Contents

Introduction

Welcome to *Beyond The Third Dimension*, the fun, easy to use creativity tool that allows you to build and explore all kinds of fantastic worlds. From weird alien landscapes to beautiful underwater kingdoms, the only limit on what you can create is what you can imagine!

By using the tools available in *Beyond The Third Dimension*, you can:
- place complex 3D objects into your world
- paint objects with a nearly unlimited number of colors
- apply a wide variety of textures to objects
- add sound effects and music
- place 3D text into your world
- easily set your world to be your Windows wallpaper
- check out our cool web site
- view your world from any point of view

Getting Help

Click the Help button on the main screen or <u>Tool Palette</u> to access complete on-line help.

Installing *Beyond The Third Dimension*

To install *Beyond The Third Dimension*, insert the CD into your CD-ROM drive. If AutoPlay is enabled, just click the Install button. Follow the on-screen prompts.

If AutoPlay is not enabled, you may start the installation process manually.

To start the installation process manually:
- Make sure the *Beyond The Third Dimension* CD is in the CD-ROM drive
- Select "Run" from the Start menu on the taskbar
- In the space provided, type: *d:\setup* and press Enter (if your CD-ROM drive is assigned a letter other than d:, enter it instead).
- Follow the on-screen prompts

If you wish to uninstall *Beyond The Third Dimension*, simply select "Uninstall" from the *Beyond The Third Dimension* folder in the Start menu

See also:
Getting Started

Getting Started

To start *Beyond The Third Dimension*, double-click the *Beyond The Third Dimension* icon on the desktop.

Beyond The Third Dimension allows two modes of play: single player and multi-player. Select one of these modes from the main screen. Depending on the mode you choose, you will be asked to make some other choices before you can start building.

See also:
Single player mode
Multi-player mode
The Explorers

Pre-Built Worlds

Beyond The Third Dimension gives you three worlds to choose from when starting a new game. Each of the worlds has a different theme, with unique Explorers, objects, tiles, textures, and sounds.

You can choose a Lunar World with space stations, rocket ships, and giant robots; a Fairy Tale world with wizards, princesses, and castles; or an Underwater world with mermaids, sharks, and sunken ships. Whichever world you choose, you can change how it looks until it is just the way you want it, and with all the different objects and textures, the possibilities are almost endless!

Explorers

The explorers are animated "characters" that wander throughout your world, examining objects and interacting with them. Each world has its own special Explorers, and you can choose to view your world through the Explorer's eyes if you wish.

In multi-player mode, a different player controls each Explorer.

See Also:
Lunar World Explorers
Fairy Tale World Explorers
Underwater World Explorers

Lunar World Explorers

The Robot Explorer fires lasers to blow up objects and other Explorers.

The Mech Explorer fires lasers to blow up objects and other Explorers.

The Bot Explorer fires missiles to blow up objects and other Explorers.

Fairy Tale World Explorers

The Doll Explorer kicks at objects until they are reduced to a pile of rubble.

The Wizard Explorer shoots bolts of magical energy from his staff.

The Princess Explorer blows hearts at objects until they turn into frogs.

Underwater World Explorers

The submarine fires torpedoes that blow up objects in your world.

The dolphin sends out high-power sound waves.

The diver fires his spear gun at objects.

Single-Player Mode

In single player mode, you are the only person who is able to place and change objects. You may view your world through the eyes of your Explorer, or from a number of pre-set camera angles.

Single player mode is the easiest way to build a world, since you don't have to worry about other players coming in and changing it as you build. You can build a world in single player mode, then save it for use in multi-player mode.

If you are not sure how something will look, try it! If you don't like it, you can always use the <u>Undo</u> button to reverse the last action you performed.

Multi-Player Mode

Multi-player mode games allow up to four players to create or explore a world at the same time. You can play games like tag, follow-the-leader, hide and seek, or make up your own games with your own rules!
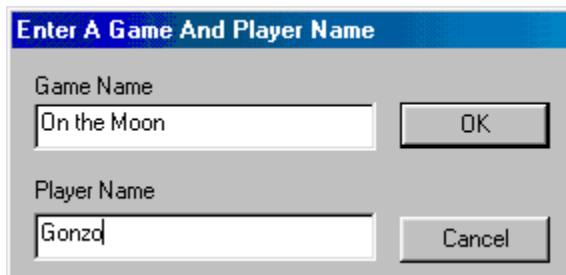
To start a Multi-Player Game, follow these steps:
1. Select Multi-Player from the Main Screen
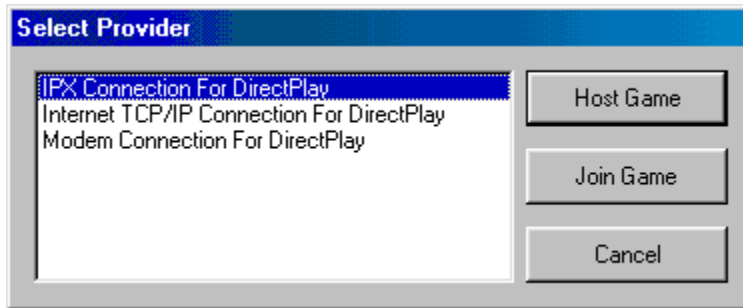
The connection method dialog appears.

2. Select a connection method
3. Choose to host a game or join a game in progress

If you chose to host a game, you are prompted to enter the name of your game and your name.

4. Select a World (if hosting) and an Explorer

Using the Tool Palette

The Tool Palette contains all of the tools and buttons you need to create, modify, and save your world. You will use it to place objects, paint or apply a texture to them, add music or sound effects, and much more.

To see a full description of a button, just click on it.
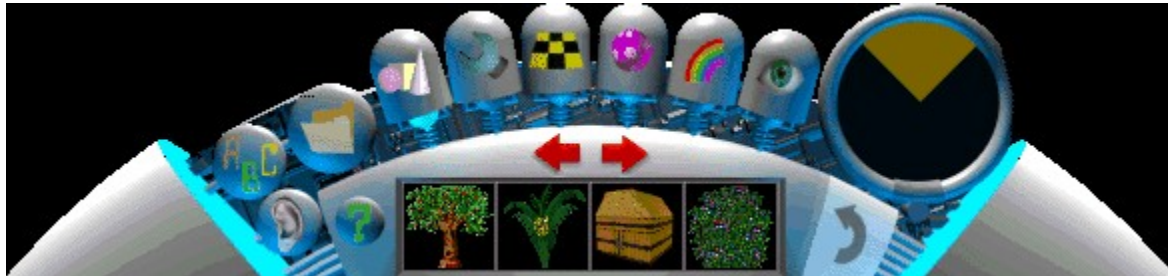
The Tool Palette is active when you start a new world.

To hide or show the Tool Palette, press the spacebar.

For more info, see also:
Objects Button
Options Button
Tools Button
Tiles Button
Textures Button
Paint Button
Camera Button
Undo Button
Radar Screen
Sounds Button
Help Button

If you prefer to use the keyboard, there are many keyboard shortcuts

Using Help

A complete on-line help system is available to explain everything you can do in *Beyond The Third Dimension*.

To access the on-line help, click the Help Button on the toolbar.

Adding sounds to your world

Each world in *Beyond The Third Dimension* has a full set of <u>sound effects</u> and <u>music</u> tracks that will really make your world come alive!

To apply sound effects or music to an object:
1.   Click on the Sounds Button.
2.   Click an object in the world.
3.   Select a sound effect or music track from the menu that appears.

See also:
<u>Changing the Volume</u>

Adding sound effects to an object

You can apply a sound effect to any object in your world. Sounds can be heard for a limited distance, so as you move throughout your world, you will hear different sounds as you get closer to and farther away from objects with sounds attached.

To add a sound effect to an object:
1.   Click on the Sounds Button from the Tool Palette.
2.   Click on the object you would like to attach the sound effect to.

The sound menu appears on screen.

The sound effects button is automatically selected for you.

3.   Choose the desired sound effect from the list that appears.

You may either click OK to attach the sound to the object, or choose another sound.

See also:
Adding Music to a World
Changing the Volume

Adding music to a world

You can select a music track to play in the background. Each music track will loop until you decide to change or remove it.

To add a music track to a world:
1   Click on the Sounds Button from the Tool Palette.
2.   Click on any object in the world.

     The Sounds Menu appears on screen.

3.   Click the music button.

4.   Choose the desired music track from the list that appears.

You will hear the sound play. You may either click OK to keep the selected music track, or choose another track from the list.

See also:
Adding Sound Effects to an Object
Changing the Volume

Changing the volume

To change the volume of the sounds and music:
1. Click on the Sounds Button from the Tool Palette.

2   Click on any object in your world.

     The sound menu will appear.

3. Click on the volume button.

4. Set the volume from the dialog box that appears.

Note: The volume setting changes the volume for all sound effects and music tracks

See also:
Adding Sound Effects to an Object
Adding Music to a World

Placing 3D Text in your world

 You can add three-dimensional text to your world to mark locations or leave messages for friends. You can color and/or apply textures to each letter individually.

To add 3D text in your world:
1. Click the 3D Text Button from the Tool Palette.

    The text entry box appears.

2. Enter the desired text.
3. Press ENTER or click OK to put your text into your world.

Note: You are limited to 14 characters at a time. If you wish to put more than 14 characters in your world, you must break up the text into smaller segments.

Accessing the options menu

The Options Menu allows you to:
- <u>Save</u> files
- Save files with a different <u>filename</u>
- <u>load</u> files
- <u>link</u> to the *Beyond The Third Dimension* Internet site
- set the <u>control</u> method (joystick or keyboard)
- set the current screen to appear as the Windows <u>wallpaper</u>

To show the Options Menu, click the Options Button on the Tool Palette.

Click on any of the topics above for more information.

Saving your world

Beyond The Third Dimension allows you to save your world file so you can work on it later or send it to a friend.

To save the current open file, click the Save Button from the Options Menu. If you have never saved the file before, the program prompts you for a filename.

Saving your world with a different filename

If you want to save your world file with a different filename than you had previously set, you should use the Save As Button.

To save the current open file with a different filename, click the Save As Button from the Options Menu. The program will prompt you for a filename. Just type in the new filename and press Enter. If you had already saved your world with a different name, it will still be saved under the old filename.

Loading a world

Beyond The Third Dimension allows you to load a world file from disk and continue working on it.

To open a saved file from disk, click the Load Button from the Options Menu. The program will display a list of saved worlds. Select a world and click OK.

Note that if you are in multi-player mode, you cannot open a saved world file.

Connecting to the Internet

Beyond The Third Dimension allows you to access the *Beyond The Third Dimension* web page directly from the program.

To access the Beyond The Third Dimension web page, click the Internet Button from the Options Menu. The program will launch your web browser and automatically connect you to the Beyond The Third Dimension web page.

Note: You must have an account with an Internet Service Provider already set up for this feature to work correctly.

Using the joystick

You can use a joystick to control the Explorer.

To enable your joystick, just click the Joystick Button from the Options Menu.

Note: the joystick must have been correctly set up in the Windows 95 joystick control panel. Please refer to your Windows 95 manual for more information on setting up a joystick.

Setting the Windows wallpaper

If you have created a world that is so totally cool that you want to be able to see it every time you use your computer, *Beyond The Third Dimension* allows you to make the current screen appear as the Windows wallpaper.

To set the current screen to appear as the Windows wallpaper, click on the Wallpaper Button from the Options Menu.

Note: If the Tool Palette is showing, it will also show up in the wallpaper file. To eliminate this, hide the Tool Palette with the spacebar, then use the keyboard shortcut to access the Options Menu (ESC).

Exiting the world

To exit building mode and return to the main screen, click the Exit Button from the Options Menu. The program will ask you to confirm your choice and prompt you to save your world file. If you do not save your world file, it will be lost forever.

Placing an object in your world

One of the most common actions you will perform is to place objects in your ever-expanding world. It's easy:

To place an object in your world:
1   Click the Objects Button on the Tool Palette

     The object library appears in the Tool Palette

2.   Click the object you wish to place in your world

     The mouse cursor changes to the "move" cursor

3.   Position the object in the world and click to drop it in place

Note: You are not permitted to place one object on top of another. If you attempt an illegal placement, a red box will appear around the currently selected object, indicating that you must choose another location.

See also:
Modifying an object

Modifying an object

To modify the world you are creating and the objects in it, the following tools are available by clicking the Tool Button:

- Move Tool
- Rotate Tool
- Size Tool
- Copy Tool
- Delete Tool

Moving an object

You can move objects that you have already placed in your world.

To move an object:
1.   Click the Tools Button on the Tool Palette

     The tool library appears in the Tool Palette

2.   Click the Move Tool Button
3.   Click the object to be moved
4.   Drag the object to the new location
5.   Click to place the object

Note: You are not permitted to place on object on top of another. If you attempt an illegal placement, a red box will appear around the currently selected object, indicating that you must choose another location.

See also:
Rotating an object
Resizing an object
Copying an object
Deleting an object

Rotating an object

 You can turn objects in your world to face any direction you wish.

To rotate an object in your world:
1   Click the Tools Button on the Tool Palette

     The tool library appears in the Tool Palette

2.   Click the Rotate Tool Button
3.   Click the object you wish to rotate
4.   Move the mouse left or right until the object is in the desired position
5.   Click to place the object

Note: You are not permitted to place one object on top of another. If you attempt an illegal placement, a red box appears around the currently selected object, indicating that you must choose another location.

See also:
Moving an object
Resizing an object
Copying an object
Deleting an object

Resizing an object

If an object in your world is too large or small, you can easily change its size.

To resize an object in your world:
1.   Click the Tools Button on the Tool palette

     The tool library appears in the Tool Palette

2.   Click the Resize Tool Button
3.   Click the object to be resized
4.   Move the mouse up and down until the desired size is reached
5.   Click to place the object.

Note: You are not permitted to place one object on top of another. If you attempt an illegal placement, a red box will appear around the currently selected object, indicating that you must choose another location.

See also:
Moving an object
Rotating an object
Copying an object
Deleting an object

Copying an object

 You can quickly and easily copy an object in your world and place it anywhere else.

To copy an object in your world:
1. Click the Tools Button on the Tool Palette.

    The tool library appears in the Tool Palette.

2. Click the Copy Tool Button.
3. Click the object you wish to copy.

    The cursor changes to the "move" cursor.

4. Move the mouse until the new object is in the desired location.
5. Click to place the object.

    The cursor returns to the "copy" cursor.

Note: You are not permitted to place one object on top of another. If you attempt an illegal placement, a red box will appear around the currently selected object, indicating that you must choose another location.

See also:
Moving an object
Rotating an object
Resizing an object
Deleting an object

Deleting an object

If you decide you don't want an object to appear in your world anymore, it is easy to delete it.

To delete an object in your world:
1.   Click the Tools Button on the Tool Palette.

     The tool library appears in the Tool Palette

2.   Click the Delete Button.
3.   Click the object you want to delete.

See also:
Moving an object
Rotating an object
Resizing an object
Copying an object

Placing tiles on the ground

Each world has a default ground pattern, but you can place a wide variety of different tiles on the ground to change the look of an area.

To apply a tile pattern to the ground:
1. Click the Tile Button on the Tool Palette.

    The tile library appears in the Tool Palette

2. Click the tile pattern you wish to place on the ground.
3. Click on the ground to place the pattern.

Note: You may click and drag to place the selected tile pattern on a range of ground tiles.

Placing a texture on an object

 You can place a variety of textures or patterns on the objects in your world. Certain textures are made for specific objects. For example, there are several building textures that are designed to go on the house object. You can always put any texture on any object, so you should experiment to find the best looking matches.

To apply a texture to an object in your world:
1.   Click the Textures Button on the Tool Palette.

     The texture library appears in the Tool Palette

2.   Click the texture you wish to put on an object.
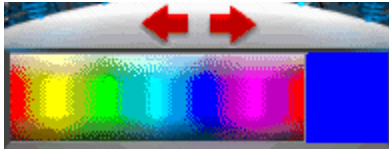3.   Click the object to apply the texture.

See also:
Painting an object

Painting an object

You may change the color of an object by painting it.

To paint an object in your world:
1. Click the Paint Tool Button on the Tool Palette

   The paint well appears in the Tool Palette

2. Select the desired color from the paint well.

   The selected color appears in the preview box.

3. Click the object or area of an object where you want the color applied.
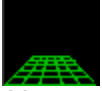
See also:
Placing a texture on an object

Changing the camera position

You may change the way you view your world by changing the camera angle:
- Show <u>1st Person View</u>
- Show <u>¾ View</u> (default view)
- <u>Top Down</u> View
- Rotate <u>Left</u>
- Rotate <u>Right</u>
- <u>Zoom In</u>
- <u>Zoom Out</u>

1st Person View Button

 You can view your world from the point of view of the Explorer by clicking on the Camera Button, then clicking on the 1st Person View Button.

See also:
¾ View Button
Top Down View Button
Rotate Left
Rotate Right
Zoom In
Zoom Out

¾ View Button

 To show your world from the default view, click the ¾ View Button. This mode is easier for building since you can see more of the world.

See also:
1st Person View Button
Top Down View Button
Rotate Left
Rotate Right
Zoom In
Zoom Out

Top Down View Button

To show your world from a camera looking straight down, click the Top Down View Button. This view is very helpful when building large sections of your world. Remember, you can zoom in and out to see as much of your world as you need to.

See also:
1st Person View Button
¾ View Button
Rotate Left
Rotate Right
Zoom In
Zoom Out

Rotate Left Button

 To move the camera 90 degrees to the left, click the Rotate Left Button.

Note: This tool is not operational in 1st Person View mode.

See also:
1st Person View Button
¾ View Button
Top Down View Button
Rotate Right
Zoom In
Zoom Out

Rotate Right Button

 To move the camera 90 degrees to the right, click the Rotate Right Button.

Note: This tool is not operational in 1st Person View mode.

See also:
1st Person View Button
¾ View Button
Top Down View Button
Rotate Left
Zoom In
Zoom Out

Zoom In Button

To get a closer look at your world, click the Zoom In Button.

Note: This tool is not operational in 1st Person View mode.

See also:
1st Person View Button
¾ View Button
Top Down View Button
Rotate Left
Rotate Right
Zoom Out

Zoom Out Button

 To get a wider look at your world, click the Zoom Out Button.

Note: This tool is not operational in 1st Person View mode.

See also:
1st Person View Button
¾ View Button
Top Down View Button
Rotate Left
Rotate Right
Zoom In

Controlling the Camera

You may move the camera by moving the mouse cursor to the edge of the screen. The camera will continue to move until you move the mouse cursor away from the edge of the screen.

You may also control the camera by using the arrow keys or the numeric keypad (make sure Num Lock is on).

Using the radar screen

The Radar Screen is a very useful tool for getting a quick overview of your world. You see a long range view and can see where objects and Explorers are.

Objects that appear in red on the Radar Screen are objects that you or one of the other players (if in multi-player mode) have placed in the world.

Objects that appear in green on the Radar Screen are other players' Explorers (if in multi-player mode).

The Radar Screen is active and available at all times. It appears on the Tool Palette.

Undoing an action

 To reverse the last action performed, click the Undo Button on the Tool Palette.

Note that Undo is not available when you are in multi-player mode.

Keyboard Shortcuts

Once you become familiar with it, you may find it easier to control *Beyond The Third Dimension* with keyboard commands rather than from the Tool Palette. The following is a list of keyboard commands:

<u>Explorer</u> Commands:

Arrow keys	Move the Explorer
CTRL	Kick, blow kisses, fire laser, guns, (depends on Explorer)
SHIFT + Arrow Keys	Aim

General Controls:

SPACEBAR	Shows/hides Tool Palette
ESC	Shows the <u>Options</u> Menu
SHIFT+M	<u>Move</u> an object. Press M, then click the object to move.
SHIFT+R	<u>Rotate</u> an object. Press R, then click the object to rotate.
SHIFT+S	<u>Size</u> an object. Press S, then click the object to size.
SHIFT+C	<u>Copy</u> an object. Press C, then click the object to copy.
SHIFT+U	<u>Undo</u> last command
SHIFT+J	Toggles <u>joystick</u>
DELETE	<u>Delete</u> an object.
PAGE UP	<u>Zoom In</u>
PAGE DOWN	<u>Zoom Out</u>
F1	<u>Normal</u> (3/4) view
F2	<u>Top down</u> view
F3	<u>Rotate left</u>
F4	<u>Rotate right</u>
F5	<u>1st Person</u> view
T	Enter chat mode

Technical Support

If you are continually experiencing problems running *Beyond The Third Dimension*, call or contact our Technical Support for assistance.

Telephone: For our 24-hour Automated Helpline, please call 310-542-7105.
Fax: Our fax number is (310) 214-7937, 24 hours daily.
E-mail: support@education.com
World Wide Web address: http://www.education.com/techsupport/

Troubleshooting

"Video Not Available" message:
If you are receiving the message "Video not available" when running the program, uninstall and then re-install the program.

"0 Space On Hard Drive" Error Message
If no more space is available on the hard drive, an error message will appear.
The message will say. Setup needs at least 691KB for Temp files to install.
The minimum install requires at least 40 MB of hard drive space.
The full install requires at least 345 MB of hard drive space.

Video and Sound Problems
If you experience video or sound problems, please contact your computer or
sound and video card manufacturers for updated sound and video drivers.
Many Windows 95 systems are more reliable running a variety of software
when they have updated drivers for the sound and video cards.

Alt-Tab during Multiplay
If the host alt-tabs during a multiplayer game all moving objects on all other
player's computers will stop moving until the host returns to the game.

Using Xmouse with the *Beyond The Third Dimension*:
Users who are using Xmouse will need to turn off Xmouse before starting *Beyond The Third Dimension*.
This will ensure that the program runs in the intended resolution of 640x480.