3D-Space VFS

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version 1.3

3D-Space VFS combines Launcher, Dock and Finder features with ele
easy point-and-click access to all of your favorite files and applica
through folders.

- Easy visual launcher / dock.
- Finder-like features and navigation.
- Instant access to hundreds of your favorite items in glorious, spaciou
- Fast OpenGL graphics for a fluid user experience.
- Run tomorrow's 3D user interface on your Mac today!

3D-Space VFS lets you navigate from one 3D space to another, but
navigation to a minimum. Because each 3D drawer can hold a whole
you can keep all of your frequently accessed folders, applications and d
of these larger spaces.

This eliminates most of the navigation, and getting to your files and ap
easier than ever before!

A quick look around

On its first launch, 3D-Space VFS creates a sample 3D space with sho
applications. Here's what to try:

- **Magnify** items by pointing the cursor at them.
- **Drag** the ground to pan the view (left, right, near, far).
- **Resize** the window to see more or less of the scene, and change its
- **Click and Drag** up & down in the sky to zoom in & out (if you drag
  pans).

- Hold the **option** key and click in the sky. From there, option-click so
  can also drag up & down while holding the option key (or the middle
- **Click** the miniaturized panel in the top left corner and try the contro

- **Open** items by clicking them.
- **Select** items with command-click, or command-click the ground and
  around items.
- **Drag** items around (by their icon, not the text). Use the shift key to p
  positioning items.

At the back of the 3D space is the icon for your home folder. Click the ic
space. The items inside will be arranged by name, you can drag them
arrangement.

Clicking other folders will similarly open them as new 3D spaces. If you
open in the Finder instead, change the "Open folders in..." preference (
Space VFS so this demo works). The Go menu lets you get back to a pre
and drop more folders to any 3D space, and create new empty 3D space

Let's have a quick look at some of the other things you can do in a 3D s

More 3D Space options

The following options (and more) are available in a contextual menu th
click the ground:
  • Snap to grid, or freeform.
  • Open items with a single or a double click.
  • Arrange items by name, or by the date they were added to the
    modification date, etc. Select "by Position" to switch back to the nor
  • Change the background picture.

Along with arranging items in any way you like, these settings let you
give it a distinctive look and fit the way you work.

Landscape in a drawer

Click the other miniaturized panel in the top left corner to show the dra
the drawer buttons.

  • To close a drawer, move the cursor out of the drawer.
  • To open a drawer, move the cursor to its tab and bump the edge of t
  • To prevent a drawer from closing, click the tab while the drawer is op
  • Resize the tab using the handles at either side.

While a drawer is open, resize it by dragging the middle of the tab. Ho
dragging to only change the width of the drawer. Give the tab a
transparency so it matches your desktop.

Each 3D drawer can offer instant access to many more items than the
also open faster, and reduce to a miniature tab when closed.

Launcher + Finder interface

Just like a Finder window, a 3D drawer can store documents, folders an...
to aliases like docks and launchers usually are. This makes each 3D ...
store things:

- Instead of leaving thing on your desktop, put them in a 3D drawer.
  and they'll be out of the way until you need them.
- Remember Pop-up Finder windows? They're back, except this time th...

A 3D drawer displays a 3D representation of the contents of a standar...
drag to a 3D drawer is placed in the corresponding Finder folder. Yo...
move, rename, delete, make aliases, just like in the Finder. Hit comm...
opens in the Finder (when you want to see a list view).

When you drag items to a 3D space, use the option, control and comm...
Finder, to choose whether to create an alias, make a copy, or move an...
space storage if you prefer to use 3D-Space VFS only as a traditional do...

Any items added to a 3D space's storage folder by another application...
return to 3D-Space VFS. They'll be moving while the cursor is held still...
arrow pointing at each one.

Other features

Press the ⇧ **Shift** key while dragging to disable magnification and prev...
when something is dragged onto them. This is useful when rearranging ...

To delete an item, drag it to the recycle bin in the Mac OS X Dock, or s...
delete.

Spring-loaded folders: Drag items to the icon of a 3D space and it spring...
a new window if needed), then automatically closes when you release t...
the window.

Each item has a contextual menu which offers various operations to p...
item or listing a folder's contents. And the **Preferences** panel lets...
graphics renderers, and further customize 3D-Space VFS.

Registration

You may register online at www.marcmoini.com/order.html . This page

registering by fax or postal mail.

Once you receive your license code, quit and restart 3D-Space VFS and
code in the designated fields. Please spell your name exactly as it appea
or postcard. This turns your evaluation copy of 3D-Space VFS into a fu
also stop the registration reminders.

A single user license costs $29. License packs for five and ten use
members living under the same roof only need a single license to run
own computers.

Acknowledgments

3D-Space VFS uses Blackhole Media's URLTextView, Copyright © 2002
class by Troy Stephens, Thomas Schnitzer, David Remahl, Nathan Day
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and the Cocoa OpenGL sample code by Geoff Stahl.

Troubleshooting

Older graphics cards such as the Rage 128 are supported,   but yo
updates when dragging   between windows. If you run out of VRAM, ma
obscured by other windows (or the Dock) should restore normal speed.

More information? Latest version? See www.marc

Email comments, suggestions and bug reports to mar
and please mention "3dspace" in the subject lin