Raw to POV-Ray Converter for Windows (WRAW2POV)
Version 1.01 (2/28/95)
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This program is based on the DOS program RAW2POV written by Steve Anger.

WRAW2POV converts raw data files as output by various CAD programs into smooth ray-traceable objects for POV 1, POV 2, Vivid 2 and Polyray. To get **WRAW2POV** to work, but you'll need the files CMDIALOG.VBX and THREED.VBX. These files are available in a separate archive file (GO GRAPHDEV, Lib 9, R2PVBX.ZIP). These files are also included with POVCAD 4 (GO GRAPHDEV, Lib 9, PVCWIN.ZIP). You'll also need the run-time dynamic link library VBRUN300.DLL and a program to create the raw data files (naturally, I suggest POVCAD <G>).

Support
If you've got any comments, suggestions, requests or bug reports, send a message to:

Rob McGregor,
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From the Internet: 73122.3125@compuserve.com

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Feel free to re-upload this program to other bulletin boards or on-line systems or to give copies to friends. Just keep it in its *original, unmodified* form. Don't change the name of the ZIP file. It's supposed to be called R2PWIN.ZIP.

DISCLAIMER
If you use **WRAW2POV**, you do so at your own risk. Rob McGregor (The Author) won't be held responsible if it screws anything up. The Author makes no claims as to the suitability of the software for any specific purpose.

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Files
WRAW2POV.EXE
Raw to POV for Windows executable (written in VB3). Limited only by available memory and disk space.

RAW2POV.DLL
Requires 386 /w 387 or 486 CPU. 2Mb or more of RAM is recommended.

WRAW2POV.WRI

What you're reading.

CHESS.RAW
Example of RAW input file format.

WINEGLAS.RAW
Another example of RAW input file format.

Version History

Ver. 1.01 (2/28/95)
o Fixed a minor conflict between POV 1.0 and POV 2.x output formats.

Ver. 1.0 (2/15/95)
Initial release.