

To go run the batch file DEMO3D

Requires 386+VGA to run.

When running use the following keys:

```
LEFT  -> move object left.
RIGHT -> move object right.
HOME  -> move object up.
PGUP  -> move object down.
UP    -> move object forward
DOWN  -> move object back.
ENTER -> toggle wireframe/solid fill.
+     -> scale object larger
-     -> scale object smaller
x/X   -> change x rotational velocity
y/Y   -> change y rotational velocity
z/Z   -> change z rotational velocity
SPACEBAR-> stop all rotation.
M     -> toggle mirror reflection on/off
ESC   -> exit.
```

```
1,2,3 -> select 1, 2, or 3 objects.
A,B,C -> control object #1, #2 or #3
```

```
'W' write object settings to disk. 'M' toggle mirror on/off
'K' advance to next background picture 'N' toggle background on/off
ENTER toggle wireframe/z-buffer/crappy painter's algorithm.
```

In most cases you hold the key down, to get the desired effect, excepting those modes that toggle.

BE SURE TO HIT 1, 2, 3, and A, B, C, and control each object individually. It's most cool!

This version using moving point light source shading. The direction of the light is actually the angle of rotation of object #2.

Makes nice visual effects if you bring up multiple objects and let them pass through each other.

John W. Ratciff  
747 Napa Lane  
St. Charles, MO 63304  
CSERVE: 70253,3237  
BBS: 1-314-939-0200

This demo is being provided as a demo only. I have no interest in licensing any of this code or anything. Hope you enjoy the graphics hack though.