RealiSave RealiMation Screen Savers

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Introduction
RealiSave, the RealiMation Screen Savers, is FreeWare! It can be freely distributed in an unmodified form.

<u>IMPORTANT:</u> RealiSave will only work with Windows 95 or Windows NT 3.51. You must have previously installed RealiView or the RealiMation Space Time Editor.

This package consists of the three screen savers - "RealiSave"; "RealiClock", and "RealiWave". These are just components of the RealiMation Virtual Reality, Simulation, and Game Development system. More details of this software is given below.

What is RealiMation?
RealiMation is a toolkit for people to create their own Virtual Reality, Simulation, and Game applications (VRSG). Part of the toolkit is the RealiMation Space Time Editor (STE), which is a powerful application in its own right and can be used independently of the software development kit.

There is a demonstration copy of RealiMation available, consisting of just the STE. It is fully functional - none of the features of the full editor have been disabled. However, it has been limited to only work for 45 days. This time period should give you ample time to evaluate the product and determine if it will meet your application requirements.

Key features of RealiMation:
- Portable cross-platform API for developing your own applications.
- Entire scene descriptions - including motion etc - are encapsulated in a single database called a RealiBase. RealiBases are platform and hardware independent.
- The concept of time and motion is built into the RealiBase.
- Terrain following (i.e enabling vehicles to move naturally over irregular surfaces)
- Level of detail control
- Flexible scene optimisation for getting the best out of your renderers.
- Renderer independence. RealiMation is NOT a renderer, but uses various graphics engines to achieve speed and realism. The demo copy comes with OpenGL and RenderWare (from Criterion). Other renderers are in development. You can swap renderers on the fly within the program - even when a RealiMation is in full swing!
- Full support for multi-screen and multi-CPU VRSG applications, via the API.
- A 32 bit Windows 95/NT hosted editor application (i.e this demo), to enable the creation of RealiBases. The editor is itself just an application of the API, so anything it can do, other applications can also do.

The RealiMation Space Time Editor
The editor is *not* a 3D modeller in the same way as packages like 3D Studio or TrueSpace. It is designed to be used in conjunction with such programs, as shown by its powerful import facilities.

The purpose of the RealiMation STE is to act as a gathering point for 3D data generated by other applications. You can then manipulate this data into a form suitable for high speed 3D display. Along the way, richness can be added to the data by applying motions, hotlinks, materials, model articulation, textures, and much more.

Although RealiMation is not a modeller, it does have some extremely powerful and easy to use

model manipulation facilities. Objects can be picked, dragged, and moved around interactively. Faces can also be moved, textured, smoothed, and edited in a number of ways.

Screen Savers
To use the RealiSave screen saver, the RealiMation executable directory should be added to your system search path. For example, if you installed RealiView or the RealiMation STE in C:\Program Files\Datapath\RealiMation, the entire line
            C:\Program Files\Datapath\Realimation\bin
must be in your search path.

NOTE: The installation program should set the path by default. If you encountered errors in the install relating to search path, then the path must be added manually.

Windows 95 users can do this by adding to the PATH variable in your AUTOEXEC.BAT file, and restarting Windows. Users should note that if the path contains a space, the entire path variable will have to be placed in quotes in the AUTOEXEC file. For example, if your path variable in AUTOEXEC is currently:
   PATH=C:\WINDOWS95;C:\DOS;C:\XYZ
then you should edit it to be the following:
   PATH="C:\WINDOWS95;C:\DOS;C:\XYZ;C:\Program Files\Datapath\RealiMation\bin"

The quotes are <u>very</u> important.

You must ensure that any calls to start Windows in your AUTOEXEC.BAT file are made after the path variable has been set.

After editting AUTOEXEC.BAT, you must restart your computer.

If running on Windows NT, you can either change AUTOEXEC.BAT as above, or use the System icon in the control panel to change the Path variable directly and then restart.

Once you have changed the search path, you can access the screen saver from the Desktop icon in Control Panel. Select the "Screen Savers" box, and look for "RealiMation Screen Saver". To set up the screen save, just click "Setup", and browse for a RealiBase.

Changing Display Drivers
As a package, RealiMation is display driver independent. This means that it can use a variety of other rendering engines to draw 3D scenes e.g. OpenGL and Criterion's Renderware.

By default, the screen savers use the Renderware driver. You can change the default by following the instructions below:

Run your system registry editor (REGEDIT.EXE for Windows 95, or REGEDT32.EXE for Windows NT). Select the item HKEY_CURRENT_USER\\Software\Datapath\RealiSave\Config. Add a new string value called "Driver", where the value is "rgdgl" for OpenGL, and "rgdrw" for Renderware.

Feedback
To enable Datapath to meet your needs, your feedback is vital. We are interested not only in bugs, but in your suggestions for the way things work, or for features that you really need and do not seem to be available.

We regret to say that, since this software is free, Datapath cannot offer any technical support on the product. <u>We will not accept phone calls about RealiSave</u>. Our technical staff, however, always

eager to be helpful, will look at Email questions submitted to the address below. Again, due to the free nature of the software, a response cannot be guaranteed.

For more information on RealiMation, contact Datapath Ltd using the various means below:

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