

## SoftF/X Version 2.5 Installation Guide

### **System Requirements**

Byte by Byte recommends at least 8 Mbytes of RAM to run SoftF/X. More memory will enable you to use larger models and more complex scenes, and to render at higher resolutions with greater detail and realism in shadows and reflections.

Intel and compatible 386 and 486SX systems must have a math coprocessor installed in order to run SoftF/X. 486DX and higher systems have coprocessors already built in and will run SoftF/X as is.

Approximately 5 Mbytes of hard drive space is required for the SoftF/X files. Byte by Byte recommends that at least 40 Mbytes of hard drive space be available after installation, to allow for the creation of images and animations and their temporary construction files.

### **Installation**

For Windows 3.1, WfW 3.11, Windows NT, and Windows 95 for Intel demo installation, run the SETUPDEM.EXE file found on the first SoftF/X disk.

For Windows 3.1, WfW 3.11, Windows NT, and Windows 95 for Intel installation, run the SETUP.EXE file found on the first SoftF/X disk.

For Windows NT for DEC Alpha installation, run the SETUPAXP.EXE file found on the first SoftF/X disk.

For Windows NT for MIPS installation, run the SETUPMIP.EXE file found on the first SoftF/X disk.

SoftF/X should be installed into the default drive and directory of **C:\SFX**. If this is not possible, you may need to edit the default drive and path settings before using any of the prerecorded staging files. These staging files include the complete drive and path for each component of the animation. For example, SoftF/X will attempt to find model Actors in the default directory **C:\SFX\OBJECTS**. If you need to change these defaults, refer to the section **Customizing Your Installation** later in this document.

**IMPORTANT: This program was developed for Windows NT, and is a true 32-bit application. It is therefore necessary that Microsoft's Win32s subsystem be installed before trying to run the program under Windows 3.1.** To do this, execute the SETUP.EXE file found on the WIN32S disks. This Setup program will test your system to see if you need Win32s. You will also have the option of installing Freecell, a 32-bit card game.

### **Running SoftF/X under Windows 3.x and NT**

Start the SoftF/X **Animator** by double-clicking on the SoftF/X icon in the SoftF/X program group.

The stand-alone **Script Renderer** can be copied onto additional host computers for simultaneous rendering of multiple scripts. Note that only one instance of the **Script Renderer** may be active on any one host at any one time.

The **Modeler**, **Viewer** and **Player** are separate programs in addition to being accessible from within the Animator. This can be helpful for systems with less than 8 Mbytes of RAM, as the smaller modules can be used without loading the Animator. The Viewer can be used to view GIF, TGA, BMP or CEL images. The Player can be used to play FLI and FLC files..

Comprehensive online Help is available. The startup dialog **Help** button provides a basic introduction to 3D modeling and animation, in addition to general information about SoftF/X.

Help for all the functions, tools and actions in each module of the program is available by pressing **F1** or clicking on the **Help** dialog buttons.

### **Notes**

SoftF/X was developed for Windows NT. Versions are available for other platforms that support Windows NT. MIPS and DEC Alpha processors running Windows NT require a separate installation kit. Contact Byte by Byte for details.

Performance under Windows 3.1 is slightly degraded compared to Windows NT, and the Win32s emulator has a few known problems that limit the size of models and complexity of rendered scenes. However, all the example animations and models provided are suitable for Windows 3.1.

### **Customizing Your Installation**

If you have installed SoftF/X to a different drive or directory than the default of C:\SFX, you will need to modify the preferences in the **SOFT\_FX.INI** file installed to your **WINDOWS** directory. You can do this by opening the SOFT\_FX.INI file in Notepad.

**Example SOFT\_FX.INI file:**

#### **[LOGON]**

**USERID=I. M. User**  
**IMAGEID=A**

#### **[RPREFERENCES]**

**MAP-PATH1=C:\SFX\objects**  
**MAP-PATH2=C:\SFX\gif**

#### **[VIEWER]**

**FILE=temp.tga**  
**PATH=C:\SFX\render\**

#### **[KEYFRAMER]**

**POSITION=0 41 600 500**

The section you need to edit is labeled **[RPREFERENCES]**.

The parameter **MAP-PATH1=** sets an alternate path to search for missing model and map files. For example, you could place all your objects in a directory named TOYBOX, and set MODEL-PATH1=C:\TOYBOX. A staging file looking for a model in C:\SFX\OBJECTS and not finding it would then automatically search C:\TOYBOX. You can add as many paths as you like by numbering them in the order you want them searched:

**MAP-PATH1=C:\SFX\objects**  
**MAP-PATH2=D:\SFX\objects**  
**MAP-PATH3=C:\toybox**  
**MAP-PATH4=C:\3ds3\meshes**

The same procedure can be used for directories of images used for maps:

**MAP-PATH5=C:\SFX\gif**  
**MAP-PATH6=C:\SFX\gif\textures**  
**MAP-PATH7=D:\SFX\gif**  
**MAP-PATH8=C:\3ds3\maps**

It is a good idea to maintain a single directory as an archive for your objects and maps after you are finished with a project. This enables you to call up old staging files at any time and successfully load all the Actors, without actually reconstructing the directories from the time you created the staging.

### **DOS players**

Two DOS utilities for playing FLI and FLC animation files are provided, they are called PLAYFLI.EXE and PLAYFLC.EXE and have been copied to the \SFX directory. They are executed from the DOS command prompt (Intel processors only, using MSDOS or 100% compatible shells). They should not be run from the Windows DOS box.

The DOS utilities play FLC and FLI animations **considerably** faster than the Windows player. If you are considering putting any of your work on continuous display and want it to fill the whole screen you should consider using the DOS players.

### **Upgrades and Feedback**

We're always happy to hear from our customers! If you have suggestions, questions, problems or requests, please contact us. Keeping us informed of any address changes will also let us keep you informed about upgrades and special offers.

If you experience any problems in using SoftF/X, please let us know. Technical questions and fault reports can be called in to our Technical Support department at 512-305-0360, faxed to 512-305-0371, or e-mailed to [softfx@aol.com](mailto:softfx@aol.com). Report those problems, and we'll do our best to fix them in the next release!

Technical Support hours are 9:00 AM to 6:00 PM Central Standard Time, Monday through Friday. Byte by Byte must have your warranty registration card on file in order to provide technical support.