3DReality 2.0: New Features
ÐÐÐÐÐÐÐÐÐÐÐÐÐ

GENERAL:

√ Selection_Status;¬**QUAD Fat Architecture.**

   3DReality now runs on Motorola, INTEL, HP-PA RISC and SPARC architectures.

√ Selection_Status;¬**Adapted to use Blue Moon Renderer**. Larry Gritz's Blue Moon Renderering Tools (BMRT), ;../../Stone_Friends/3D_Rendering/Blue_Moon_Renderer/About_Blue_Moon.rtfd;;¬ a shareware renderer and shading language compiler, is provided on the STONE_CD, volume 2. Reality provides an interface to use BMRT:

   Select **Info->Preferences**
   Choose "Render Options" from the popup menu:

   paste.tiff ¬

   Select "Quick Render locally", and click on the "Expert" button. This brings up the *Expert Render Options* panel:

   52399_paste.tiff ¬

√ Selection_Status;¬**More Shaders**.

12 new shaders are provided, complete with source.

√ Selection_Status;¬**Faster Launch Times**.
Launch time is speeded up by a factor of three.

√ Selection_Status;¬**Many bug fixes**.
It's the polishing that counts.