Tech Info Library

QuickDraw 3D v1.5: Read Me (12/96)

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Security:       Everyone


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TOPIC -------------------------------------------------------------

This article is the QuickDraw 3D version 1.5 ReadMe file.

DISCUSSION --------------------------------------------------------

Important Information About QuickDraw 3D
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QuickDraw 3D enables your computer to display three-dimensional graphics using
applications designed to take advantage of QuickDraw 3D. It also provides a
common file format, called QuickDraw 3D Metafile (or 3DMF for short), for
exchanging 3D documents. QuickDraw 3D also provides acceleration services which
support plug-and-play accelerator cards.

For computers running the Mac OS, the following are required to install and run
QuickDraw 3D:

• A PowerPC based computer with a minimum of 16 megabytes of memory (RAM)
• Mac OS System 7.1.2 or later

The latest version of QuickDraw 3D, along with software demos, QuickDraw 3D
Metafiles, and additional information is available through the Internet at the
following site:

http://quickdraw3d.apple.com/

Using QuickDraw 3D
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The QuickDraw 3D folder includes the following applications, 3D models, and
textures that allow you to explore the 3D capabilities of your computer:

• SimpleText version 1.3.1 and Scrapbook version 7.5.2. These applications
  allow you to open and interact with 3DMF models.
• A new Scrapbook File with sample 3DMF models.
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- A number of 3DMF models provided by:
  Model Masters at URL: www.interaccess.com/modelmaster
  Plastic Thought, Inc. at URL: www.3d-active.com
  Viewpoint DataLabs International at URL: www.viewpoint.com
  Zygote at URL: www.zygote.com

You can expect even more applications that use QuickDraw 3D in the near future, including new versions of application programs you may already own. Contact your software vendors for more information about their plans to support this new technology.

Troubleshooting

If you try to start an application that uses QuickDraw 3D and get the message "The application '<application name>' could not be launched because QuickDraw 3D could not be found," make sure that the following files are in the Extensions folder, inside the System Folder:

- QuickDraw 3D
- QuickDraw 3D IR
- QuickDraw 3D RAVE
- QuickDraw 3D Viewer

If the files are there and you still get the message, it means that you don't have enough memory to run the application. You may be able to open the application if you try the following:

- Quit other open applications.
- Reduce the amount of memory allocated to the application. This is done by:
  - selecting the application's icon in the Finder
  - choosing Get Info from the File menu
  - typing a lower number in the boxes for Minimum Size and Preferred Size
- Install more memory (RAM).

If you are using a localized system, and you install this U.S. software, you will need to copy the Scrapbook File in the QuickDraw 3D Folder to the System Folder on your computer. Otherwise, when you choose Scrapbook from the Apple menu, you will get an empty scrapbook. Note that this operation will replace any existing Scrapbook File in the System Folder, thus erasing any previously stored contents.

Some of the sample models included with QuickDraw 3D, such as Big Ben and Red Hatchback, are highly detailed (they contain additional 3D modeling data such as vertex normals and surface UVs) and thus will require a larger amount of memory than the other supplied models. If you experience problems when opening these files from SimpleText, you should open only one file at a time.

How QuickDraw 3D uses memory

QuickDraw 3D is a shared library. When no applications that rely on QuickDraw 3D are open, the library does not take up memory space (RAM). Once a QuickDraw 3D-based application is open, the amount of memory taken up by the shared

library doesn't increase if other QuickDraw 3D-based applications are launched. Of course, each application will take up memory according to their size and the complexity of the files being used. The memory taken up by QuickDraw 3D becomes available when you quit all QuickDraw 3D-based applications.

While a QuickDraw 3D application is open, the QuickDraw 3D library allocates memory from temporary memory. This memory shows up in the About This Macintosh window as memory used by the System. When you quit the application, the memory becomes available, but the size shown in the About This Macintosh window may not reflect this. The memory previously used by QuickDraw 3D is, nonetheless, available for other applications (it is released to the applications as needed).

Apple QuickDraw 3D Accelerator Card

If you have an Apple QuickDraw 3D Accelerator Card present in your machine, the following files will also be installed in the Extensions folder, inside the System Folder:

• Apple QD3D HW Driver
• Apple QD3D HW Plug-In

If you need to re-install these files at a later time, you can do so by launching the Installer, as described in the section below under "If you need to reinstall QuickDraw 3D," selecting Custom Install from the pop-up menu, and then selecting the Apple QuickDraw 3D Accelerator Card item in the list.

We recommend that you turn off Virtual Memory when using Apple's QuickDraw 3D Accelerator Card.

Scrapbook 7.5.2

We strongly recommend that the Scrapbook not be used with less than 300k of memory available. To determined how much memory is available, choose About This Macintosh from the Apple menu and look at the value next to Largest Unused Block.

If you need to reinstall QuickDraw 3D

If you need to reinstall QuickDraw 3D, follow these steps:

1) Open the QuickDraw 3D Install folder and double-click the Installer icon.
2) After installing QuickDraw 3D, restart your computer.
3) If you want the items in the QuickDraw 3D Extras folder, drag the folder to the newly-created QuickDraw 3D Folder inside the Apple Extras folder.

Removing QuickDraw 3D

If you wish to remove QuickDraw 3D, follow these steps:

1) Open the QuickDraw 3D Install folder and double-click the Installer

       icon.
2) Choose Custom Remove from the pop-up menu.
3) Click the box next to each item to put a check in it.
4) Click Remove.
5) Restart your computer.

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