

Form and Function  
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Dear Extreme 3D user,  
Welcome to the Wraptures Extreme 3D CD-ROM. On this disc you will find a wonderful selection of 70 searchless files able to portray textures from the Wraptures One and Two texture libraries. Wraptures were especially designed to be used as 3D textures in the Windows File Manager or Extreme 3D application. You can also use Wraptures as 3D BIF files in the brush painter and basic graphic source material in Adobe Photoshop, Kudo Catalog Designer, and the Wraptures also make great video and multimedia backgrounds for your presentation and the Macromedia Director, Aldus Persuasion, or Microsoft PowerPoint. Each texture on this disc is provided in its medium resolution format with an associated bump map or transparency map. A video/multimedia background of the Wraptures is included. For details on how to purchase textures in their highest resolution format, please call 1-800-779-5474 with 415-664-4010; or fax 415-664-4030; or E-mail us at WRAPTURES@AOL.COM. See the "Samples" directory for a complete preview of the entire Wraptures library and our other fine products.

Thanks for trying Wraptures,  
Jonathan Gibson, President

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### READ ME for Windows Version of Wraptures Extreme 3D CD-ROM

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This document contains the following sections:

- "Quick Start" -- describes how to view the Wraptures and explains the naming convention.
- "The CD-ROM Directory" -- This section describes the 8 Beams of this disc given a base name followed by a 3 digit number for the Wraptures. You must send in your Extreme 3D registration card for a license to use these textures.

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### QUICK START

You can either use the interactive Kudo Catalog Designer to view the Wraptures. Or you can open them and copy them like any Windows file with the Windows File Manager.

Using the Kudo Catalog Reader to view Wraptures

1. Depending on the contents of your system, you may need to remove the Kudo Catalog Reader off of the CD-ROM. If you cannot remove the Reader, use the WRAPTURE.E3D drive (probably drive "d") and the installer program will install the Kudo Catalog Reader, requiring approximately 2.6 MB of disk space.

2. In the Windows File Manager, you can navigate to the directory WRAPTURE.E3D. If you have the brush painter or Photoshop, Kudo Catalog Designer, or the Kudo Catalog Reader installed, you can click on the project icon and the Kudo Catalog Reader will open.

3. View any of the Wraptures by clicking on its name. Selecting "Display Original" from the menu bar will display the texture in its associated resolution. Please call 1-800-779-5474 with 415-664-4010; or fax 415-664-4030; or E-mail us at WRAPTURES@AOL.COM.

4. Get information on a Wrapture file by selecting the "Info" button at the top of the Catalog. The info box will display the file size, and its file type.

-Viewing Wraptures with an Associated Application  
The Wraptures files are provided in BMP file format. To view the files, you can use the Windows File Manager to view it in its associated application and use the "File" menu to "Open" the file.

-Naming Convention of the Wraptures files:  
The Wraptures are explained in the naming convention. Each Wrapture is named with the computer name used to comply with the 8.3 Windows file naming convention. The 8 Beams of this disc are given a base name followed by a 3 digit number for the Wraptures. You must send in your Extreme 3D registration card for a license to use these textures. The file name "SKN03" where SKN is the 3 letter code for the Wrapture and 03 represents "Leopard 1.0"'s absolute place within the 8 Beams.

Since each texture is provided in 7 different bit depths, each texture file also contains a 2 letter code at the end of the file name to indicate the texture type and size. The codes are as follows:  
Size/Resolution Codes

M = medium size/resolution 512x256 or 256x256 pixels  
S = small size/resolution 256x128 or 128x128 pixels

V= video size/resolution 640x480 pixels

\*L= large size/resolution 1024x512 or 512x512 pixels (4x the medium image resolution) is available by ordering the full version.

BitDepth/Type Codes

1 = 32 bit

2 = 8 bit

B = bump map type

T = transparency map type

Using the base name from above, if you want the following files:

SKN03-M1.BMP (medium res/size, 32-bit)

SKN03-M2.BMP (medium res/size, 8-bit)

SKN03-MB.BMP (medium res/size, bump map transparency map)

SKN03-S2.BMP (small res/size, 8-bit)

SKN03-SB.BMP (small res/size, bump map)

SKN03-V1.BMP (video res/size, 32-bit)

SKN03-V2.BMP (video res/size, 8-bit)

“WRAP\_E3D.KDB” file:

This is a Kudo Catalog of the Wraptures texture Catalog Reader. See above on how to install a Catalog Reader.

“READ\_ME.TXT” file:

This is the Read Me file for the Kudo Catalog Reader describes what the installation does to your Windows.

“LICENSE.TXT” file:

This file gives the software licensing agreement.

“INSTALL.INS” file:

This file describes the SKN03 folder installation of the Kudo Catalog Reader.

“WINSTALL.EXE” file:

This is the installation file for the Kudo Catalog Reader. It is located in the SKN03 folder. It is a small file, so you can copy it from the CD-ROM to your hard drive.

“WIN\_KUDO” directory:

This contains the support files used by the WIN\_KUDO Catalog Reader onto your own Hard-Drive. It also contains the Catalog Reader that allows you to launch the “WRAP\_E3D.KDB” file.

The textures on this disc reside in category directories close to its user-friendly long name as possible within the limit of the Windows naming convention. Simple category names are “SKIN”, “BRICK”, “CONCRETE”, and “ASTRO” for astronomy.

You can see and access all the category directories from the root level of the CD-ROM “WOOD” directories:

Within each category directory are the specific texture folders. Each directory holds the 5-7 different texture files described above. The names of the texture folders include the texture category number and are therefore shorter than the category directory names. For example, inside the “CONCRETE” directory is the “CONCRT-5” texture directory. Inside this directory are the files: “CON05-M1.BMP”, “CON05-M2.BMP”, “CON05-MB.BMP”, and “CON05-V1.BMP” described above.

### CD-ROM DIRECTORY

The following is a description of the files and folders on the WRAPTURE.E3D CD-ROM.

“WRAP\_E3D.TXT” file:

This is the file you are reading now. It is on this disc.

“SAMPLES” directory: This directory name is as close to its user-friendly long name as possible within the limit of the Windows naming convention. Simple category names are One & Two, and V.

“ASTRO” directory: This directory name is as close to its user-friendly long name as possible within the limit of the Windows naming convention. Simple category names are One & Two, and V.

“WOOD” directories:

These are the category folders for the textures. Each directory holds the 5-7 different texture files described above.

The names of the texture folders include the texture category number and are therefore shorter than the category directory names. For example, inside the “CONCRETE” directory is the “CONCRT-5” texture directory. Inside this directory are the files: “CON05-M1.BMP”, “CON05-M2.BMP”, “CON05-MB.BMP”, and “CON05-V1.BMP” described above.

“CONCRETE” directory: This directory name is as close to its user-friendly long name as possible within the limit of the Windows naming convention. Simple category names are One & Two, and V.

“WOOD” directories: These are the category folders for the textures. Each directory holds the 5-7 different texture files described above.

The names of the texture folders include the texture category number and are therefore shorter than the category directory names. For example, inside the “CONCRETE” directory is the “CONCRT-5” texture directory. Inside this directory are the files: “CON05-M1.BMP”, “CON05-M2.BMP”, “CON05-MB.BMP”, and “CON05-V1.BMP” described above.

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