).

In [Guest Mode](#) you can read the **Object Description** in the [Picture Attach Viewer Dialog Box](#) or [Movie Attach Viewer Dialog Box](#).

In [Master Mode](#) you can edit **Object Description** in the [Picture Attach Editor Dialog Box](#) or [Movie Attach Editor Dialog Box](#).

Sound Clip

Sound Clip is a Windows .WAV file. You can attach .WAV files to [Pictures](#), [Picture Albums](#) or [Movie](#). To attach a .WAV file click the object to select it and then click the **Attach Text and Sound Tool** in the [3D Space Selected Object Toolbar](#). To play an attached .WAV file, select the object and click **Play Sound tool** in the **Selected Object toolbar**.

To play sound in the [Master Mode](#), you can select **Play Sound Mode**  in the [Walker Toolbox](#). After that, the cursor in the **3D window** becomes an indicator of sound presence for **Pictures**. If the **Picture** on which the cursor appears in the **3D window** has attached **Sound Clips**, cursor looks like



. If there is no attached sound, cursor looks like



. In order to play a sound attachment, it is enough to click the mouse on the proper **picture** in the **3D window**.

Sound attachment is performed in the same way as text attachment in the dialog window [Picture Attach Editor](#) or [Movie Attach Editor](#).

Using the button **Browse**, you can select a prepared sound fragment from files with extension **.WAV**. Using a microphone connected to the **Sound Blaster**, it is possible to record a sound accompaniment for the **Picture**. When the **Record** button is pressed, recording starts. Press **Stop** to stop the recording. Duration of the recorded fragment should not exceed 30 seconds. There is an indicator of recording time. By pressing the **Play** button, you can listen to the attached fragment. If you are not satisfied, you can repeat recording once more. When doing so, the previous fragment is deleted.

Background Music

MIDI (Musical Instrument Digital Interface) is standard for electrically connecting instruments to a computer and for storing music in computer files. A MIDI sound sequence is a list of two or more MIDI files that are played in order.

To play MIDI-music, it is necessary to form a MIDI-file list in the [Select MIDI File Dialog Box](#). This window opens when you select the **MIDI Player** option in the [3D Space Window Menu](#). Then set the required directory, determine the selected file with extension `.mid`, and press the **Add** button. The selected file is put into the **Play List**. Other midi-files are entered into the **Play List** in the same manner. To delete a file from the list, select it in the **Play List** column and press the **Remove** button. To delete all files (to clear up the list), press the **Clear** button. Each 3D Space description file **.MUS** is connected to a single **Play List** which is saved with the 3D Space, and automatically starts playing when you open the 3D Space **.MUS**.

Start and stop MIDI player

To start playing the **Play List**, press the **Start List** button in the **Select MIDI File** dialog box. To stop playing, select the **MIDI Player** option in the **3D Space Window Menu** and press the **Stop** button in the **Select MIDI File** dialog box. The **Play** button in this window is intended for previewing MIDI-files, found in the File name column.

HSB Files Format

Home spaces can be saved in three formats:

- .MUS files (the only files that can be loaded by Home Space Builder 1.0).
- .WRL files (can be loaded by any VRML browser compliant with the VRML 1.0 final SPEC).
- .D96 files (export to ParaGraphs advanced file format).

Using the Universal Resource Locator

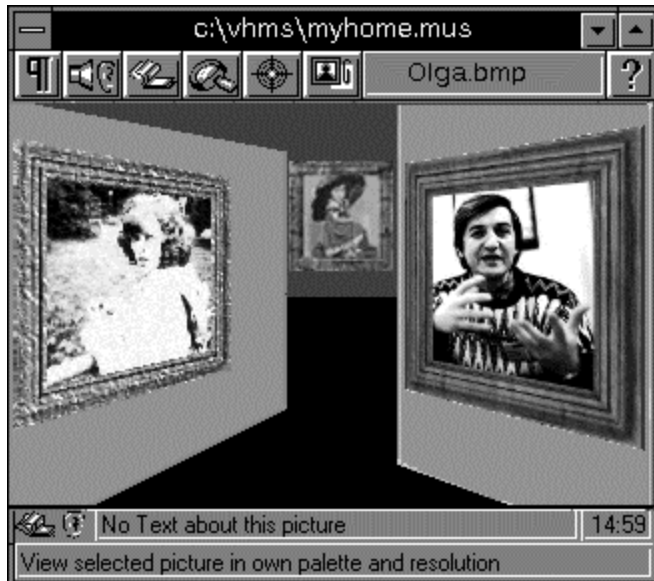
Universal Resource Locator (URL) is special form of the attachment that allows you to link an object to an Internet site. This feature works in conjunction with NetScape Internet Browser v1.1 or later.

You can attach HTML/VRML link (URL) to a [Picture](#), [Picture Album](#) or [Movie](#). To attach an URL, use [Attach Editor](#).

Home Space Builder 1.0 is neither a VRML nor a HTML browser, but it can communicate with Netscape 1.1. When you double click on an object with an attached URL (there is a finger cursor indicating that the picture has an attached URL), this URL is transferred to Netscape 1.1. If the URL is valid, Netscape will load the resource. Remember: when running Home Space Builder with Windows NT, Netscape 1.1 must be open when you attempt to link to a URL. We do not guarantee proper communications with any other HTML browser.

This feature gives you an unlimited opportunity to create your own views of WWW using a convenient 3D paradigm.

3D Space Window



The **Three Dimension (3D) Space** window shows the 3D Space as seen through the lens of a video camera. Use the camera controls in the [Walker Toolbox](#), or in the [Plane Walker Window](#) to move the camera about the 3D Space and view [Pictures](#), [Picture Albums](#) and [Movies](#) on the walls. You can also use the [Camera Control Box](#) to adjust **Camera Height**, **Tilt**, and **Focal Distance (zoom)**, all of which change the view of the 3D Space you see in the **3D Space Window**.

Selected Object Toolbar contains:



In [Guest Mode](#), click a **Picture**, **Picture Album**, or **Movie** to select it.

In [Master Mode](#), select the **Default Cursor tool**  in the **Walker Toolbox** and click a **Picture**, **Picture Album**, or **Movie** to select it.

3D Space Window: 3D Viewing Area

Shows the video cameras view of the **3D Space**.

3D Space Window: 3D Space Name

Contains **File Name** of current **3D Space**.

Selected Object Toolbar: Show Menu Tool



- Displays the [3D Space Window Menu](#).

Selected Object Toolbar: Play Sound Tool



- Plays the [Sound Clip](#) attached to the selected [Picture](#) or [Movie](#). **Play Sound** is enabled only when an **Object** to which a **Sound Clip** is attached is selected. You can also play sounds with the **Play Sound Tool**, which is in the [Master Mode](#) in the [Walker Toolbox](#) .

Selected Object Toolbar: Show Album Tool



- Displays the next image in a selected [Picture Album](#). **Show Album** is enabled only when the top (visible) **picture** of an album is selected. You can also **Show Album** with the **Show Next Album Picture Tool**, which is in the [Master Mode](#) in the [Walker Toolbox](#).

Selected Object Toolbar: Show True Image Tool



- Opens the [HSB Image window](#) to display the selected [Picture](#). The **Picture** is displayed in its original size and with its original colors.

See also:

[Walker Toolbox](#): [Show True Image tool](#)

Selected Object Toolbar: View Object Tool



- Moves the **Camera** directly in front of the selected **Object**.

See also:

[Walker Toolbox: View Object tool](#)

Selected Object Toolbar: Attach Text and Sound Tool



Displays [Attach Editor Dialog Box](#).

Use this **Dialog Box** to write a [Description](#) of a **Selected Object** and to attach a [Sound Clip](#) (.wav file) to a **Selected Object**.

The first part of the description displays in the **Attach Text Box** in the [3D Window](#) .

Sound Clip must be no longer than 30 seconds.

Additionally, **Controls** in this Dialog Box lets you use a **Selected Object** as a command button to change the current 3D Space or run another program.

Selected Object Toolbar: Picture Name Box



- Displays the **File Name** of the selected **Object**.

Selected Object Toolbar: Help



- Run **Help**.

3D Space Window: Album Indicator



- Indicates that the object currently under the walker cursor is a [Picture Album](#) or [Movie](#).

3D Space Window: Sound Indicator



- Indicates the object currently under the walker cursor is a [Sound Clip](#).

▪

3D Space Window: Attach Text Box

This box contains the beginning of the [Object Description](#) for the object under the cursor.

If [Album](#) is the Object under Cursor, you can also see a description of the current [Picture](#) by pressing **<Tab>** key.

3D Space Window: Current Time

Shows the current time.

3D Space Window: On-Line Help

Displays a brief description of the function of the tool under the cursor.

3D Space Window Menu



- Displays the **3D Space Window Menu**.

✓ G uest mode
M aster mode
S ettings ...
C opy all ...
O pen 3D Space
S ave 3D Space
M idi Player ...
W alking Show
E xit

3D Space Window Menu: Guest Mode

Enables the windows, tools, and menus for **Guest Mode**, where a 3D Space can be viewed but not changed. [Pictures](#), [Picture Albums](#) and [Movies](#) can be viewed, and [Sound Clips](#) can be played in Guest Mode. If the 3D Space is set up with [Background Music](#), music plays while you view a 3D Space.

Selecting the **Guest Mode** enables the following windows and toolboxes:
[3D Space Window](#), which displays the video camera view of the 3D Space.

[Plane Walker Window](#) , which displays a [Floor Plan](#) of the 3D Space, and which includes the [Camera Control Box](#). Move the camera around the 3D Space by **dragging the** camera icon. You can control the **Focal Point (zoom)** of the camera with the **Tele** and **Wide** tools above the **Camera Control Box**.

[HSB Image window](#), which displays a **Picture** at its original size and with its original colors. (**The HSB Image window** appears when you select an object and click the [Show True Image Tool](#) in the **Selected Object Toolbar**).

[Walker Toolbox \(Guest mode\)](#), which contains tools for controlling the position of the video camera.

3D Space Window Menu: Master Mode

Enables the windows, tools, and menus for **Master Mode**, where a 3D Space can be changed as well as viewed. You can do everything in **Master Mode** that you can do in [Guest Mode](#), but you can also create rooms, and place [Pictures](#), [Picture Albums](#), and [Movies](#) on the walls. You can also set up a 3D Space to play [Background Music](#), and you can attach [Sound Clips](#) to **pictures**.

In addition to the windows and toolboxes enabled in **Guest Mode**, selecting **Master Mode** enables the following windows and toolboxes:

[Plane Builder Window](#) (an enhanced version of the [Plane Walker Window](#)), which displays a [Floor Plan](#) of the 3D Space, and includes the [Segment Height Control Box](#) and the [Camera Control Box](#).

You **create rooms** by drawing them on the floor plan.

[Chooser window](#), which displays thumbnails (miniature images) of either **Pictures**, **Wallpapers** or **Movies** that you can place on 3D Space walls. You place an object on a wall by dragging its thumbnail from the **Chooser Window** to the wall.

[Builder Toolbox](#), which contains tools for building rooms in a 3D Space.

[Walker toolbox](#) (**Master Mode**), which contains additional tools for playing and viewing objects in a 3D Space, for deleting objects from a 3D Space, and for opening windows that have been closed.

3D Space Window Menu: Settings

Displays the [HSB Setting Dialog Box](#), which you can use to select **Default Directories** for [Pictures](#), [Sound Clips](#), and [Background Music](#) files.

The **HSB Setting Dialog Box** also includes options you can use to improve the performance and behavior of the [Chooser Window](#), which you use to select images to place in your 3D Space.

The **Dialog Box** also includes an option to customize the startup screen displayed when **HSB** is started.

3D Space Window Menu: Copy All

Copies all the files used to build the 3D Space to a selected directory. If the 3D Space is already named, choosing **Copy All** displays the [Select Destination Path Dialog Box](#). If the 3D Space is not named, choosing **Copy All** displays the [Select Destination Path and File Name Dialog Box](#). Use these dialog boxes to select the directory into which all the 3D Space files are copied. In addition to the 3D Space files, **Copy All** copies all the **Image**, **Sound**, and **Movie** files used in the 3D Space to the destination directory.

The **Select Destination Path Dialog Box** also includes options you can use to create a distribution floppy disk or network directory that contains the **HSB** program files as well as the 3D Space data files.

3D Space Window Menu: Open 3D Space

Displays the [Open 3D Space File Dialog Box](#), which you use to locate and open a 3D Space file (.mus).

3D Space Window Menu: Save 3D Space

Displays the [Save 3D Space File Dialog Box](#), which you can use to save the current 3D Space file by a different name. To save changes to the current 3D Space, do not change the name in the **File Name** box, and Click **Yes** when asked whether you want to replace the current file.

3D Space Window Menu: MIDI Player

Displays the [Select MIDI File Dialog Box](#), which you use to select and play a sequence of one or more **MIDI sound clips** to use as [Background Music](#). The music sequence repeats until you **Stop** it with the **Select MIDI File dialog box**, or until you quit **HSB**. The music sequence also continues to play while you play a [Sound Clip](#) attached to a [Picture](#) or [Movie](#).

If you do not have a sound card that can play **MIDI** files, this command is dimmed.

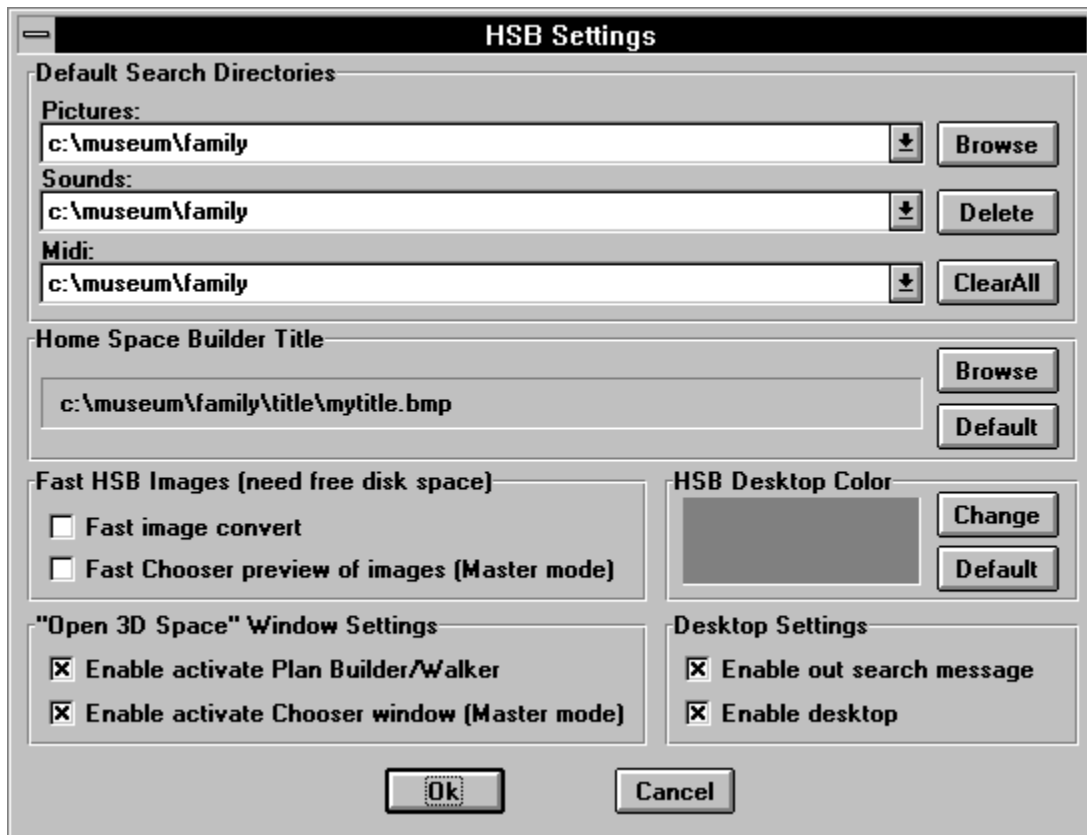
3D Space Window Menu: Walking Show

Starts the **Walking Show** if present. The **Walking Show** sequence repeats until you move the camera anywhere.

3D Space Window Menu: Exit

Quits **HSB** and returns you to **Windows**.

HSB Settings Dialog Box



Use this dialog box to select default [Picture](#), [Sound Clip](#), and [MIDI](#) directories, to select a custom startup up screens, and to control the behavior [Chooser Window](#).

HSB Settings: Picture Default Search Directory

Shows the currently selected default [Picture](#) directory. The list shows all directories added with **Browse**. To add a directory, click the **Picture Box**, then click **Browse** and use the [Select Search Path Dialog Box](#) to select a new **Picture** directory.

HSB Settings: Sound Default Search Directory

Shows the currently selected default [Sound](#) (.wav) directory. The list shows all directories added with **Browse**. To add a directory, click the **Sound Box**, then click **Browse** and use the [Select Search Path Dialog Box](#) to select a new **Sound** directory.


HSB Settings: MIDI Default Search Directory

Shows the currently selected default [MIDI](#) (.mid) directory. The list shows all directories added with **Browse**. To add a directory, click the **MIDI Box**, then click **Browse** and use the [Select Search Path Dialog Box](#) to select a new **MIDI** directory.

HSB Settings: Browse Button

 - Displays the [Select Search Path Dialog Box](#) which you use to add a directory for the selected object type.

HSB Settings: Delete Button

 - Deletes the directory currently shown in the selected object types directory box from the directory list.

HSB Settings: ClearAll Button



- Deletes **all** the directories in the selected object types directory list.


HSB Settings: 3D Space Users Title Box

Shows the currently selected **Startup Image**.

HSB Settings: 3D Space Users Title Browse Button

 - Displays the [Select Title File Dialog Box](#) which you use to locate and select the image file that **HSB** displays upon startup.

HSB Settings: 3D Space Users Title Default Button

 - Restores the **default** startup screen.

HSB Settings: Fast Image Convert

Speeds the display of images in the [3D Space Window](#).


HSB Settings: Fast Chooser Preview Image

Speeds the display of images and changes the behavior of the [Chooser window](#) so that when you resize the window, the entire window fills with images. By default, only six images are displayed even when you stretch the window.

HSB Settings: HSB Desktop Color View Area

Shows the currently selected **Desktop Color**.

HSB Settings: HSB Desktop Color Default Button

 - Restores the **default** desktop color.

HSB Settings: HSB Desktop Color Change Button

- Displays the standard Windows **Change Color Dialog Box**.

HSB Settings: Enable Activate Plane Builder/Walker

- When enabled, shows [Plane Builder/Walker](#) window on startup.

HSB Settings: Enable Activate Chooser Window

- When enabled, shows [Chooser Window](#) on startup.


HSB Settings: Enable Searching Message

- When enabled, shows **Searching For File** message while loading a 3D Space. **Desktop** must be enabled to activate this function.

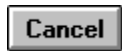
HSB Settings: Enable Desktop

- When enabled, shows **Desktop** as background.

HSB Settings: OK

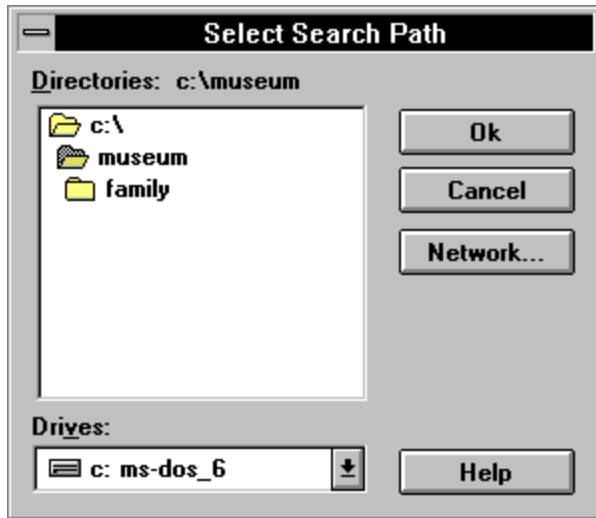
 - Closes **HSB Setting Dialog Box** and sets the default [Picture](#), [Sound Clip](#), and [MIDI](#) directories.

HSB Settings: Cancel



- Closes **HSB Setting Dialog Box** without changes.

Select Search Path Dialog Box

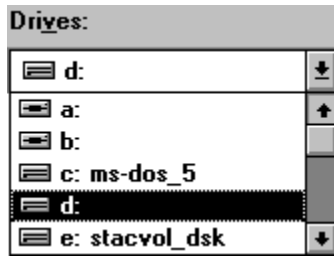


Use this **dialog box** to add a directory for the selected object type.

Select Search Path: Directories

Is a standard **Windows Directory List**. Double-click a directory name to select and open the directory. The name of the selected directory appears above the list.

Select Search Path: Drives



- Is a standard **Windows Drives List**. Select the drive that contains the directory in which you want to save the 3D Space files from this list.

Select Search Path: Network



- Opens standard Windows **Connect Network Device** dialog box.

Select Search Path: Help



- Run **Help** with this topic.

Select Search Path: OK



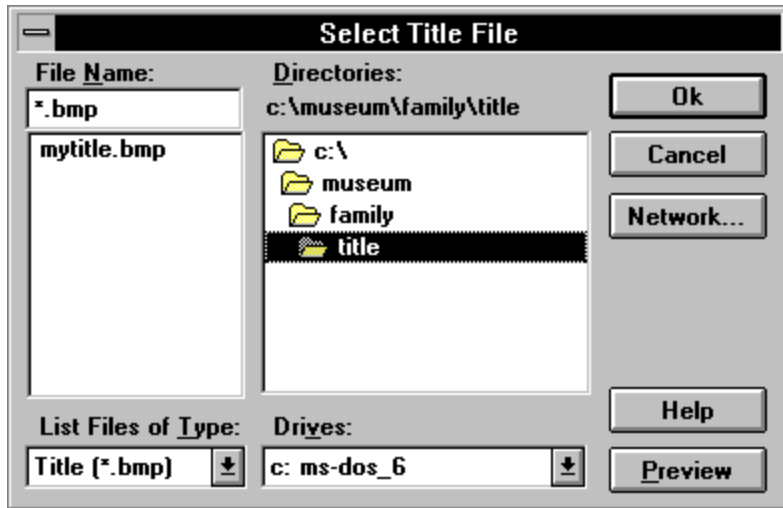
- Closes **HSB Setting** dialog box and adds a directory for the selected object type.

Select Search Path: Cancel



- Closes **HSB Setting** dialog box without changes.

Select Title File Dialog Box



Use this **dialog box** to locate and select an image file that **HSB** displays during startup.

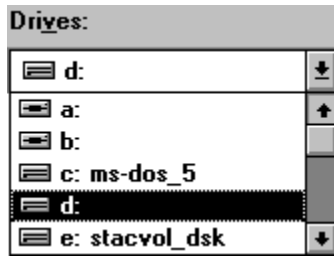
Select Title: File Name

Is a standard **Windows File Name List**. Double-click a **File Name** to select an image file that **HSB** displays during startup. The name of the selected **Title** appears above the list.

Select Title: Directories

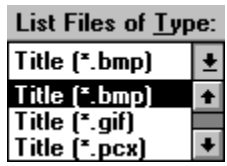
Is a standard **Windows Directory List**. Double-click a directory name to select and open the directory. The name of the selected directory appears above the list.

Select Title: Drives



- Is a standard **Windows Drives List** to select the drive that contains the directory in which you want to save the 3D Space files.

Select Title: List File of Type



- Shows the **kind** of files listed in the **File List**.

Select Title: Preview



- Opens the [HSB Image Window](#) to view the selected **Title File**.

Select Title: Network



- Opens standard Windows **Connect Network Device** dialog box.

Select Title: **Help**



- Run **Help** with this topic.

Select Title: OK



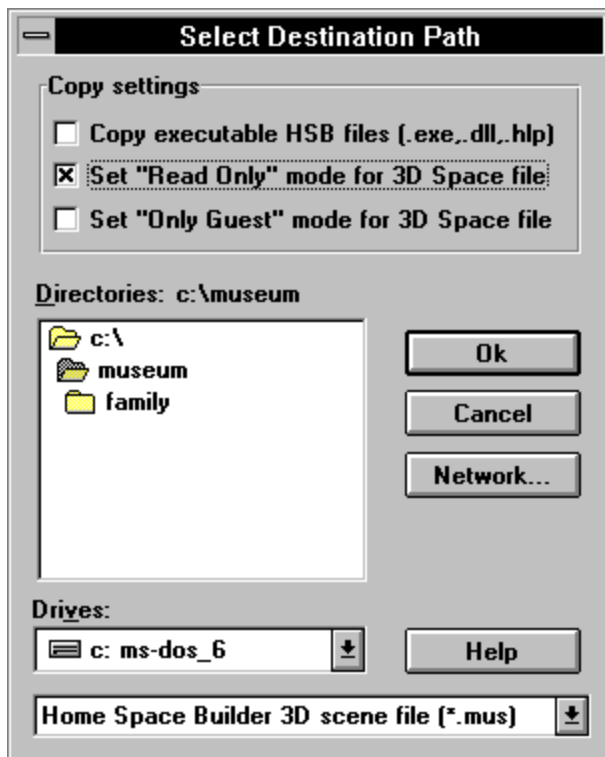
- Closes **Select Title File** dialog box and selects an image file that **HSB** displays during startup.

Select Title: Cancel



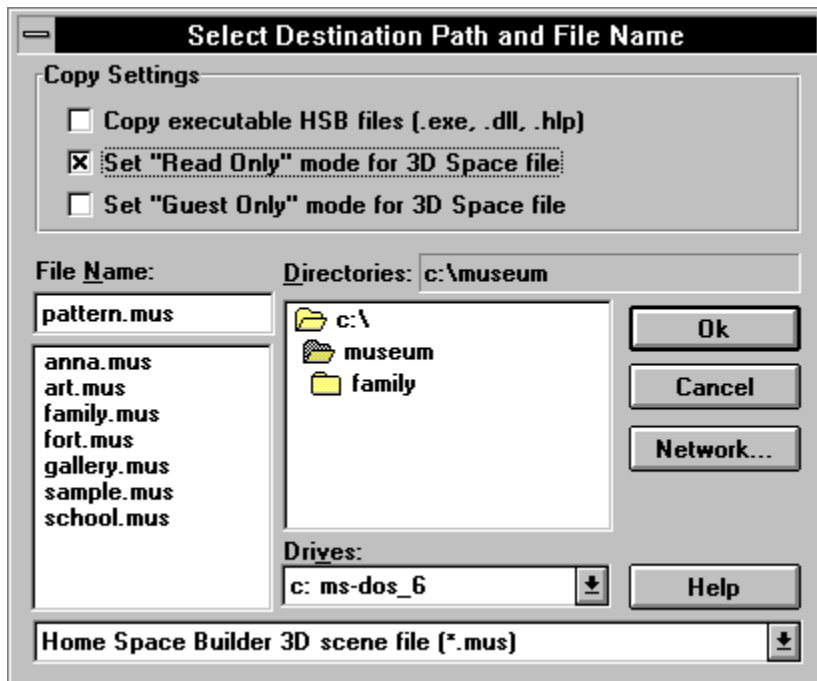
- Closes **Select Title File** dialog box without changes.

Select Destination Path Dialog Box



Use this dialog box to locate and select the directory where you want to save your Home Space Builder files. Use the **Copy Settings** to set up the 3D Space for distribution.

Select Destination Path and File Name Dialog Box



Use this dialog box to locate and select the directory where you want to save your Home Space Builder files. Use the **Copy Settings** to set up the 3D Space for distribution.

Select Destination Path: File Name

Is a standard **Windows File Name List**. Double-click a **File Name** to select a **3D Space File**. The name of the selected **3D Space** appears above the list.



Tip

Presents if current 3D Space name is **untitled.mus**.

Select Destination Path: Directories

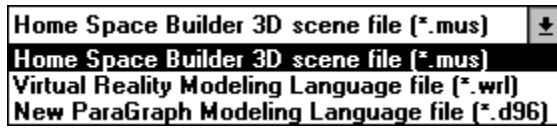
Is a standard **Windows Directory List**. Double-click a directory name to select and open the directory. The name of the selected directory appears above the list.

Select Destination Path: Drives



- Is a standard **Windows Drives List**. Select the drive that contains the directory in which you want to save the 3D Space files from this list.

Select Destination Path: List File of Type



- Shows the **kind** of files listed in the **File List**.

Select Destination Path: Network



- Opens the standard Windows **Connect Network Device** dialog box.

Select Destination Path: Help



- Run **Help** with this topic.

Select Destination Path: Copy Settings - Copy Executable files

Copies **all** the files necessary to make a distribution floppy disk or network directory. With this option selected, all the data and program (**.exe, .dll**) files necessary to view a 3D Space are copied to the destination directory.

Select Destination Path: Copy Settings - Only Guest mode

Copies the 3D Space files so **HSB** executes only in [Guest Mode](#) . [Master Mode](#) cannot be selected. User can not change this **3D Space**.

Select Destination Path: Copy Settings - Read Only mode

Copies the 3D Space files so that [Pictures](#), [Picture Albums](#), [Movies](#), [.wav Sound Clips](#), and [MIDI](#) background music track files can neither be added nor deleted from the 3D Space. But User can change the **3D Space** and save it under new name.

Select Destination Path: OK



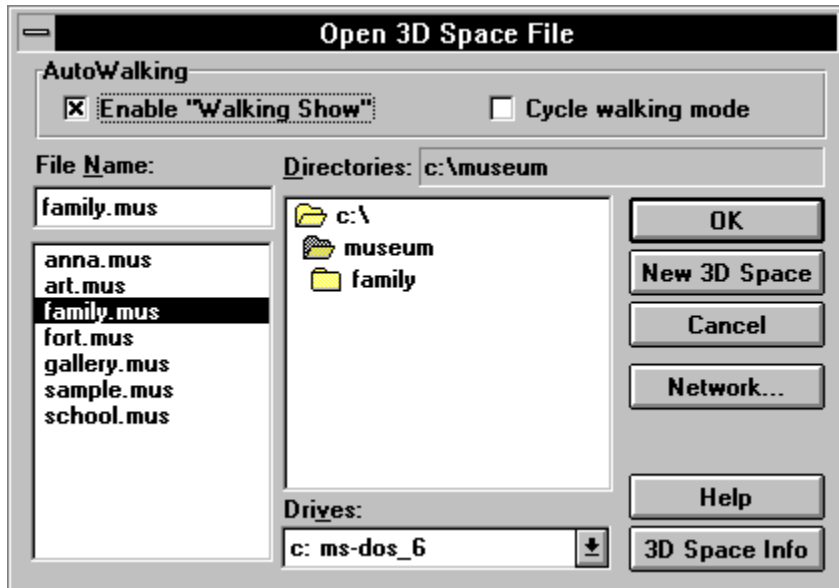
Closes **Select Destination Path Dialog Box** and starts copying. If error occurs, the **Copy Error Message Box** will appear.

Select Destination Path: Cancel



Closes **Select Destination Path Dialog Box** without saving.

Open 3D Space File Dialog Box



Use this **Dialog box** to locate and select a 3D Space file to load.

Open 3D Space: Enable Walking Show

Runs the **Walking Show** sequence one time when 3D Space is loaded. If no **Walking Show** is available, this command is dimmed.

Open 3D Space: Cycle Mode

Starts the cyclic **Walking Show** sequence when 3D Space will be loaded. The **Walking Show** sequence repeats until you **Move Camera** anywhere. If you do not have a **Walking Show** sequence, this command is dimmed.

Open 3D Space: File Name

Is a standard **Windows File Name List**. Double-click a **File Name** to select and load a **3D Space** file. The name of the selected **3D Space** appears above the list.

Open 3D Space: Directories

Is a standard **Windows Directory List**. Double-click a **Directory Name** to select and open the directory. The name of the selected directory appears above the list.

Open 3D Space: Drives



- Is a standard **Windows Drives List**. Select the drive that contains the directory from which you want to load the 3D Space files from this list.

Open 3D Space: New 3D Space

 - Opens a **New 3D Space** as **Untitled.mus**.

See also:

[Builder Toolbox: Open New 3D Space tool](#)

Open 3D Space: Network



- Opens standard Windows **Connect Network Device** dialog box.

Open 3D Space: Help



- Run **Help** with this topic.

Open 3D Space: 3D Space Info

 - Opens [3D Space Info Dialog Box](#).

Open 3D Space: OK



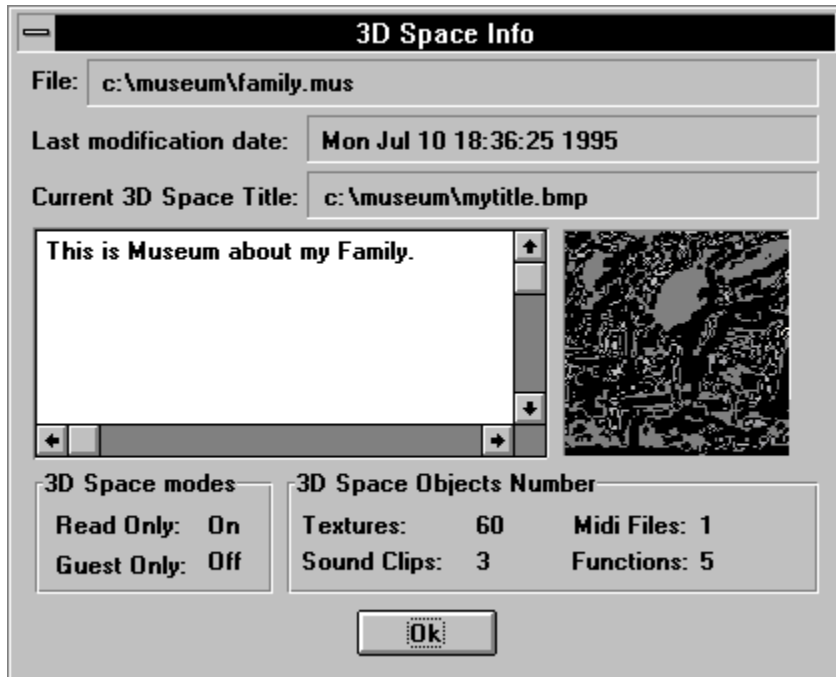
- Closes **Open 3D Space File** dialog box and loads selected 3D Space.

Open 3D Space: Cancel



- Closes **Open 3D Space File** dialog box without loading.

3D Space Info Dialog Box



Use this **Dialog Box** to see global **3D Space information**.

3D Space Info: File

Contains **File Name** of selected **3D Space**.

3D Space Info: Last Modification Date

Shows the **Date** of the last modification of the **3D Space**.

3D Space Info: Current 3D Space Title

Contains **File Name** of the image file that **HSB** displays when it starts.

3D Space Info: Description Area

Text area where you read the **3D Space Description**.

3D Space Info: Title View Area

Displays thumbnail image of the **3D Space Title**.

3D Space Info: Read Only Mode

Indicates that selected **3D Space** cannot be modified. But User can change 3D Space and save it under new name.

3D Space Info: Only Guest Mode

Indicates that selected 3D Space executes in [Guest Mode](#) only. [Master Mode](#) cannot be selected. User cannot change this **3D Space**.

3D Space Info: Textures Number

Shows total number of **3D Space textures**, including the number of [Pictures](#), **Pictures** in [Albums](#), **Frames** in the [Movies](#) and **Textures** as [Wallpaper](#).

3D Space Info: MIDI Files Number

Shows total number of [MIDI](#) files in the **Play List**.

3D Space Info: Sound Clips Number

Shows total number of [Sound Clips](#) attached to all **3D Space Objects**.

3D Space Info: Functions Number

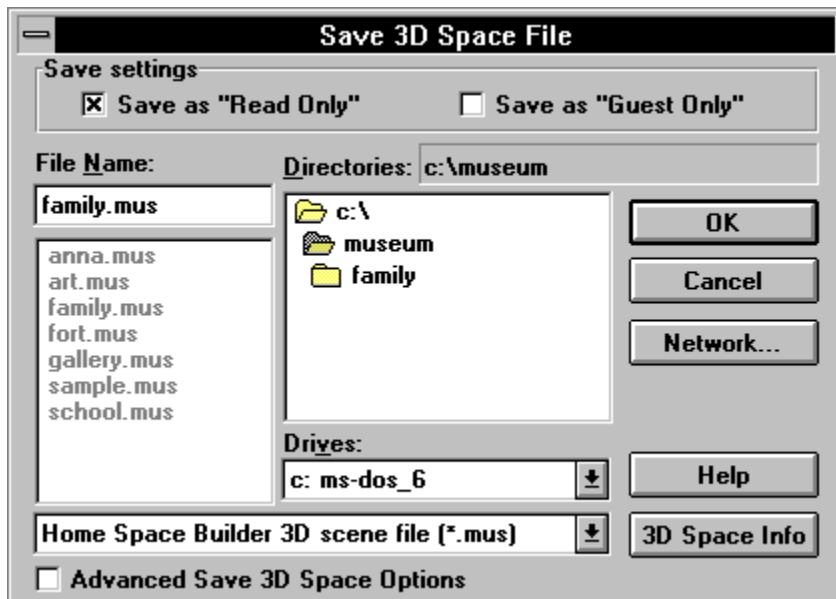
Shows total number of **Functions** attached to all **3D Space Objects**.

3D Space Info: OK



- Closes **3D Space Info Dialog Box**.

Save 3D Space File Dialog Box



Use this **dialog box** to select the file name by which you want to save the current 3D Space. Use the **Save Settings** to set up the 3D Space.

Save 3D Space: File Name

Is a standard **Windows File Name List**. Double-click a **File Name** to select and load **3D Space file**. The name of the selected **3D Space** appears above the list.

Save 3D Space: Directories

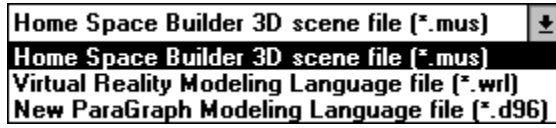
Is a standard **Windows Directory List**. Double-click a **Directory Name** to select and open the directory. The name of the selected directory appears above the list.

Save 3D Space: Drives



- Is a standard **Windows Drives List**. Select the drive that contains the directory in which you want to save the 3D Space files from this list.

Save 3D Space: List File of Type



- Shows the **kind** of files listed in the **File List**.

Save 3D Space: Save Settings - Only Guest mode

Saves the 3D Space files so **HSB** can execute in [Guest Mode](#) only. [Master Mode](#) cannot be selected.

Save 3D Space: Save Settings - Read Only mode

Saves the 3D Space file so that [Pictures](#), [Picture albums](#), [Movies](#), [Sound Clips](#), and [MIDI](#) background music track files can neither be added nor deleted from the 3D Space. User can change the 3D Space and save it under new name.

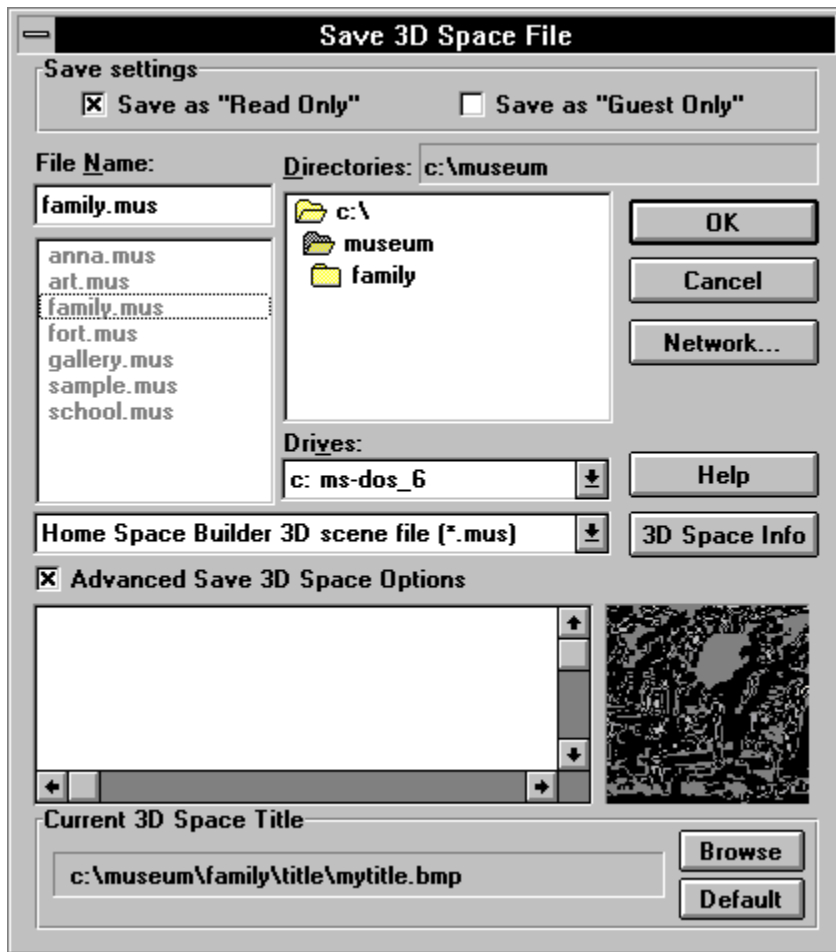
Save 3D Space: 3D Space Info

 - Opens [3D Space Info Dialog Box.](#)

Save 3D Space: Advanced Options

Selecting this option displays the [Advanced Save 3D Space File Dialog Box](#) which is used to select the image file that **HSB** displays at startup.

Advanced Save 3D Space File Dialog Box



Use this **dialog box** to locate and select the **3D Space File** name by which you want to save the current 3D Space. Use the **Save Settings** to set up the 3D Space. Use advanced options to select **Current 3D Space Title** and write a **3D Space Description**.

Advanced Save 3D Space: Advanced Options

Deselecting this option displays the ordinary [Save 3D Space File Dialog Box](#).

Advanced Save 3D Space: Description Area

Text area where you enter the **3D Space Description**. Press the **Enter** key for carriage return. The standard Windows editing keys (Ctrl+Z for undo, Ctrl+X for cut, Ctrl+C for copy, and Ctrl+V for paste) do not work.

Advanced Save 3D Space: Title View Area

Displays thumbnail image of the **3D Space Title**.

Advanced Save 3D Space: Current 3D Space Title

Contains **File Name** of the image file that **HSB** displays upon startup.

Advanced Save 3D Space: Current 3D Space Title Browse Button



- Displays the [Select Title File Dialog Box](#) which you use to locate and select an image file that **HSB** displays when it starts.

Advanced Save 3D Space: Current 3D Space Title Default Button



- Restores the **default** startup screen.

Save 3D Space: Network



- Opens standard Windows **Connect Network Device** dialog box.

Save 3D Space: Help



- Run **Help** with this topic.

Save 3D Space: OK



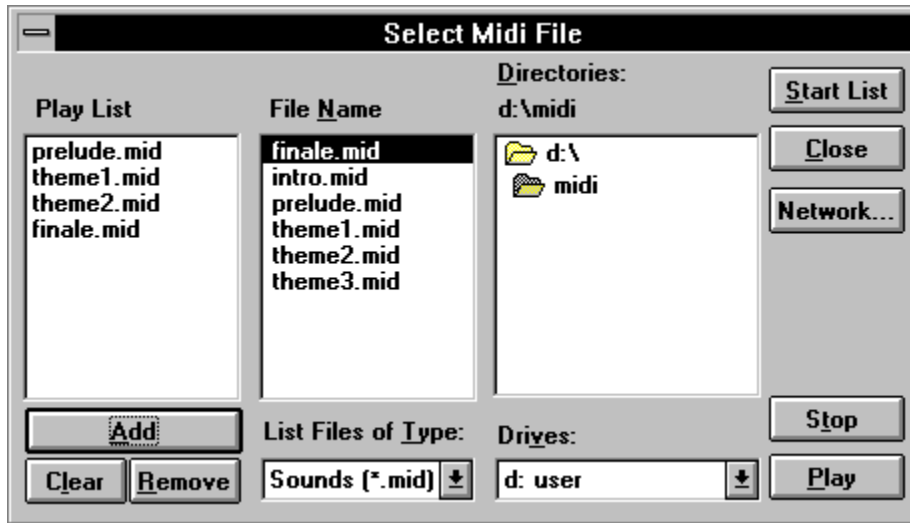
- Closes **Save 3D Space File Dialog Box** and saves current 3D Space.

Save 3D Space: Cancel



- Closes **Save 3D Space File** dialog box without saving.

Select MIDI File Dialog Box



Use this dialog to select **MIDI** sound files to play as [Background Music](#). You can play a single **MIDI** file over and over, or you can play a sequence of **MIDI** files over and over.

Note: You need a **Sound Blaster** or compatible sound card to play **MIDI** music.

Select MIDI: Play List

Is a list of [MIDI](#) files that are played as **background music**. The files are played in the order they are listed. This list begins playing when **Start List Button** is pushed.

Select MIDI: File Name

Is a standard **Windows File Name List**. Double-click a **File Name** to select a [MIDI](#) file. The name of the selected **MIDI** file appears in the **Play List**.

Select MIDI: Directories

Is a standard **Windows Directory List**. Double-click a **Directory Name** to select and open the directory. The name of the selected directory appears above the list.

Select MIDI: Add



- Adds the **.mid** file currently selected in the **File Name** list to the bottom of the **Play List**.

Select MIDI: Clear

 - Clears all the [MIDI](#) files in the **Play List**.

Select MIDI: Remove



- Removes the [MIDI](#) file currently selected in the **Play List**.

Select MIDI: List File of Type

List Files of Type:

Sounds (*.mid)	↓
Sounds (*.mid)	


- Shows the **kind** of files listed in the **File list**, **.mid** files.

Select MIDI: Drives



- Is a standard **Windows Drives List**. Select the drive that contains the directory with MIDI files.

Select MIDI: Start List

 - Closes **Select MIDI File** dialog box and plays all the [MIDI](#) files in the **Play List**. The **Play List** repeats until you quit HSB or until you return to this dialog box and click **Stop**.

Select MIDI: Close



- Stores **Play List** and closes **Select MIDI File** dialog box without starting the **Play List**.

Select MIDI: Network



- Opens standard Windows **Connect Network Device** dialog box.

Select MIDI: Play



- Plays only the selected MIDI file in the **File Name** list.

Select MIDI: Stop



- Stops playing the [Background Music](#) from the **File Name** list or **Play List**.

Attach Editor Dialog Box

In the [Master mode](#) displays:

- [Picture Attach Editor](#), or
- [Album Attach Editor](#), or
- [Picture Attach Editor for Album](#), or
- [Movie Attach Editor](#)

corresponding to **Selected Object**.

In the [Guest mode](#) displays:

- [Picture Attach Viewer](#), or
- [Album Attach Viewer](#), or
- [Picture Attach Viewer for Album](#), or
- [Movie Attach Viewer](#)

corresponding to **Selected Object**.

Use this dialog box to write a [Description](#) of a **Selected Object** and to attach a [Sound Clip](#) (.wav file) to a **Selected Object**. The first part of the **Description** is displayed in the **Attach Text Box** in the [3D Window](#) .

Additionally, **Controls** in this Dialog Box let you use a **Selected Object** as a command button that changes the current 3D Space or runs another program.

Picture Attach Viewer Dialog Box



Use this dialog box to read a [Description](#) of a [Picture](#) or listen to a [Sound Clip](#) (.wav file).

The first part of the description is displayed in the **Attach Text Box** in the [3D Window](#) .

Picture Attach Viewer: File

Shows the selected [Picture](#) file name.

Picture Attach Viewer: Image Description Area

Text area where you read the [Picture Description](#).

Picture Attach Viewer: View Area

Displays a thumbnail image of the [Picture](#).

Picture Attach Viewer: Sound File

Shows the selected [Sound Clip\(.wav\)](#) file.

Picture Attach Viewer: Sound Play



- Plays the selected [Sound Clip](#) (.wav file).

Picture Attach Viewer: Sound Stop



- Stops playing a [Sound Clip](#).

Picture Attach Viewer: Function

Shows the **Function Names** that **HSB** performs when [Picture](#) is double-clicked.

Picture Attach Viewer: Parameters

Shows **parameters** that are passed to the program that the selected **Function** is starting.

Picture Attach Viewer: Comment

Shows the **Function Comment**.

Picture Attach Viewer: OK



- Closes **Picture Attach Viewer Dialog Box.**

Picture Attach Editor Dialog Box



Use this **dialog box** to write a [Description](#) of a [Picture](#) and to attach a [Sound Clip](#) (.wav file) to a **Picture**. The first part of the **description** is displayed in the **Attach Text Box** in the [3D Window](#). **Picture Attach Editor** views attached text, creates new text, edits existing text, or attaches sounds to **pictures**. **Sound Clip** must be shorter than 30 seconds.

Additionally, **Controls** in this dialog box lets you use a **Picture** as a command button that loads a new 3D Space, or runs another program.

Picture Attach Editor: File

Shows the selected [Picture](#) file name.

Picture Attach Editor: Image Description Area

Text area where you enter the [Picture Description](#). Press the **Enter** key for carriage return. The standard Windows editing keys (Ctrl+Z for undo, Ctrl+X for cut, Ctrl+C for copy, and Ctrl+V for paste) do not work.

Picture Attach Editor: View Area

Displays thumbnail image of the [Picture](#).

Picture Attach Editor: Sound File

Shows the selected [Sound Clip](#) (.wav) file.

Picture Attach Editor: Sound Play



- Plays the selected [Sound Clip](#) (.wav file).

Picture Attach Editor: Sound Stop



- Stops recording or playing a [Sound Clip](#).

Picture Attach Editor: Sound Record

 - Begins recording a [Sound Clip](#). You must have a **Sound Blaster** or compatible sound card with an attached microphone to record sound.

Picture Attach Editor: Sound Delete



- Deletes the selected **.wav** file.

Picture Attach Editor: Sound Browse



- Displays the [Select Sound File Dialog Box](#), which you use to locate and select a .wav file to attach to a [Picture](#).

Picture Attach Editor: Sound Record Time

Displays **Recording Time** in seconds.

Picture Attach Editor: Function

Shows the [Function List](#) that **HSB** performs when the [Picture](#) is double-clicked.

Picture Attach Editor: Parameters

Shows parameters that are passed to the program that the selected [Function](#) is starting.

Picture Attach Editor: Comment

Text area where you enter the **Function Comment**.

Picture Attach Editor: OK



- Saves all changes and closes **Picture Attach Editor**. If you recorded a [Sound Clip](#) with a microphone, it calls [Save Sound File Dialog Box](#). You must select a file name to save **sound**.

Picture Attach Editor: Cancel



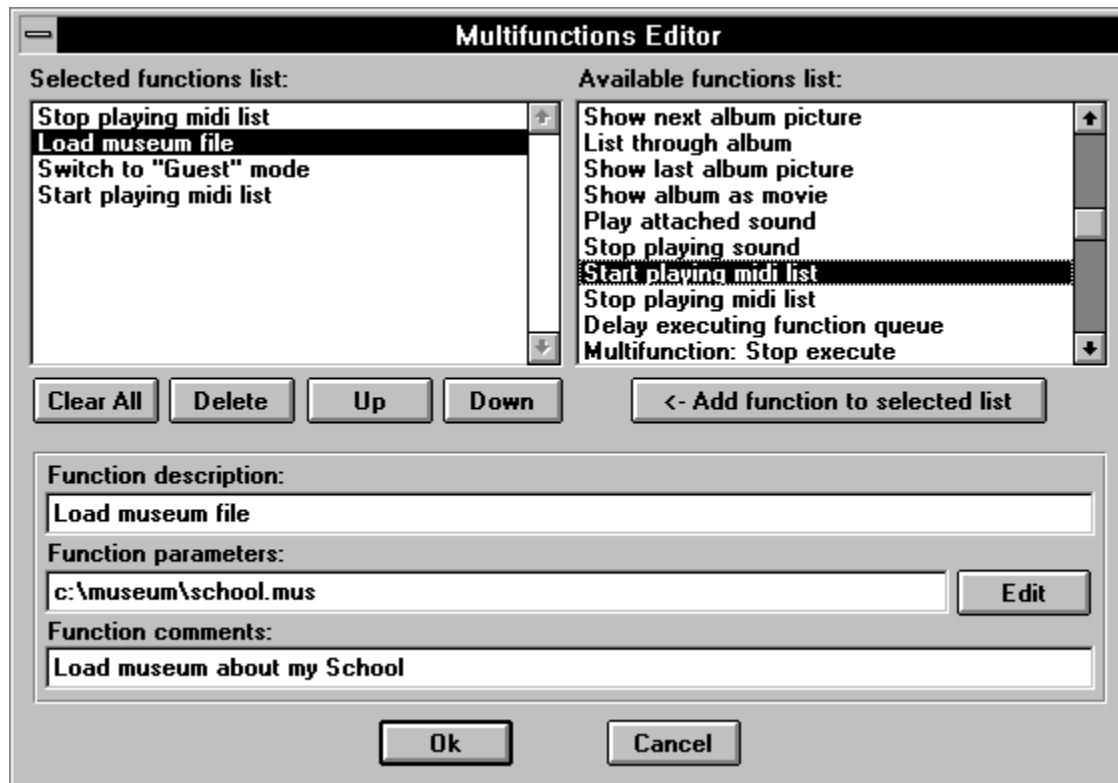
- Closes **Picture Attach Editor** without changes.

Function List for Picture

Select any of the following **Functions** from the list:

- **None** - HSB performs no action.
- **Conditional Exit** - HSB quits with prompt.
- **Unconditional Exit** - HSB quits without prompt.
- **Load 3D Space File** - HSB closes the current 3D Space and opens another 3D Space. Displays the [Select 3D Space File Dialog Box](#), which you use to locate and open a 3D Space file (.mus).
- **Load Any Program** - HSB starts the specified program using parameters entered in the parameters box. Displays the [Select Application for Load Dialog Box](#), which you use to locate the needed program.
- **Activate Imager Window** - HSB opens the [HSB Image Window](#) for the currently displayed image.
- **Play Attach Sound** - HSB starts playing the [Sound Clip](#) attached to the selected [Picture](#).
- **Stop Playing Sound** - HSB stops playing the attached **Sound Clip**.
- **Start Playing MIDI List** - HSB starts playing the [Background Music](#) specified in the Play List.
- **Stop Playing MIDI List** - HSB stops playing the **Background Music** specified in the Play List.
- **Multifunction** - HSB performs a list of **Functions**. Displays the [Multifunction Editor Dialog Box](#).
- **Delay Executing of the Function Queue** - HSB suspends the **Function Queue** execution.
- **Play .AVI or .FLI files** - HSB starts playing the standard Windows movie file (.avi or .fli) attached to the selected [Picture](#) in a separate window.
- **Link to Universal Resource Locator** - HSB opens Select URL dialog box, where you can insert a **URL Name**.
- **Create New 3D Space** - HSB opens new 3D Space.
- **Activate Open 3D Space Dialog Box.** - HSB opens the [Open 3D Space Dialog Box](#).
- **Activate Save 3D Space Dialog Box.** - HSB opens the [Save 3D Space Dialog Box](#).
- **Activate Copy All Dialog Path Dialog Box.** - HSB opens the [Select Destination Path Dialog Box](#).
- **Switch to Master Mode** - Switches current HSB mode to [Master Mode](#).
- **Switch to Guest Mode** - Switches current HSB mode to [Guest Mode](#).

Multifunction Editor Dialog Box



Use this dialog to create a **Function List** to execute as **Attached Function**.

Multifunction Editor: Selected Function List

Is a list of **Functions** that are executed as attached function. The functions are executed in the order they are listed. This list will execute when user double clicks on selected [Picture](#), [Album](#) or [Movie](#).

Multifunction Editor: Available Function List

Is an [Available Function List](#). Double-click a **Function Name** to select an attached function. The name of the selected **Function** appears in the **Selected Function List**.

Multifunction Editor: Clear All Button



- Clears all the functions in the **Selected Function List**.

Multifunction Editor: Delete Button



- Removes the currently selected **Functions** from the **Selected Function List**.

Multifunction Editor: Up Button




- Moves currently selected **Function** up the **List**.

Multifunction Editor: Down Button




- Moves currently selected **Function** down the **List**.

Multifunction Editor: Add Function to Selected List Button

 - Adds the currently selected function from the **Available Function List** to the bottom of the **Selected Function List**.

Multifunction Editor: Function Description

 - Shows the **Function Name** that **HSB** performs when the [Picture](#) , [Album](#) or [Movie](#) is double-clicked.

Multifunction Editor: Function Parameters

Shows **parameters** that are passed to the program the selected **Function** is starting.

Multifunction Editor: Function Comments

Shows the **Function Comment**.

Multifunction Editor: Edit Button

Displays the [Select Application for Load Dialog Box](#), which is used to locate the required program.

Multifunction Editor: Help Button



- Run **Help** with this topic.

Multifunction Editor: OK Button



- Stores **Selected Function List** and closes **Multifunction Editor** dialog box.

Multifunction Editor: Cancel Button



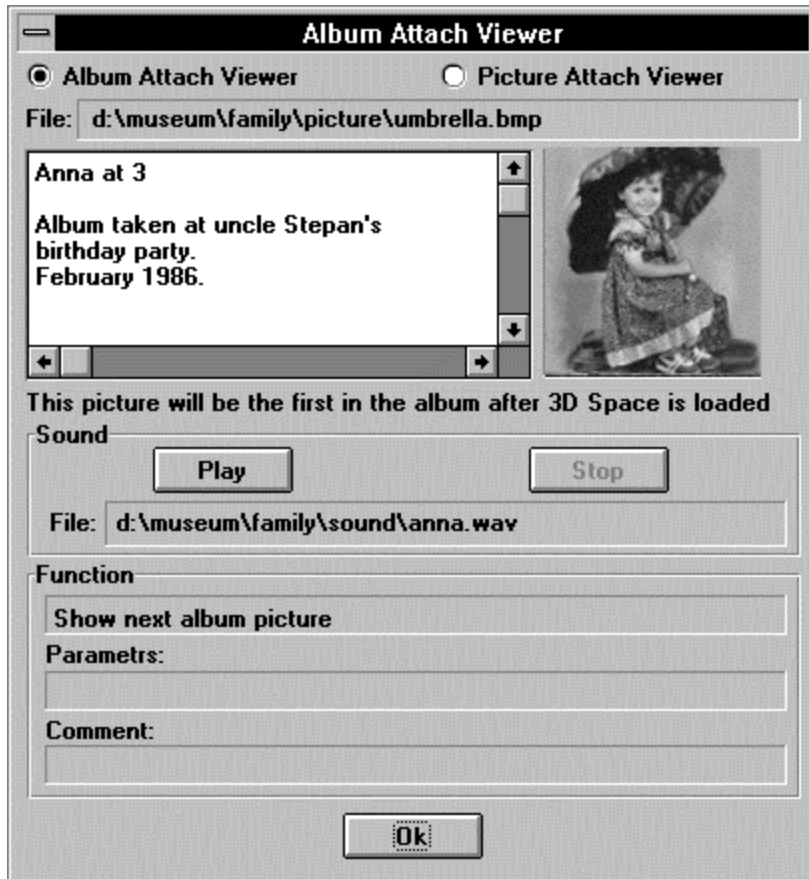
- Closes **Multifunction Editor Dialog Box** without saving **Selected Function List**

Available Function List

Select any of the following **Functions** from the list. If HSB cannot complete any particular function, it is ignored.

- **Conditional Exit from HSB** - HSB quits with prompt.
- **Unconditional Exit from HSB** - HSB quits without prompt.
- **Load 3D Space File** - HSB closes the current 3D Space and opens another 3D Space. Displays the [Select 3D Space File Dialog Box](#), which you use to locate and open a 3D Space file (.mus).
- **Load Any Program** - HSB starts the specified program using parameters entered in the parameters box. Displays the [Select Application for Load Dialog Box](#), which you use to locate the needed program.
- **Activate Imager Window** - HSB opens the [HSB Image Window](#) for the currently displayed image.
- **Stop Movie** - HSB stops showing current [Movie](#).
- **Reverse Movie** - HSB starts showing current **Movie** in the Reverse mode.
- **Show Next Album Picture** - HSB displays the next image in the selected [Album](#).
- **List through Album** - HSB displays the entire **Album** from start to finish.
- **Show Last Album Picture** - HSB displays the last image in the selected **Album**.
- **Play Attach Sound** - HSB starts playing the [Sound Clip](#) attached to the selected [Picture](#).
- **Stop Playing Sound** - HSB stops playing the attached **Sound Clip**.
- **Start Playing MIDI List** - HSB starts playing the [Background Music](#) specified in the Play List.
- **Stop Playing MIDI List** - HSB stops playing the **Background Music** specified in the Play List.
- **Multifunction: Stop Execute** - HSB stops execution portion of multifunction list. Next time object is double-clicked, the next portion of multifunction executes. May attach 2 or more different multifunctions to one object in this manner.
- **Multifunction: Wait the end of playing sound** - HSB freezes any motion until sound finishes playing.
- **Delay Executing of the Function Queue** - HSB suspends the **Function Queue** execution.
- **Play .AVI or .FLI files** - HSB starts playing the standard Windows movie file (.avi or .fli) attached to the selected [Picture](#) in a separate window.
- **Link to Universal Resource Locator** - HSB opens Select URL Dialog Box, where you can insert a [URL Name](#).
- **Create New 3D Space** - HSB opens new 3D Space.
- **Activate Open 3D Space Dialog Box.** - HSB opens the [Open 3D Space Dialog Box](#).
- **Activate Save 3D Space Dialog Box.** - HSB opens the [Save 3D Space Dialog Box](#).
- **Activate Copy All Dialog Path Dialog Box.** - HSB opens the [Select Destination Path Dialog Box](#).
- **Switch to Master Mode** - Switches current HSB mode to [Master Mode](#).
- **Switch to Guest Mode** - Switches current HSB mode to [Guest Mode](#).

Album Attach Viewer Dialog Box



Use this dialog box to read a [Description](#) of a [Picture](#) and listen to a [Sound Clip](#) (.wav file).

The first part of the description is displayed in the **Attach Text Box** in the [3D Window](#) .

Album Attach Viewer: File

Shows the selected [Picture](#) file name.

Album Attach Viewer: Image Description Area

Text area where you read the [Album Description](#).

Album Attach Viewer: View Area

Displays thumbnail image of the [Picture](#) in the [Album](#).

Album Attach Viewer: Sound File


Shows the selected [Sound Clip\(.wav\)](#) file.

Album Attach Viewer: Sound Play



- Plays the selected [Sound Clip](#) (.wav file).

Album Attach Viewer: Sound Stop

 - Stops playing a [Sound Clip](#).

Album Attach Viewer: Function

Shows the **Function Names** that **HSB** performs when [Album](#) is double-clicked.

Album Attach Viewer: Parameters

Shows **parameters** that are passed to the program the selected **Function** is starting.

Album Attach Viewer: Comment

Shows the **Function Comment**.

Album Attach Viewer: Picture Mode Radio Button

Selects the **Picture Mode** to read a [Description](#) of a [Picture](#) in the [Album](#) or listen to a [Sound Clip](#) (.wav file).

Displays [Picture Attach Viewer for Album Dialog Box](#).

Album Attach Viewer: Placement Status Line

Reports that this [Picture](#) will be first in the [Album](#) when **3D Space** is loaded.

Album Attach Viewer: OK



- Closes **Album Attach Viewer Dialog Box.**

Album Attach Editor Dialog Box



Use this **dialog box** to write a [Description](#) of an [Album](#) and to attach a [Sound Clip](#) (.wav file) to a **Picture**. The first part of the **Description** is displayed in the **Attach Text Box** in the [3D Window](#). **Album Attach Editor** views attached text, creates new text, edits existing text, or attaches sounds to **Album**. **Sound Clip** must be shorter than 30 seconds.

Additionally, **Controls** in this dialog box lets you use an **Album** as a command button that loads a new 3D Space, or runs another program.

Album Attach Editor: File

Shows the selected [Picture](#) file name.

Album Attach Editor: Image Description Area

Text area where you enter the [Album Description](#). Press the **Enter** key for carriage return. The standard Windows editing keys (Ctrl+Z for undo, Ctrl+X for cut, Ctrl+C for copy, and Ctrl+V for paste) do not work.

Album Attach Editor: View Area

Displays thumbnail image of the current [Picture](#) in the [Album](#).

Album Attach Editor: Sound File

Shows the selected [Sound Clip](#) (.wav) file.

Album Attach Editor: Sound Play



- Plays the selected [Sound Clip](#) (.wav file).

Album Attach Editor: Sound Stop



- Stops recording or playing a [Sound Clip](#).

Album Attach Editor: Sound Record

 - Begins recording a [Sound Clip](#). You must have a **Sound Blaster** or compatible sound card with an attached microphone to record sound.

Album Attach Editor: Sound Delete



- Deletes the selected **.wav** file.

Album Attach Editor: Sound Browse



- Displays the [Select Sound File Dialog Box](#), which you use to locate and select a .wav file to attach to an [Album](#).

Album Attach Editor: Sound Record Time

Displays **Recording Time** in seconds.

Album Attach Editor: Function

Shows the [Function List](#) that **HSB** performs when the [Album](#) is double-clicked.

Album Attach Editor: Parameters

Shows parameters that are passed to the program the selected [Function](#) is starting.

Album Attach Editor: Comment

Text area where you enter the **Function Comment**.

Album Attach Editor: Picture Mode Radio Button

Selects **Picture Mode** to read and correct a [Description](#) of a [Picture](#) in the [Album](#), and to listen to a [Sound Clip](#) (.wav file).

Displays [Picture Attach Editor for Album Dialog Box](#).

Album Attach Editor: Placement Check Box

Sets this option to place this [Picture](#) on top of an [Album](#) when **3D Space** is loaded.

Album Attach Editor: OK



- Saves all changes and closes **Album Attach Editor**. If you recorded a [Sound Clip](#) using the microphone, it calls the [Save Sound File Dialog Box](#). You must select a file name for saving recording **sound**.

Album Attach Editor: Cancel



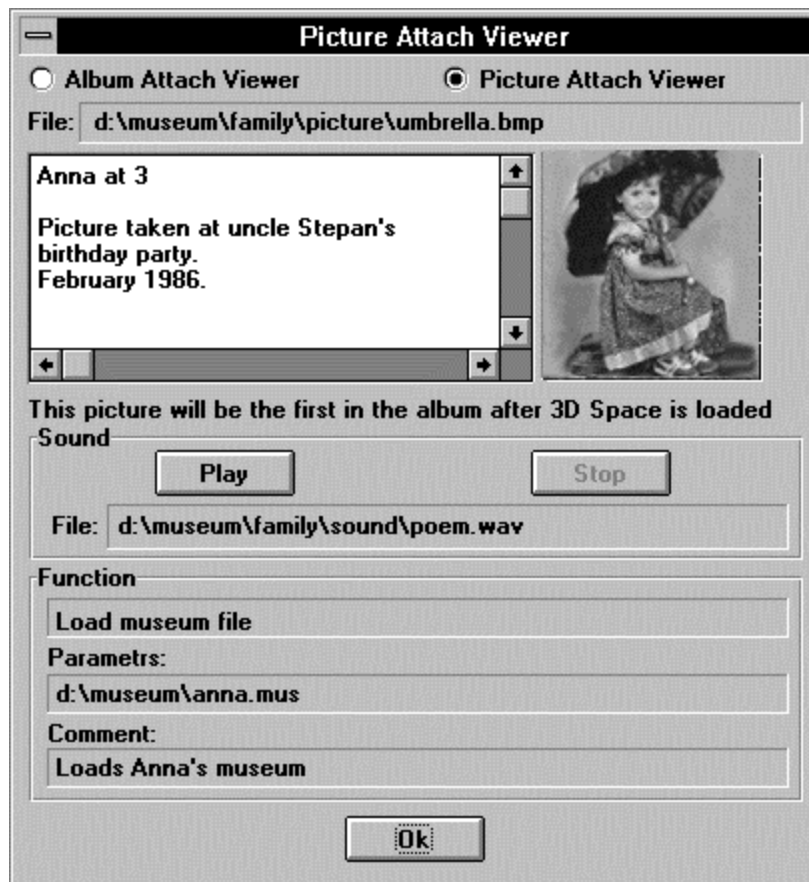
- Closes **Album Attach Editor** without changes.

Function List for Album

Select any of the following **Functions** from the list:

- **None** - HSB performs no action.
- **Conditional Exit** - HSB quits with prompt.
- **Unconditional Exit** - HSB quits without prompt.
- **Load 3D Space File** - HSB closes the current 3D Space and opens another 3D Space. Displays the [Select 3D Space File Dialog Box](#), which is used to locate and open a 3D Space file (.mus).
- **Load Any Program** - HSB starts the specified program using any parameters entered in the parameters box. Displays the [Select Application for Load Dialog Box](#), which you use to locate the needed program.
- **Activate Imager Window** - HSB opens the [HSB Image Window](#) on the currently displayed image.
- **Show Next Album Picture** - HSB displays the next image in the selected [Album](#).
- **List through Album** - HSB displays the entire **Album** from start to finish.
- **Show Last Album Picture** - HSB displays the last image in the selected **Album**.
- **Show Album as Movie** - HSB displays the selected **Album** as a [Movie](#).
- **Play Attach Sound** - HSB plays the [Sound Clip](#) attached to the selected Picture.
- **Stop Play Sound** - HSB stops playing the attached **Sound Clip**.
- **Start Play MIDI List** - HSB starts playing the [Background Music](#) specified in the **Play List**.
- **Stop Play MIDI List** - HSB stops playing the **Background Music** specified in the **Play List**.
- **Multifunction** - HSB performs a list of **Functions**. Displays the [Multifunction Editor Dialog Box](#).
- **Delay Executing of the Function Queue** - HSB suspends the **Function Queue** execution.
- **Play .AVI or .FLI files** - HSB plays a standard Windows movie file (.avi or .fli) attached to the selected [Picture](#) in a separate window.
- **Link to Universal Resource Locator** - HSB opens Select URL Dialog Box, where you can insert a [URL Name](#).
- **Create New 3D Space** - HSB opens new 3D Space.
- **Activate Open 3D Space Dialog Box** - HSB opens the [Open 3D Space Dialog Box](#).
- **Activate Save 3D Space Dialog Box** - HSB opens the [Save 3D Space Dialog Box](#).
- **Activate Copy All Dialog Path Dialog Box** - HSB opens the [Select Destination Path Dialog Box](#).
- **Switch to Master Mode** - Switches current HSB mode to [Master Mode](#).
- **Switch to Guest Mode** - Switches current HSB mode to [Guest Mode](#).

Picture Attach Viewer for Album Dialog Box



Use this dialog box to read a [Description](#) of a [Picture](#) in the [Album](#) or listen to a [Sound Clip](#) (.wav file).

The first part of the description is displayed in the **Attach Text Box** in the [3D Window](#) when the **Tab key** is pushed.

Picture Attach Viewer: Album Mode Radio Button

Selects the **Album Mode** to read a [Description](#) of the [Album](#) or to listen to a [Sound Clip](#) (.wav file).

Displays [Album Attach Viewer Dialog Box](#).

Picture Attach Viewer: Placement Status Line

Reports that this [Picture](#) will be first in the [Album](#) when **3D Space** is loaded.

Picture Attach Editor for Album Dialog Box



Use this **dialog box** to write a **Description** of a **Picture** in the **Album** and to attach a **Sound Clip** (.wav file) to a **Picture**. The first part of the **description** is displayed in the **Attach Text Box** in the **3D Window**. **Picture Attach Editor** views attached text, creates new text, edits existing text, or attaches sounds to **Pictures**. The **Sound Clip** must be no longer than 30 seconds.

Additionally, **Controls** in this dialog box lets you use a **Picture** as a command button that loads a new 3D Space, or runs another program when the **Tab key** is pressed.

Picture Attach Editor: Album Mode Radio Button

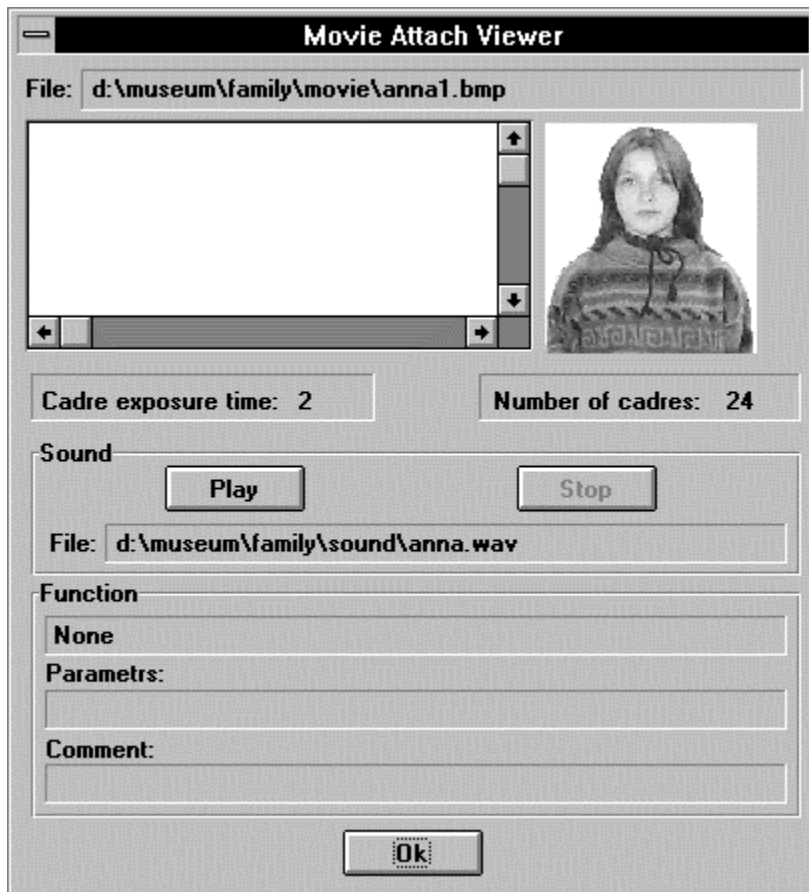
Selects the **Album Mode** to read and correct a [Description](#) of a [Album](#) and to listen to a [Sound Clip](#) (.wav file).

Displays [Album Attach Editor Dialog Box](#).

Picture Attach Editor: Placement Check Box

Set this option to make this [Picture](#) the first picture in the [Album](#).

Movie Attach Viewer Dialog Box



Use this dialog box to read the [Description](#) of a [Movie](#) and listen to a [Sound Clip](#) (.wav file).
The first part of the description is displayed in the **Attach Text Box** in the [3D Window](#) .

Movie Attach Viewer: File

Shows the selected [Movie](#) file name.

Movie Attach Viewer: Image Description Area

Text area where you read the [Movie Description](#).

Movie Attach Viewer: View Area

Displays a thumbnail image of the [Movie](#).

Movie Attach Viewer: Cadre Exposure Time

Displays the amount of time each **movie frame** is displayed.

Movie Attach Viewer: Number of Cadres

Displays the total number of **Movie Frames**.

Movie Attach Viewer: Sound File

Shows the selected [Sound Clip](#) (.wav) file.

Movie Attach Viewer: Sound Play



- Plays the selected [Sound Clip](#) (.wav file).

Movie Attach Viewer: Sound Stop



- Stops playing a [Sound Clip](#).

Movie Attach Viewer: Function

Shows the name of the function that **HSB** performs when the [Movie](#) is double-clicked.

Movie Attach Viewer: Parameters

Shows parameters that are passed to the program the selected **Function** is starting.

Movie Attach Viewer: Comment

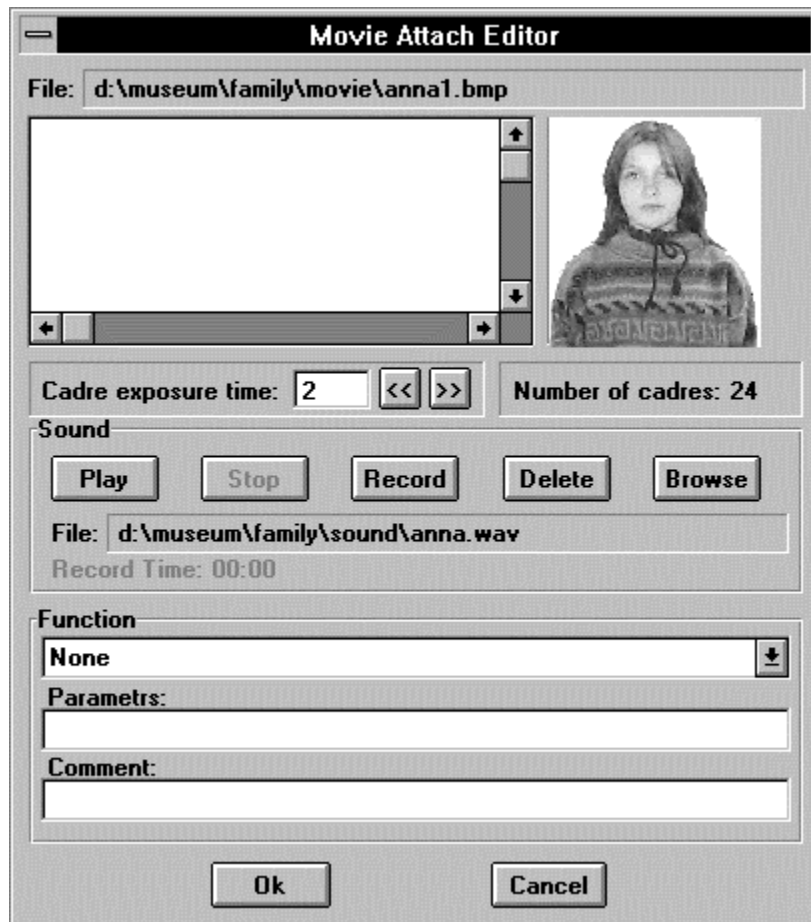
Shows the **Function Comment**.

Movie Attach Viewer: OK



- Closes **Movie Attach Viewer Dialog Box**.

Movie Attach Editor Dialog Box



Use this **dialog box** to write a [Description](#) of a [Movie](#) and to attach a [Sound Clip](#) (.wav file) to a **Movie**. The first part of the **description** is displayed in the **Attach Text Box** in the [3D Window](#). **Movie Attach Editor** views attached text, creates new text, edits existing text, or attaches sounds to **pictures**. A **Sound Clip** must be shorter than 30 seconds.

Additionally, **Controls** in this dialog box lets you use a **Movie** as a command button that loads a new 3D Space, or runs another program.

Movie Attach Editor: File

Shows the selected [Movie](#) file name.

Movie Attach Editor: Image Description Area

Text area where you enter the [Movie Description](#). Press the **Enter** key for carriage return. The standard Windows editing keys (Ctrl+Z for undo, Ctrl+X for cut, Ctrl+C for copy, and Ctrl+V for paste) do not work.

Movie Attach Editor: View Area

Displays a thumbnail image of the [Movie](#).

Movie Attach Editor: Cadre Exposure Time

Determines the amount of time each **movie frame** is displayed. Lower exposure time values display frames faster and higher values display frames slower. Enter a value or use the >> to raise and << to lower the **Cadre Exposure Time**.

Movie Attach Editor: Number of Cadres

Displays the total amount of [Movie frames](#).

Movie Attach Editor: Sound File

Shows the selected [Sound Clip](#) (.wav) file.

Movie Attach Editor: Sound Play



- Plays the selected [Sound Clip](#) (.wav file).

Movie Attach Editor: Sound Stop



- Stops recording or playing a [Sound Clip](#).

Movie Attach Editor: Sound Record



- Begins recording a [Sound Clip](#). You must have a **Sound Blaster** or compatible sound card with an attached microphone to record sound.

Movie Attach Editor: Sound Delete



- Deletes the selected **.wav** file.

Movie Attach Editor: Sound Browse



- Displays the [Select Sound File Dialog Box](#), which you use to locate and select a .wav file to attach to a [Movie](#).

Movie Attach Editor: Sound Record Time

Displays **Recording Time** in seconds.

Movie Attach Editor: Function

Shows the [Function List](#) that **HSB** performs when the [Movie](#) is clicked.

Movie Attach Editor: Parameters

Shows parameters that are passed to the program the selected [Function](#) is starting.

Movie Attach Editor: Comment

Text area where you enter the **Function Comment**.

Movie Attach Editor: OK



- Saves all changes and closes **Movie Attach Editor** dialog box.
If you record a [Sound Clip](#) using a microphone, it calls [Save Sound File Dialog Box](#). You must select a file name for saving the recording.

Movie Attach Editor: Cancel



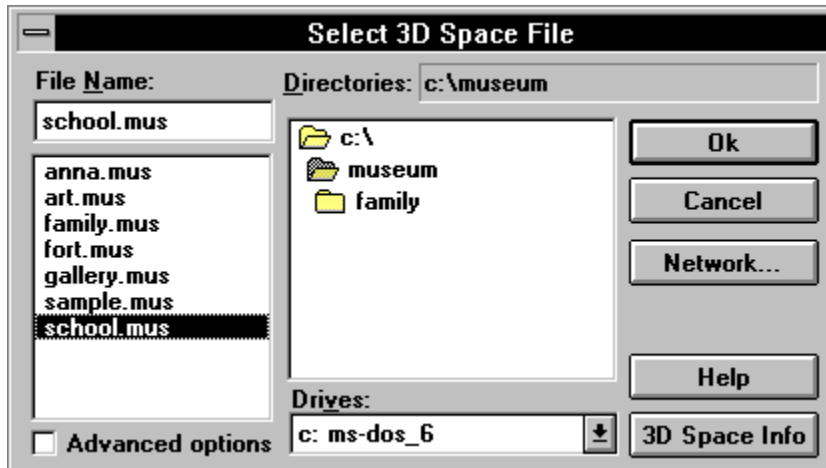
- Closes **Movie Attach Editor Dialog Box** without changes.

Function List for Movie

Select any of the following **Functions** from the list:

- **None** - HSB performs no action.
- **Conditional Exit** - HSB quits with prompt.
- **Unconditional Exit** - HSB quits without prompt.
- **Load 3D Space File** - HSB closes the current 3D Space and opens another 3D Space. Displays the [Select 3D Space File Dialog Box](#), which you use to locate and open a 3D Space file (.mus).
- **Load Any Program** - HSB starts the specified program using any parameters entered in the parameters box. Displays the [Select Application for Load Dialog Box](#), which is used to locate the needed program.
- **Activate Imager Window** - HSB opens the [HSB Image Window](#) on the currently displayed image.
- **Stop Movie** - HSB stops showing current **Movie**.
- **Reverse Movie** - HSB starts showing current **Movie** in the Reverse mode.
- **Play Attach Sound** - HSB starts playing the [Sound Clip](#) attached to the selected **Movie**.
- **Stop Play Sound** - HSB stops playing the attached **Sound Clip**.
- **Start Play MIDI List** - HSB starts playing the [Background Music](#) specified in the Play List.
- **Stop Play MIDI List** - HSB stops playing the **Background Music** specified in the Play List.
- **Multifunction** - HSB performs a list of **Functions**. Displays the [Multifunction Editor Dialog Box](#).
- **Delay Executing of the Function Queue** - HSB suspends the **Function Queue** execution.
- **Play .AVI or .FLI files** - HSB starts playing the standard Windows movie file (.avi or .fli) attached to the selected [Picture](#) in a separate window.
- **Link to Universal Resource Locator** - HSB opens Select URL Dialog Box, where you can insert a [URL Name](#).
- **Create New 3D Space** - HSB opens a new 3D Space.
- **Activate Open 3D Space Dialog Box.** - HSB opens the [Open 3D Space Dialog Box](#).
- **Activate Save 3D Space Dialog Box.** - HSB opens the [Save 3D Space Dialog Box](#).
- **Activate Copy All Dialog Path Dialog Box.** - HSB opens the [Select Destination Path Dialog Box](#).
- **Switch to Master Mode** - Switches current HSB mode to the [Master Mode](#).
- **Switch to Guest Mode** - Switches current HSB mode to the [Guest Mode](#).

Select 3D Space File Dialog Box



Use this dialog box to locate and select a 3D Space file to attach to the **Function**.

Select 3D Space: File Name

Is a standard **Windows File Name List**. Double-click a **File Name** to select and load **3D Space file**. The name of the selected **3D Space** appears above the list.

Select 3D Space: Directories

Is a standard **Windows Directory List**. Double-click a **Directory name** to select and open the directory. The name of the selected directory appears above the list.

Select 3D Space: Drives



- Is a standard **Windows Drives list**. Select the drive that contains the directory from which you want to load the 3D Space files.

Select 3D Space: 3D Space Info



- Opens [3D Space Info Dialog Box](#).

Select 3D Space: OK



- Closes **Select 3D Space File Dialog Box** and attaches the selected 3D Space to the **Function**.

Select 3D Space: Cancel



- Closes **Select 3D Space File Dialog Box** without loading.

Select 3D Space: Advanced Options

Selecting this option displays the [Advanced Select 3D Space File Dialog Box](#) which is used to specify options that **HSB** uses when loading the selected 3D Space.

Select 3D Space: Network



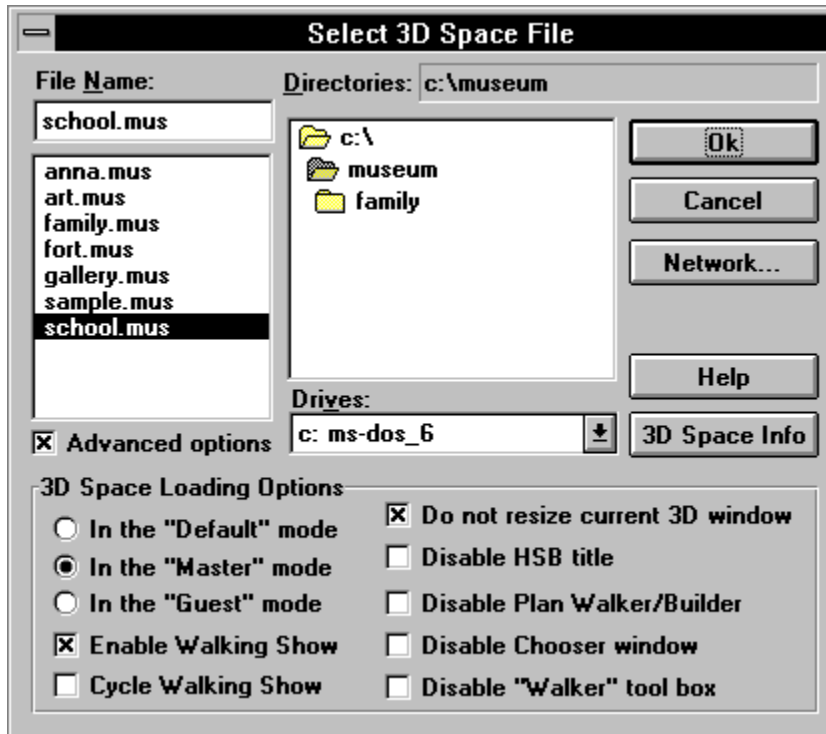
- Opens standard Windows **Connect Network Device** dialog box.

Select 3D Space: Help



- Run **Help** with this topic.

Advanced Select 3D Space File Dialog Box



Use this dialog box to specify options that **HSB** uses when loading the selected 3D Space

Advanced Select 3D Space: In the Default Mode

Selected 3D Space will startup either in Guest Mode or Master Mode, depending on how it was originally saved.

Advanced Select 3D Space: In the Master Mode

Selected 3D Space will startup in Master Mode, regardless of how it was originally saved.

Advanced Select 3D Space: In the Guest Mode

Selected 3D Space will startup in Guest Mode, regardless of how it was originally saved.

Advanced Select 3D Space: Enable Walking Show

Runs the **Walking Show** sequence one time when 3D Space is loaded. If no **Walking Show** is available, this command is dimmed.

Advanced Select 3D Space: Cycle Walking Show

Starts the cyclic **Walking Show** sequence when 3D Space is be loaded. The **Walking Show** sequence repeats until you **Move Camera** anywhere. If you do not have a **Walking Show** sequence, this command is dimmed.

Advanced Select 3D Space: Do not Resize 3D Window

Selected 3D Space will startup using existing size and position of 3D Window, regardless of how it was originally saved.

Advanced Select 3D Space: Disable HSB Title

Selected 3D Space will startup without showing Title Image, regardless of how it was originally saved.

Advanced Select 3D Space: Disable Plan Walker/Builder

Selected 3D Space will startup without showing Plan Walker Window or Plan Builder Window, regardless of how it was originally saved.

Advanced Select 3D Space: Disable Chooser Window

Selected 3D Space will startup without showing Chooser Window, regardless of how it was originally saved.

Advanced Select 3D Space: Disable Walker Toolbox

Selected 3D Space will startup without showing Walker Toolbox, regardless of how it was originally saved.

Advanced Select 3D Space: Advanced Options

Deselecting this option displays the [Select 3D Space File Dialog Box](#) which is used to locate and select a 3D Space file to attach to the **Function**.

Select Application for Load Dialog Box



Use this dialog box to locate and select an application to attach to a [Picture](#) or [Movie](#).

Select Application: File Name

Is a standard **Windows File Name List**. Double-click a **File Name** to select Application.
The name of the selected Application appears above the list.

Select Application: Directories

Is a standard **Windows Directory List**. Double-click a **Directory name** to select and open the directory. The name of the selected directory appears above the list.

Select Application: Drives



- Is a standard **Windows Drives list**. Select the drive that contains the directory with your **Application** files from this list.

Select Application: Run Minimized

Attached **Application** will run in the **Minimize Mode**.

Select Application: File Info

Displays additional information about selected **Application**.

Select Application: OK



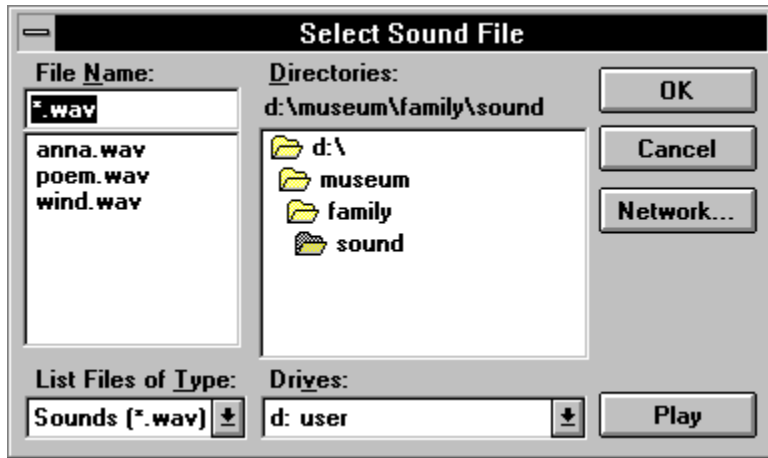
- Closes **Select Application for Load** dialog box and attaches the selected application.

Select Application: Cancel



- Closes **Select Application for Load** dialog box without attaching.

Select Sound File Dialog Box



Use this dialog box to locate and select a [Sound Clip](#) file to attach to a [Picture](#) or [Movie](#).

Select Sound: File Name

Is a standard **Windows File Name List**. Double-click a **File Name** to select [Sound File](#).
The name of the selected **Sound** appears above the list.

Select Sound: Directories

Is a standard **Windows Directory List**. Double-click a **Directory name** to select and open the directory. The name of the selected directory appears above the list.

Select Sound: Drives



- Is a standard **Windows Drives list**. Select the drive that contains the directory from which you want to select your [Sound](#) files.

Select Sound: List Files of Type

Is a standard **Windows Files of Type list**. Select the **Type** of [Sound files](#) that you want to select.

Select Sound: Play Sound



- Plays the selected [Sound Clip](#) (.wav file).

Select Sound: OK



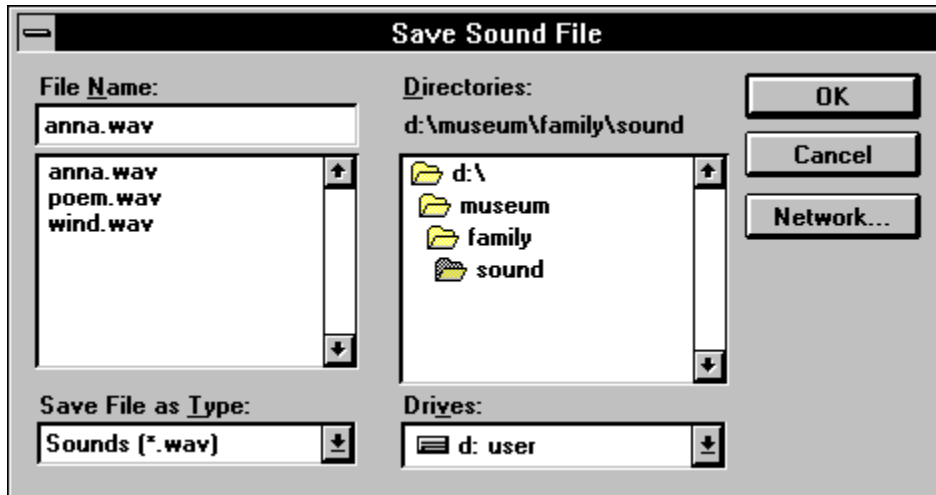
- Closes **Select Sound File** dialog box and attaches the selected [Sound](#).

Select Sound: Cancel



- Closes **Select Sound File** dialog box without attaching.

Save Sound File Dialog Box



Use this **Dialog Box** to save a [Sound Clip](#).

Save Sound: File Name

Is a standard **Windows File Name List**. Double-click a **File Name** to select [Sound file](#).
The name of the selected **Sound** appears above the list.

Save Sound: Directories

Is a standard **Windows Directory List**. Double-click a **Directory name** to select and open the directory. The name of the selected directory appears above the list.

Save Sound: Drives



- Is a standard **Windows Drives List**. Select the drive that contains the directory from which you want to select the [Sound files](#).

Save Sound: List Files of Type

Is a standard **Windows Files of Type list**. Select the **Type** of [Sound files](#) that you want to select.

Save Sound: OK



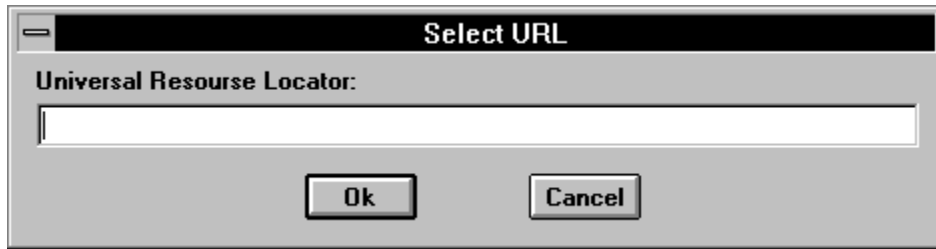
- Closes **Save Sound File Dialog Box** and saves the selected [Sound](#).

Save Sound: Cancel



- Closes **Save Sound File Dialog Box** without saving.

Select URL Dialog Box



Use this dialog box to specify an [URL Name](#) to attach to a [Picture](#) or [Movie](#).

Select URL: URL Name

Use This Line for input the [URL Name](#).

Select URL: OK



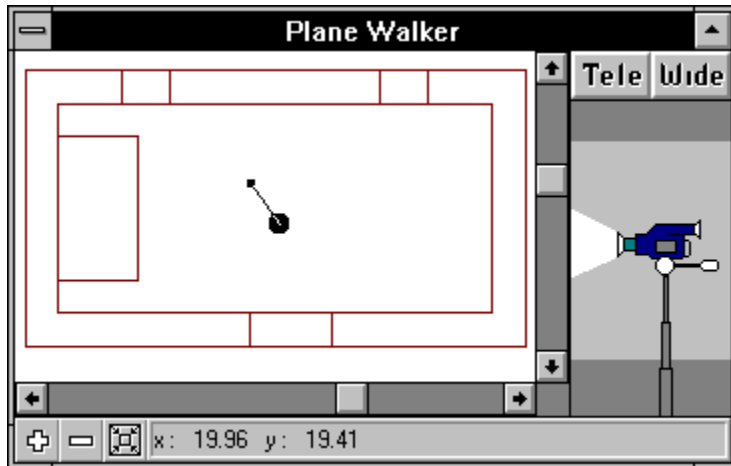
- Closes **Select URL Dialog Box** and attaches it to the selected object.

Select URL: Cancel



- Closes **Select URL Dialog Box** without attaching.

Plane Walker Window

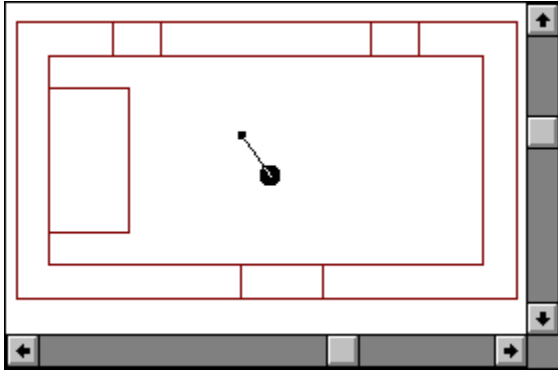


The **Plane Walker Window** shows a [Floor Plan](#) of the **3D Space** and includes a [Camera Icon](#) which you can use to move the **Camera** around the 3D Space. The **Plane Walker Window** also includes the [Camera Control Box](#), which you can use to adjust the **Height**, **Angle (Tilt)** and **Focal Distance (zoom)** of the **Camera**.

See also:

[Plane Builder Window](#)

Plane Walker Window: Floor Plan Area



The **Floor Plan** shows the 3D Space from above. Walls look like rectangles. Doors and windows look like wall segments. The [Camera Icon](#) moves about the **Floor Plan**.

Plane Walker Window: Full View Tool



- Shows the projection of the entire **3D Space** on the [Floor Plan](#).

Plane Walker Window: ZoomIn Tool



- Increases the size of walls seen in the [Floor Plan](#), but decreases the size of the area you see in the floor plan

Plane Walker Window: ZoomOut Tool



- Decreases the size of walls seen in the [Floor Plan](#), but increases the size of the area you see in the floor plan.

Plane Walker Window: Coordinate Box

Shows the **X** and **Y coordinates** of the cursor.

Floor Plan: Camera Icon



- Drag the **Camera Icon** around the floor plan to move the camera around the 3D Space.



- Drag the **body** of the **Camera Icon** to move the camera without changing the direction it is pointing.



- Drag the line end of the **Camera Icon** to lead the camera **by the nose** and swing the camera towards walls.

Walker Toolbox



The **Walker Box** is just a **Toolbox** which includes buttons for manipulating the camera, opening other windows and functions for working with [Pictures](#). In the [Guest Mode](#) the **Walker Box** contains **16 buttons** and in [Master Mode](#) - **28 buttons**: there are additional buttons for working with **pictures**, open/close the [Plane Builder Window](#), [Chooser Window](#) etc.

Walker: Rotate Camera Left Tool



- Swings the camera to the left. Zoom, height, and tilt remain the same.
(keypad **7**).

Press **Ctrl** to double the speed of the motion produced with the tool.

Walker: Move Camera Forward Tool



- Moves the camera forward. Zoom, Height, and Tilt remain the same.
(keypad **8** , up arrow).

Press **Ctrl** to double the speed of the motion produced with the tool.

Walker: Rotate Camera Right Tool



- Swings the camera to the right. Zoom, Height, and Tilt remain the same.
(keypad **9**).

Press **Ctrl** to double the speed of the motion produced with the tool.

Walker: Move Camera Up Tool



- Raises the camera. Zoom, Direction, and Tilt remain the same.
(keypad +).

Press **Ctrl** to double the speed of the motion produced with the tool.

Walker: Move Camera Left Tool



- Moves the camera left. Zoom, Height, and Tilt remain the same.
(keypad **4** , left arrow).

Press **Ctrl** to double the speed of the motion produced with the tool.

Walker: Move Camera Back Tool



- Moves the camera backward. Zoom, Height, and Tilt remain the same.
(keypad **5** , keypad **2** , down arrow).

Press **Ctrl** to double the speed of the motion produced with the tool.

Walker: Move Camera Right Tool



- Moves the camera right. Zoom, Height, and Tilt remain the same.
(keypad **6** , right arrow).

Press **Ctrl** to double the speed of the motion produced with the tool.

Walker: Restore Default Height Tool



- Moves the camera up or down to restore the default camera height. Zoom, Direction, and Tilt remain the same.

Walker: Tilt Camera Down Tool



- Tilts the camera down. Zoom, Direction, and Height remain the same.
(keypad **Delete**).

Press **Ctrl** to double the speed of the motion produced with the tool.

Walker: Restore Default Tilt Tool



- Tilts the camera up or down until it is level. Zoom, Direction, and Height remain the same.

Walker: Tilt Camera Up Tool



- Tilts the camera up. Zoom, Direction, and Height remain the same.
(keypad **Insert**).

Press **Ctrl** to double the speed of the motion produced with the tool.

Walker: Move Camera Down Tool



- Lowers the camera. Zoom, Direction, and Tilt remain the same.
(keypad -).

Press **Ctrl** to double the speed of the motion produced with the tool.

Walker: Zoom In Tool



- Zooms the camera in so that objects appear closer. Direction, Height, and Tilt remain the same.

Walker: Restore Default Zoom Tool



- Restores the default zoom. Direction, Height, and Tilt remain the same.

Walker: Zoom Out Tool



- Zooms the camera out so that objects appear farther away. Direction, Height, and Tilt remain the same.

Walker: Call "Plane Walker Window" Tool



- Selects [Plane Walker Window](#) (as if you clicked the window). If it is behind other windows, it is brought to the front.

Walker: View Object Tool



- Moves the camera directly in front of the **Selected Object**.

See also:

[Selected Object Toolbar: View Object Tool](#)



Tip

Present in [Master Mode](#) only.

Walker: Show True Image Tool



- Opens [HSB Image Window](#) to display the **Selected** [Picture](#). The **Picture** is displayed at its original size, and with its original colors.

See also:

[Selected Object Toolbar: Show True Image Tool](#)



Tip

Present in [Master Mode](#) only.

Walker: Move/Resize Object Tool



- Selects the **Move/Resize tool**. Use the **Move/Resize** cursor to **drag** a [Picture](#), [Picture Album](#), or [Movie](#) from one place to another on a wall, or from one wall to another. Click and drag the upper right corner of an object to **resize** it.



Tip

Presents in [Master Mode](#) only.

Walker: Delete Object Tool



Deletes the **selected object**.



Tip

Present in [Master Mode](#) only.

Walker: Play Sound Tool



- Plays the [Sound Clip](#) attached to a [Picture](#).

See also:

[Selected Object Toolbar: Play Sound Tool](#)



Tip

Present in [Master Mode](#) only.

Walker: Show Next Album Picture Tool



- Displays the next image in a [Picture Album](#).

See also:

[Selected Object Toolbar: Show Album Tool](#)



Tip

Present in [Master Mode](#) only.

Walker: Default Cursor Tool



- Selects the **Default Object Selection Cursor**.



Tip

Present in [Master Mode](#) only.

Walker: Write Walking Show Tool



- Records the **Walking Show** sequence.
The **Walking Show** sequence records until you click **Walking Show tool** once more.



Tip

Present in [Master Mode](#) only.

Walker: Reserved Tool



- Reserved Tool.



Tip

Present in [Master Mode](#) only.

Walker: Call Plane Builder Window Tool



- Replaces the [Plane Walker Window](#) with the [Plane Builder Window](#). If neither window is showing, displays the **Plane Builder** window.



Tip

Present in [Master Mode](#) only.

Walker: Call Chooser Window Tool



- Displays the [Chooser Window](#)



Tip

Present in [Master Mode](#) only.

Walker: Undo Tool



- Removes the result of the previous building operation. By clicking **Undo** repeatedly, you can undo all the operations you performed since opening (or creating) the 3D Space.

See also:

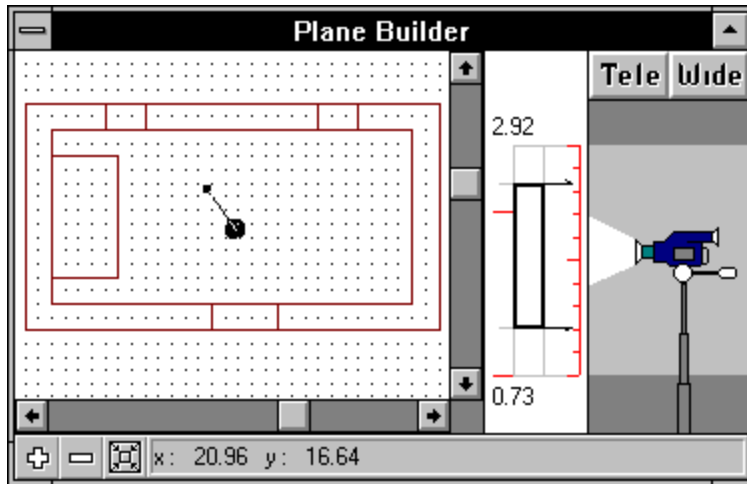
[Builder Toolbox: Undo Tool](#)



Tip

Present in [Master Mode](#) only.

Plane Builder Window



The **Plane Builder window** contains the [Floor Plan](#) where you build rooms for your 3D Space and **Coordinate Box** where you can see the cursor coordinates. This window includes the [Segment Height Control Box](#), which you use to control the height of the rooms you create, and to control the dimensions of sections you cut away to create room interiors, doors, and windows. The Plane Builder window also includes the [Camera Control Box](#), which you use to control the view of the 3D Space you are creating.

The red scale in the **Segment Height Control Box** shows the height of the **Virtual Space** in which you build your 3D Space. The bold rectangle in the control shows the vertical dimensions of new rooms that you place in the 3D Space. Before you draw a new room, drag the top arrow to specify the height of the room. Then create the room by drawing a box using the [AddBox](#) tool.

To create the interior of a room, drag the top and bottom arrows in the **Segment Height Control Box** slightly towards the middle and use the [RemBox](#) tool to draw a box inside the new room. The difference in height between the top of the room and the interior cutaway is the thickness of the ceiling, and the difference in height between the bottom of the room and interior cutaway is the thickness of the floor. You also adjust the top and bottom arrows to cutaway doors and windows with the **RemBox tool**.

See also:

[Plane Walker Window](#)

Plane Builder Window: Full View Tool



- Shows a projection of the entire **3D Space** on the [Floor Plan](#).

Plane Builder Window: ZoomIn Tool



- Increases the size of walls seen in the floor plan, but decreases the size of the area you see in the [Floor Plan](#).

Plane Builder Window: ZoomOut Tool

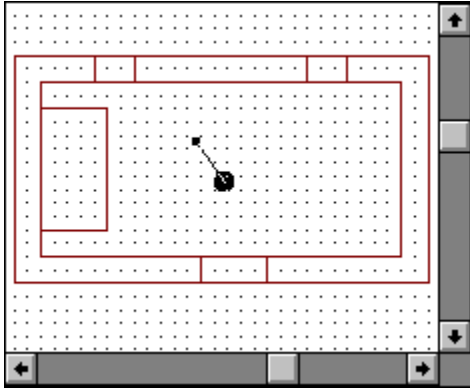


- Decreases the size of walls seen in the [Floor Plan](#), but increases the size of the area you see in the floor plan.

Plane Builder Window: Coordinate Box

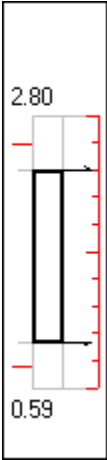
Shows the **X** and **Y coordinates** of the cursor.

Plane Builder Window: Floor Plan Area



The **Floor Plan** area shows the floor plan of the 3D Space. You draw the rooms, doors, and windows of your 3D Space in the **Floor Plan** area. The **Floor Plan** shows the 3D Space from above. You draw rooms as inner and outer rectangles seen from above. You draw doors and windows by removing sections of walls created by the inner and outer rectangles. The [Camera Icon](#) moves about the **Floor Plan**.

Segment Height Control Box



Use this **Box** to control the dimensions of sections.

Segment Height: Scale

Shows the height of the virtual space in which you build your 3D Space.

Segment Height: Top Handle

Specifies the top level of the building construction.

Segment Height: Top Indicator

Displays the top level of the buildings construction.

Segment Height: Bottom Handle

Specifies the bottom level of the buildings construction.

Segment Height: Bottom Indicator

Displays the bottom level of the buildings construction.

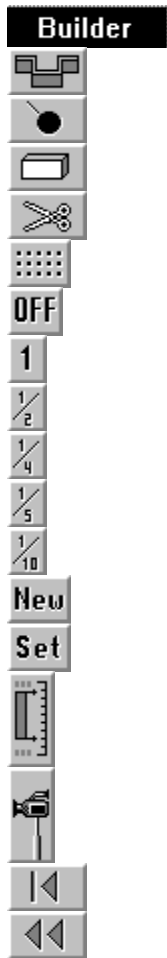
Segment Height: Position Handle

Specifies the vertical position of buildings construction.

Segment Height: Mark

Two additional red marks appear on the left side of the height line, that show the height of the wall selected in the [3D Window](#).

Builder Toolbox



The **Builder** consists of buttons for construction functions, coordinate grid parameters, plan rescaling in the [Plane Builder Window](#), and a button that switches to the mode where the camera is moved through the 3D Space using the camera icon.

Builder: AddWall Tool



- Selects the **Add Wall tool**, which you can use to create the walls in the 3D Space.

Use the [Segment Height Control Box](#) to specify the height of the wall, then click Add Wall and draw the wall in the floor plan. See [How to Build a 3D Space](#) for instructions.

If you want to drag the **Camera Icon** around the floor plan without creating an exterior, push **<Ctrl>** key.

Builder: Mover Tool



- Selects the Walker tool, which you can use to drag the [Camera Icon](#) around the [Floor Plan](#).

Builder: AddBox Tool



- Selects the **Add Box tool**, which you can use to create the exterior of rooms in the 3D Space.

Use the [Segment Height Control Box](#) to specify the height of the room, then click Add Box and draw the room exterior in the floor plan. See [How to Build a 3D Space](#) for instructions.

If you want to drag the **Camera Icon** around the floor plan without creating an exterior, push **<Ctrl>** key.

Builder: RemBox Tool



- Selects the **Remove Box Tool**, which you can use to create the interior of a room, or to remove a section of a wall to create a door or window. Use the [Segment Height Control Box](#) to specify the vertical dimensions of the room interior, door, or window, and then click **Remove Box** and draw the room interior, door, or window in the floor plan. See [How to Build a 3D Space](#) for instructions.

If you want drag the **Camera Icon** around the floor plan without creating a interior, push **<Ctrl>** key.

Builder: ZoomIn Tool



- Increases the size of walls seen in the [Floor Plan](#), but decreases the size of the area you see in the floor plan.

Builder: ZoomOut Tool



- Decreases the size of walls seen in the [Floor Plan](#), but increases the size of the area you see in the floor plan.

Builder: Set Coordinate Grid Tool




- Changes the **Grid** shown with the [Floor Plan](#).

Switches between Grid types:

Dots - Draws the floor plan grid as a pattern of black dots.

None - Removes the floor plan grid;

Builder: Snap Off Tool

 - Turns off the **snap-to-grid** feature so that you can draw a wall edges anywhere on the [Floor Plan](#) grid.

Builder: Snap to Grid Tool

1 - Forces the edges of a new wall to align with the [Floor Plan](#) grid.

Builder: Snap to 1/2 Grid Tool



- Forces the edges of a new wall to align with a **snap-to grid** where each visible grid square contains **four snap-to grid squares**.

Builder: Snap to 1/4 Grid Tool



- Forces the edges of a new wall to align with a **snap-to grid** where each visible grid square contains **sixteen snap-to grid squares**.

Builder: Snap to 1/5 Grid Tool



- Forces the edges of a new wall to align with a **snap-to grid** where each visible grid square contains **twenty-five snap-to grid squares**.

Builder: Snap to 1/10 Grid Tool



- Forces the edges of a new wall to align with a **snap-to grid** where each visible grid square contains **one hundred snap-to grid squares**.

Builder: Open New 3D Space Tool

 - Opens **New Untitled 3D Space**.

Builder: Settings Tool

Set - Displays the [Builder Setting Dialog Box](#), which you can use to set several important dimensions. All dimensions are measured in meters, and entered in decimal form. Maximal length and width values do not exceed 63 m. Height is calculated from ground level.

Builder: Full View Tool



- Shows the projection of the entire **3D Space** on the [Floor Plan](#).

Builder: Camera Control Box On/Off Tool



- Hides and Restores the [Camera Control Box](#) in the [Plane Builder Window](#).

Builder: Segment Height Control Box On/Off Tool



- Hides and Restores the [Segment Height Control Box](#) in the [Plane Builder Window](#).

Builder: Undo Tool



- Removes the effect of the previous 3D Space-building operation. By clicking **Undo** repeatedly, you can undo all the operations you performed since opening (or creating) the 3D Space.

See also:

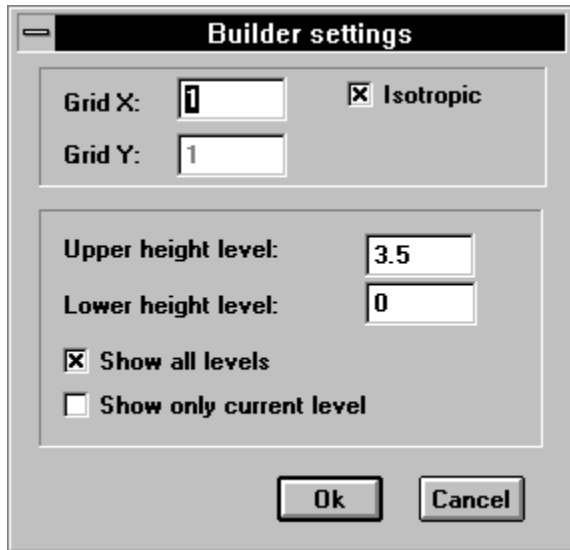
[Walker Toolbox: Undo](#)

Builder: Restore Tool



- **Undo all** of the operations you performed since opening (or creating) the 3D Space.

Builder Settings Dialog Box



The image shows a dialog box titled "Builder settings". It contains several input fields and checkboxes. The "Grid X" field is set to 1, and the "Grid Y" field is also set to 1. The "Isotropic" checkbox is checked. The "Upper height level" field is set to 3.5, and the "Lower height level" field is set to 0. The "Show all levels" checkbox is checked, and the "Show only current level" checkbox is unchecked. At the bottom of the dialog box, there are "Ok" and "Cancel" buttons.

Grid X:	1	<input checked="" type="checkbox"/> Isotropic
Grid Y:	1	
Upper height level:	3.5	
Lower height level:	0	
<input checked="" type="checkbox"/> Show all levels		
<input type="checkbox"/> Show only current level		

Ok Cancel

Use this **Dialog box** to determinate some main 3D Space dimensions. All dimensions are measured in meters and input in decimal form. Maximal length and width values cannot exceed 63 m. Height is calculated from the earth level.

Builder Settings: Grid X

Sets **X** - coordinate grid dimension (in meters).

Builder Settings: Grid Y

Sets **Y** - coordinate grid dimension (in meters).

Builder Settings: Isotropic

If user sets **Isotropic** mode it is to input only one parameter **Grid X**. It is significant that the grid is displayed only when scale and screen resolution make it visible as a grid, and not a mass of unseperated pixels. In other words, the grids cells should not be too little.

Builder Settings: Upper Height Level

Delimits the **Upper Level** of a **3D Space** in conditional units, which is shown on the [Builder Floor Plan](#).

Builder Settings: Lower Height Level

Delimits the **Lower Level** of a **3D Space** in conditional units, which is shown on the [Builder Floor Plan](#).

Builder Settings: Show All Levels

Selecting this option shows the [Builder Floor Plan](#) of the whole 3D Space. The **Floor Plan** shows the 3D Space from above.

Builder Settings: Show Only Current Level

Selecting this option shows only part of the **3D Space**, between the **Upper** and **Lower Levels**, on the [Builder Floor Plan](#). The **Floor Plan** shows the part of the 3D Space between Upper and Lower Levels from above.

Builder Settings: OK



- Closes **Builder Settings Dialog Box** and saves new parameters.

Builder Settings: Cancel

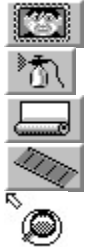


- Closes **Builder Settings Dialog Box** without changes.


Chooser Window (Picture, Airbrush, Wallpaper, Movie)

The **Chooser window** shows thumbnail images of [Pictures](#), [Wallpapers](#), and [Movies](#) which you can place on walls. The **Chooser window** also shows colors for painting walls, ceilings, and floors.

Chooser Window Toolbar:




The **On-Line Help Box** shows the name of the tool or image file under the cursor.

To attach a **picture** to a 3D Space wall, click the  [Picture tool](#) and drag the **picture image** from the **Chooser window** to a 3D Space wall.

To create a [Picture album](#), click the  [Picture tool](#) and drag two or more **Picture Images** from the **Chooser window** to the same spot on a 3D Space wall.

To create a **Movie**, click the  [Movie tool](#) and drag any of the movie images from the **Chooser window** to a 3D Space wall.

To **Paint** a wall, ceiling, or floor, click the  [Airbrush tool](#) and drag the color you want to use from the **Chooser window** to a 3D Space wall.

To place **Wallpaper** on the surface of a 3D Space wall, click the  [Wallpaper tool](#) and drag a wallpaper image to the wall surface.

Chooser: Picture Tool



- Selects the [Picture Mode](#) and displays thumbnail images of the [Picture](#) in the currently selected **picture** directory.

Chooser: Airbrush Tool



- Selects the [Airbrush Mode](#) and displays the palette of colors you can use to paint 3D Space walls, ceilings, and floors.

Chooser: Wallpaper Tool



- Selects the [Wallpaper Mode](#) and displays thumbnail images of the [Wallpaper](#) patterns in the currently selected wallpaper directory.

Chooser: Movie Tool



- Selects the [Movie Mode](#) and displays thumbnail images of the [Movie](#) frame images in the currently selected movie directory.

Chooser: Help



- Activates Chooser Topic Help.

Chooser: Object List

This list contains six thumbnail images when the **Fast Chooser Preview Image** option in the [HSB Settings dialog box](#) from the 3D Space Window menu is disabled, or more when the Fast Chooser preview image option is enabled.

Chooser: Palette Entry

This area contains 256 thumbnail images of the Palette.

Chooser: On Line Help

This box shows the name of the tool or image file under the cursor.

Chooser: Picture Mode



To attach a **picture** to a wall, click the **Picture Image** and drag it from the Chooser window to a wall. To create a [Picture Album](#), drag two or more **picture images** from the **Chooser window** to the same spot on a wall.



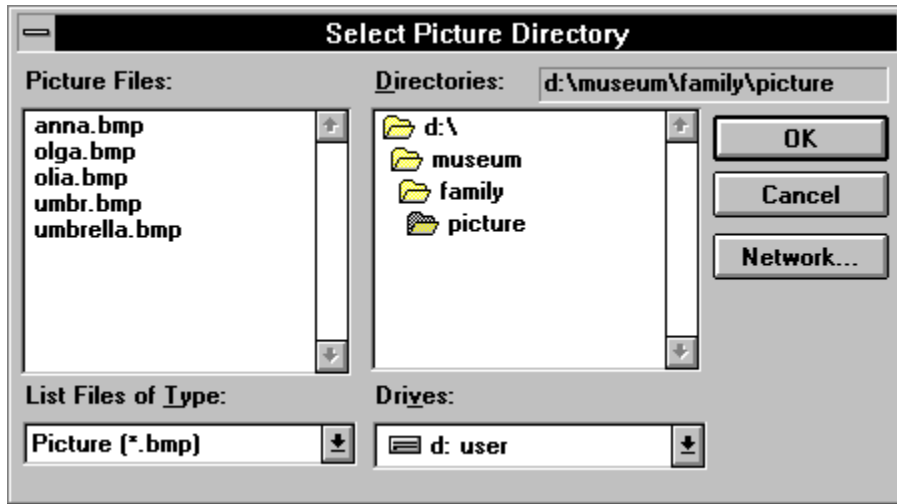
- Cursor style in the **Picture Mode**.

Chooser: Select Directory Tool (Picture Mode)



- Displays the [Select Picture Directory Dialog Box](#), which you can use to select a directory that contains [Picture](#) images. Select the first **Picture** file for loading into **Chooser Window**.

Select Picture Directory Dialog Box



This dialog box is similar to the standard **Windows Open** dialog box. Locate and select an image file to make the directory containing the file into the current [Picture](#) directory.

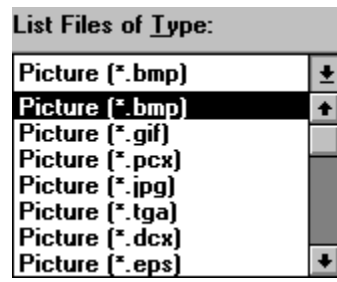
Select Picture: File Name

Is a standard **Windows File Name List**. Double-click a **File Name** to select and load a [Picture](#) file.

Select Picture: Directories

Is a standard **Windows Directory List**. Double-click a **Directory name** to select and open the directory. The name of the selected directory appears above the list.

Select Picture: List File of Type



- Shows the **kind** of files listed in the **File List**.

Select Picture: Drives



- Is a standard **Windows Drives List**. Select the drive containing **Pictures** from this list.

Select Picture: OK



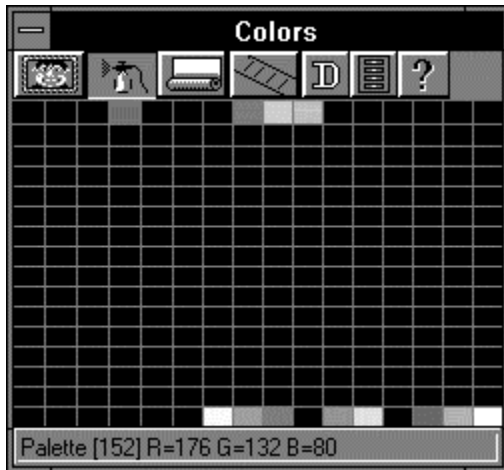
- Closes **Select Picture Directory** dialog box and loads the selected [Picture](#) into the Chooser Window.

Select Picture: Cancel



- Closes **Select Picture Directory** dialog box without browsing.

Chooser: Airbrush Mode



To paint a wall, ceiling, or floor, drag the color you want to use from the **Chooser window** to any surface.



- Cursor style in **Airbrush Mode**.

Chooser: Wallpaper Mode



To place wallpaper on the surface of a wall, drag the wallpaper image from the chooser window to the surface.



- Cursor style in **Wallpaper Mode**.

Chooser: Wallpaper Detail Tool



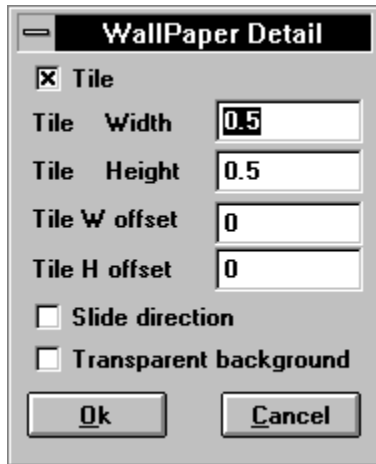
- Displays the [Wallpaper Detail Dialog Box](#), which is used for advanced wallpaper functions.

Chooser: Select Directory Tool (Wallpaper Mode)



- Displays the [Select Wallpaper Directory Dialog Box](#), which is used to select a directory containing Wallpaper images. Sselect the first Wallpaper file for loading into **Chooser Window**.

Wallpaper Detail Dialog Box



Use this dialog box to control whether a [Wallpaper Image](#) is tiled on a wall surface, or stretched and compressed to fill the wall surface. If you choose to tile **Wallpaper**, you can control the size of the tiles, and the placement of the tiles relative to the lower left corner of the wall surface.

Wallpaper Detail: Tile

Select to cover a wall surface with tiled [Wallpaper Images](#). Deselect to fill wall surface with one tile of the selected wallpaper.

Wallpaper Detail: Tile Width

Specifies whether the tiled image is stretched or squished in width. A value of 1 means that the image is neither stretched or squished. A value of 10 means that the width of the image is stretched by a factor of ten.

Wallpaper Detail: Tile Height

Specifies the whether the tiled image is stretched or squished in height. A value of 1 means that the image is neither stretched or squished. A value of 10 means that the height of the image is stretched by a factor of ten.

Wallpaper Detail: Tile W offset

Specifies the horizontal offset (shift) of the first tile placed in the lower left corner of the wall surface. A value of .5 shifts the first tile to the left by 1/2 the image size.

Wallpaper Detail: Tile H offset

Specifies the vertical offset (shift) of the first tile placed in the lower left corner of the wall surface. A value of .5 shifts the first tile down by 1/2 the image size.

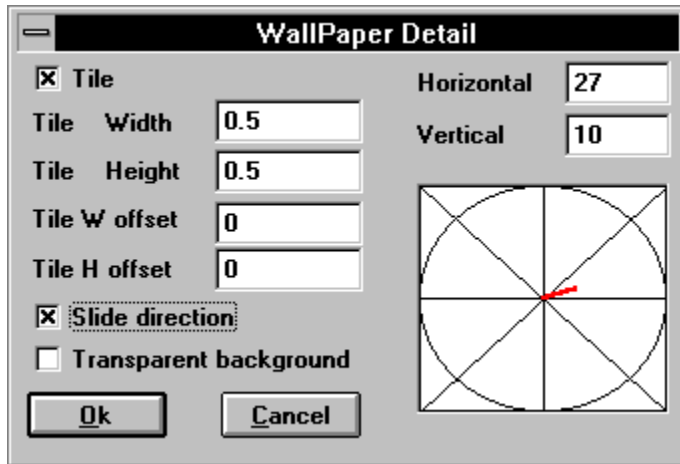
Wallpaper Detail: Slide Direction

This option moves the [Wallpaper Image](#) (or images when tiled) across the wall, ceiling, or floor. Selecting this option displays the [Extended Wallpaper Detail Dialog Box](#), which is used to select the direction and speed of images moving across the wall, ceiling, or floor.

Wallpaper Detail: Transparent Background

This option sets transparent color for Image - RGB[0,0,0].

Extended Wallpaper Detail Dialog Box



Use this dialog box to control whether a [Wallpaper Image](#) is tiled on a wall surface, or stretched and compressed to fill the wall surface. If you choose to tile **Wallpaper**, you can control the size of the tiles, and the placement of the tiles relative to the lower left corner of the wall surface. You can also select the direction and speed of images moving across the wall, ceiling, or floor.

Extended Wallpaper Detail: Slide Direction

Deselecting this option displays the [Wallpaper Detail Dialog Box](#), which is used to control whether a [Wallpaper Image](#) is tiled on a surface, or stretched and compressed to fill the surface. If you choose to tile **Wallpaper**, you can control the size of the tiles, and the placement of the tiles relative to the lower left corner of the wall surface.

Extended Wallpaper Detail: Direction/Speed Selector

Click inside the **Direction/Speed Selector** to select the direction that the [Wallpaper Image](#) (when untiled) or images (when tiled) moves across the wall, ceiling, or floor. The length of the direction line determines the speed with which the image tiles move.

Extended Wallpaper Detail: Horizontal

Shows the x value of the **Direction/Speed** setting. **X** values range from minus 100 to 100. Enter a number from -100 to 100 to change the X value.

Extended Wallpaper Detail: Vertical

Shows the y value of the Direction/Speed setting. **Y** values range from minus 100 to 100. Enter a number from -100 to 100 to change the **Y** value.

Wallpaper Detail: OK



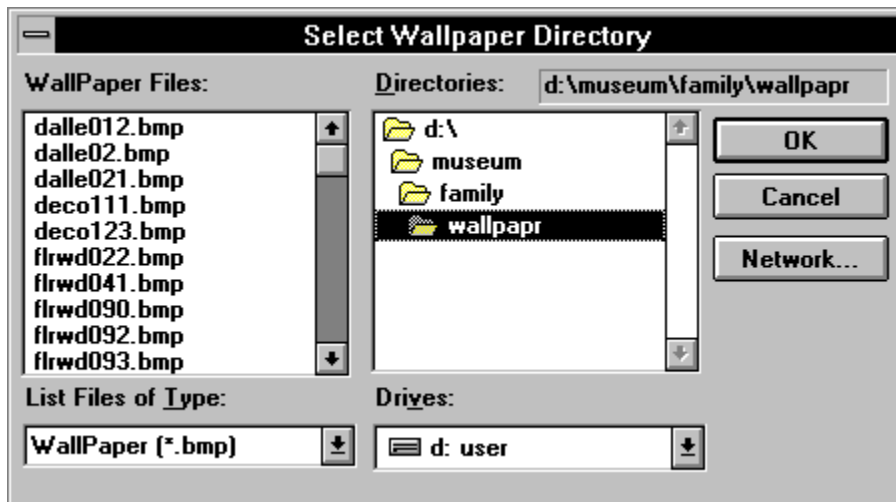
- Closes the **Wallpaper Setup Box** and saves new parameters.

Wallpaper Detail: Cancel



- Closes the **Wallpaper Setup Box** without saving.

Select Wallpaper Directory Dialog Box



This dialog box is similar to the standard Windows **Open** dialog box. Select a Wallpaper image file to select the directory as the current [Picture](#) directory.

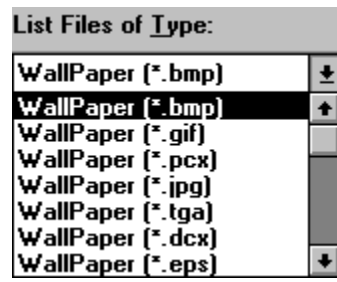
Select Wallpaper: File Name

Is a standard **Windows File Name List**. Double-click a **File Name** to select and load **Wallpaper File**.

Select Wallpaper: Directories

Is a standard **Windows Directory List**. Double-click a **Directory** name to select and open the directory. The name of the selected directory appears above the list.

Select Wallpaper: List File of Type



- Shows the **kind** of files listed in the **File list**.

Select Wallpaper: Drives



- Is a standard **Windows Drives List**. Select the drive containing **Wallpapers**.

Select Wallpaper: OK



- Closes **Select Wallpaper Directory Dialog Box** and loads the selected [Picture](#) into the **Chooser Window**.

Select Wallpaper: Cancel



- Closes **Select Wallpaper Directory Dialog Box** without browsing.

Chooser: Movie Mode



To create a [Movie](#), drag any one of the movie images from the Chooser window to a wall.



- Cursor style in the **Movie Mode**.

Chooser: Movie Detail Tool



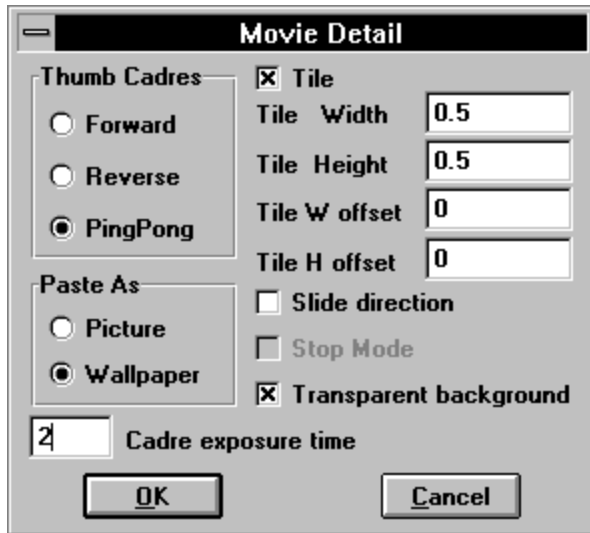
- Displays the [Movie Detail Dialog Box](#), which you can use to specify how the movie images are sequenced to create a [Movie](#). The **Movie Detail Dialog Box** also contains an option for placing a **Movie** as [Wallpaper](#), which fills a wall, ceiling, or floor with the movie images.

Chooser: Select Directory Tool (Movie Mode)



- Displays the [Select Movie File Dialog Box](#), which is used to select a directory containing [Movie](#) images. Select first Movie file for loading into **Chooser Window**.

Movie Detail Dialog Box



Use this dialog box to control whether a [Movie](#) plays forward, backward, or alternates between playing forward and backward. Also use this dialog box to select whether a movie plays in a frame or stretches to fill a wall surface.

Movie Detail: Forward

Plays [Movie](#) images in the order of their sequence numbers.

Movie Detail: Reverse

Plays [Movie](#) images in the reverse order of their sequence numbers.

Movie Detail: Ping-Pong

Alternates between playing a [Movie](#) forward and reverse.

Movie Detail: Paste as Picture

Plays a [Movie](#) in a frame that is the same size as the frame images.

Movie Detail: Paste as Wallpaper

Stretches a [Movie](#) frame to fill a wall surface.

Movie Detail: Stop Mode

Paste [Movie](#) as a [Picture Album](#) without playing it.

Movie Detail: Cadre Exposure Time

Determines the amount of time each [Movie](#) frame is displayed. Lower exposure time values display frames faster and higher values display frames slower.

Movie Detail: Tile

Select to cover a wall surface with tiled [Movie](#) images. Deselect to fill wall surface with selected **Movie Image**.

Movie Detail: Tile Width

Specifies whether the tiled [Movie](#) image is stretched or squished in width. A value of 1 means that the image is neither stretched or squished. A value of 10 means that the width of the image is stretched by a factor of ten.

Movie Detail: Tile Height

Specifies whether the tiled [Movie](#) image is stretched or squished in height. A value of 1 means that the image is neither stretched or squished. A value of 10 means that the height of the image is stretched by a factor of ten.

Movie Detail: Tile W offset

Specifies the horizontal offset (shift) of the first tile placed in the lower left corner of the wall surface. A value of .5 shifts the first tile to the left by 1/2 the image size.

Movie Detail: Tile H offset

Specifies the vertical offset (shift) of the first tile placed in the lower left corner of the wall surface. A value of .5 shifts the first tile down by 1/2 the image size.

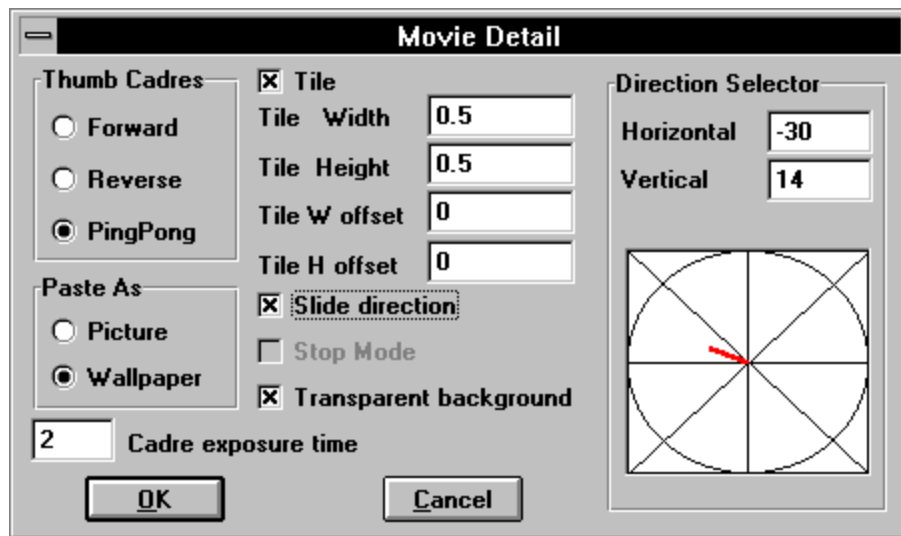
Movie Detail: Slide Direction

With `Movie` as `Wallpaper` selected, this option moves the movie across the wall, ceiling, or floor. Selecting this option displays the [Extended Movie Detail Dialog Box](#), which you use to select the direction and speed of images moving across the surface.

Movie Detail: Transparent Background

This option sets transparent color for image - RGB[0,0,0].

Extended Movie Detail Dialog Box



Use this dialog box to control whether a [Movie](#) plays forward, backward, or alternates between playing forward and backward. Also use this dialog box to select whether a movie plays in a frame or stretches to fill a wall surface. You can also select the direction and speed of images moving across the surface.

Extended Movie Detail: Slide Direction

Deselecting this option displays the [Movie Detail Dialog Box](#), which you use to control whether a [Movie](#) plays forward, backward, or alternates between playing forward and backward. Also use this dialog box to select whether a movie plays in a frame or stretches to fill a surface.

Extended Movie Detail: Direction/Speed Selector

Click in the Direction/Speed Selector to select the direction that the [Movie](#) images move across the wall, ceiling, or floor. The length of the direction line determines the speed with which the image tiles move across the surface.

Extended Movie Detail: Horizontal

Shows the **X** value of the Direction/Speed setting. **X** values range from minus 100 to 100. Enter a number from -100 to 100 to change the **X** value.

Extended Movie Detail: Vertical

Shows the **Y** value of the Direction/Speed setting. **Y** values range from minus 100 to 100. Enter a number from -100 to 100 to change the **Y** value.

Movie Detail: OK



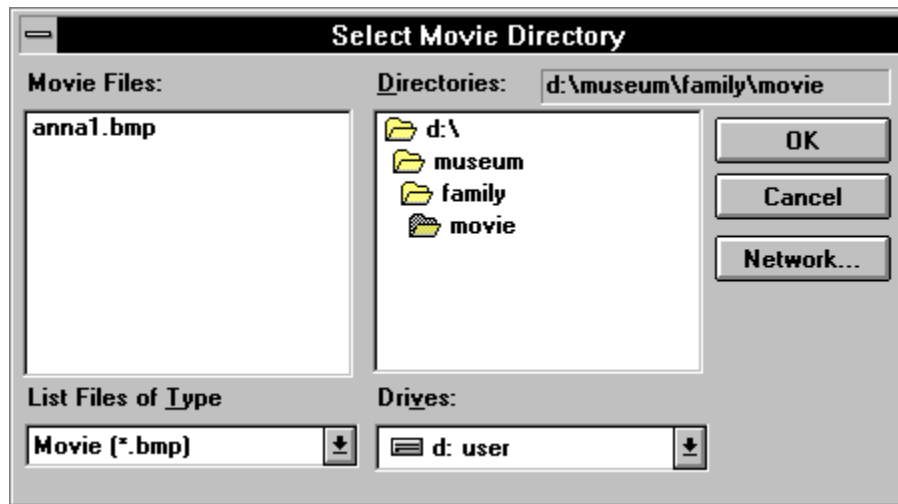
- Closes **Wallpaper Setup Box** and saves new parameters.

Movie Detail: Cancel



- Closes **Wallpaper Setup Box** without saving parameters.

Select Movie Directory Dialog Box



This dialog box is similar to the standard Windows Open dialog box. Locate and select an image in a [Movie](#) sequence to select the movie images in the selected directory as the current movie.

A **Home Space Builder Movie** is a sequence of two or more image files in the same directory that have file names with the same beginning characters followed by a sequence number.

For example, the Home Space Builder interprets the following image files as eleven frames of a movie:

myflik01.bmp myflik02.bmp myflik03.bmp myflik04.bmp myflik05.bmp myflik06.bmp
myflik07.bmp myflik08.bmp myflik09.bmp myflik10.bmp myflik11.bmp

When played as a movie, **Home Space Builder Movie** displays each image file in sequence, beginning with myflik01.bmp, then myflik02.bmp, then myflik03.bmp, and so on.

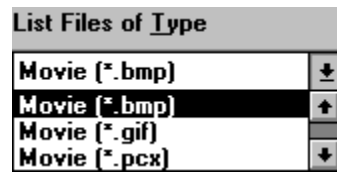
Select Movie: File Name

Is a standard **Windows File Name List**. Double-click a **File Name** to select and load **Movie file**.

Select Movie: Directories

Is a standard **Windows Directory List**. Double-click a **Directory name** to select and open the directory. The name of the selected directory appears above the list.

Select Movie: List File of Type



- Shows the only **kind** of files listed in the **File list**.

Select Movie: Drives



- Is a standard **Windows Drives List**. Select the drive containing **Movies**.

Select Movie: OK



- Closes **Select Movie Directory Dialog Box** and loads the selected movie in the **Chooser Window**.

Select Movie: Cancel



- Closes **Select Movie Directory Dialog Box** without browsing.

HSB Image Window



The **HSB Image Window** displays [Picture](#) in its original size and with its original colors. To display a **Picture** in the **HSB Image Window**, select the **picture** in the [3D Space Window](#), and click the **Show True Image Tool** in the **Selected Object Toolbar**, or select **Show True Image Tool** from [Walker Toolbox](#) and click on the **Picture**. To close the **HSB Image Window**, double-click the **System menu icon** at the upper left corner of the window, or select **Close** item in the **System Menu**.

Imager: View Area

Displays the current **Image** in its original size and with its original colors.

Imager: Exit



- Quits **HSB Imager** and returns to **HSB**.

Imager: Zoom In Tool



- Increases the size of the current **Image**.

Imager: Zoom Out Tool



- Decreases the size of the current **Image**.

Imager: Real Size Image Tool



- Displays the real size **Image**.

Imager: Change Image Attributes Tool



- Displays the [Image Attributes Dialog Box](#), which you can use to change the **Brightness** and **Contrast** of the **Image**. You can also set the **Gamma Correction** to compensate for non-linear response of the video display.

Imager: Save Image Tool



- Displays the [Save Image File Dialog Box](#), which you can use to save the current Image under a different name. To save changes to the current **Image**, do not change the name in the **File Name** box and Click **Yes** when asked whether you want to replace the current file.

Imager: Attached Text Box

This box contains the beginning of the [Object Description](#) for the selected object.

Imager: Help Tool



- Activates Imager Topic Help.

Imager: File Name Box

Contains **File Name** of current **Image**.

Imager: Palette Box

Contains the Number of colors for current **Image**.

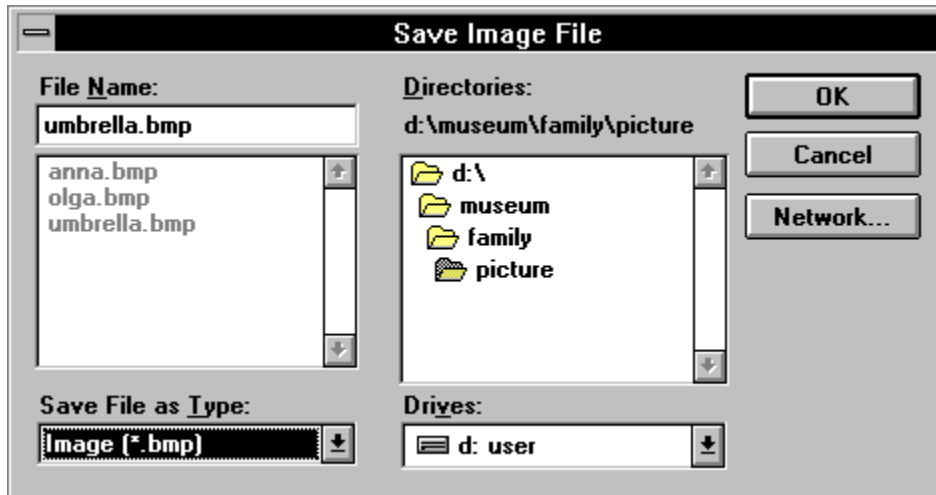
Imager: Image Size Box

Contains the Width and Height, in pixels for the **Image**.

Imager: On-Line Help Box

Displays a brief description of the function of the tool under the cursor.

Save Image File Dialog Box



Use this dialog box and select the **Image File** name you want to save the current **Image** under.

Save Image: File Name

Is a standard **Windows File Name List**. Double-click a **File Name** to select **Image file**. The name of the selected **Image** appears above the list.

Save Image: Directories

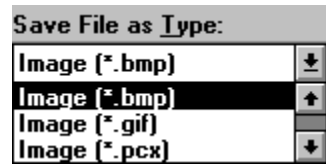
Is a standard **Windows Directory List**. Double-click a **Directory name** to select and open the directory. The name of the selected directory appears above the list.

Save Image: Drives



- Is a standard **Windows Drives List**. Select the drive that contains the directory in which you want to save the **Image** file.

Save Image: List File of Type



- Shows the **kind** of files listed in the **File List**.

Save Image: OK



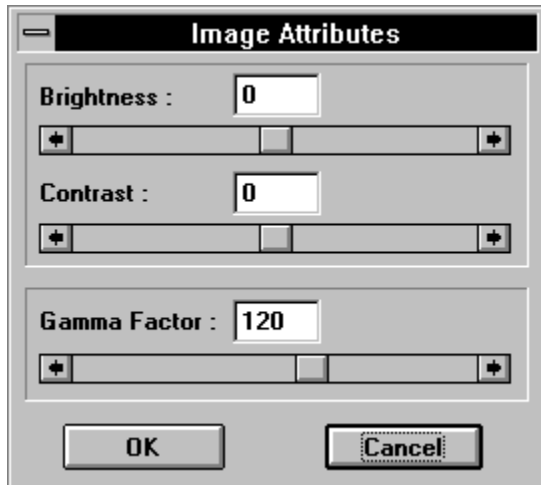
- Closes **Save Image File** dialog box and saves current **Image** into selected file.

Save Image: Cancel



- Closes **Save Image File Dialog Box** without saving.

Image Attributes Dialog Box



Use this **dialog box** to change the **Brightness** and **Contrast** of the **Image**. You can also set the **Gamma Correction** to compensate for the non-linear response of the video display.

Image Attributes: Brightness

Contains the **Brightness** value for the current **Image**. The **Contrast** value has a range from -127 to 127.

Image Attributes: Brightness Control

Is a standard **Windows Scroll Bar**. Horizontal scroll bar is used to change **Brightness** value.

This function sets **Brightness** value for the current **Image**. The **Brightness** value has a range from -127 to 127.

Image Attributes: Contrast

Contains the **Contrast** value for the current **Image**. The **Contrast** value has a range from -127 to 127.

Image Attributes: Contrast Control

Is a standard **Windows Scroll Bar**. Horizontal scroll bar used to change **Contrast** value. This function sets **Contrast** value for the current **Image**. The **Contrast** value has a range from -127 to 127.

Image Attributes: Gamma Factor

Contains the current **Gamma** value. The value must be in the range from 0 to 200 which represents a **Gamma** value from 0 to 2.0. Setting the **Gamma** to 0 will turn off **Gamma Correction**. The Default **Gamma** value is 120. Images will look better on the screen with **Gamma Correction** since this compensates for the non-linear response of the video display.

Image Attributes: Gamma Factor Control

Is a standard **Windows Scroll Bar**. Horizontal scroll bar is used to change **Gamma Correction** value. The value must be in the range of 0 to 200 which represents a **Gamma** value from 0 to 2.0. Setting the **Gamma** to 0 will turn off **Gamma Correction**. The Default **Gamma** value is 120.

Image Attributes: OK



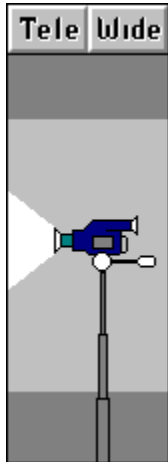
- Closes **Image Attributes** dialog box and saves current **Gamma** value.

Image Attributes: Cancel



- Closes **Image Attributes** dialog box without changing value.

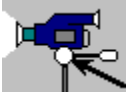
Camera Control Box



The **Camera Control Box** is a representation of a video camera that you can adjust with your mouse or with the [Walker Toolbox](#) to change the **Height, Angle (Tilt)** or **Focal Distance (zoom)** of the camera.

Focal Distance is the distance at which a camera is focused. At a long distance, the camera has a narrow field of view. At a short distance, the camera has a wide field of view. You can adjust the HSB camera focal distance with the Tele and Wide settings. Tele sets a long focal distance with a narrow field of view. Wide sets a short focal distance with a wide field of view.

Camera Control: Height



- Drag the camera handle up and down to move the camera up and down.

Camera Control: Tilt



- Drag the camera handle up and down to tilt the camera down and up.

Camera Control: Tele

Tele - Click to **Zoom In**.

Camera Control: Wide

Wide - Click to **Zoom Out**.

