Important Information About QuickDraw™ 3D

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. QuickDraw 3D is supported on Pentium™ and Pentium Pro™ based computers running Windows 95™ or Windows NT™ (versions 3.51 and 4.0) and PowerPC™ based computers running the MacOS®.

For computers running Windows 95 or Windows NT, the following are required to install and run QuickDraw 3D:

•   A Pentium™ or Pentium Pro™ based computer with a minimum of 16 megabytes of memory (RAM)
•   Windows 95 or Windows NT (3.51 or 4.0)
•   A video board providing 256 color (8-bit) at 640x480 resolution. High Color (16-bit) or True Color (24-bit or 32-bit) video highly recommended.

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:
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http://**quickdraw3d.apple.com**/
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Using QuickDraw 3D

The *QuickDraw 3D Installation Program* installs a folder called *QuickDraw 3D* typically in your *Program Files* folder. The *QuickDraw 3D* folder includes the following application and 3D models that allow you to explore the 3D capabilities of your computer:
•   *QuickDraw 3D Viewer* version 1.5. This application allows you to open and interact with QuickDraw 3D Metafiles ("3DMF" models).
•   A number of 3DMF models provided by Model Masters (www.interaccess.com/modelmaster), Plastic Thought, Inc. (www.3d-active.com), Viewpoint DataLabs International (www.viewpoint.com), and Zygote (www.zygote.com).

You can access the *QuickDraw 3D Viewer* application from the *Start-Programs* menu on your Windows 95 or Windows NT 4.0 Taskbar, or if you are running Windows NT 3.51 you will find an icon for the *QuickDraw 3D Viewer* in the *QuickDraw 3D* program group of the *Program Manager*. From the *QuickDraw 3D Viewer* you can open any QuickDraw 3D Metafile from the *File-Open* menu or by dropping a 3DMF file icon onto an open *QuickDraw 3D Viewer* window.

You can expect many new 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.

Removing QuickDraw 3D

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

On Windows 95 or Windows NT 4.0
• 	Make sure you are not currently running any applications which use QuickDraw 3D.
• 	Choose "Uninstall QuickDraw 3D" from the *QuickDraw 3D* item of the *Start-Programs* menu. (Or go to the "Install/Uninstall" tab of the "Add/Remove Programs" Control Panel and choose "QuickDraw 3D"; then click "Add/Remove...".)

On Windows NT 3.51
• 	Make sure you are not currently running any applications which use QuickDraw 3D.
• 	Choose "Uninstall QuickDraw 3D" from the *QuickDraw 3D* program group of the *Program Manager*.

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