

Contents

System Requirements

[Operating System](#)

[Disk space](#)

[Hardware](#)

[More objects!](#)

Installation

[For Windows 95, Windows NT 4.0, Windows 98](#)

[Starting the program](#)

Main Menu

[Viewing title and categories of objects](#)

[Using an object in another program](#)

Searching for a specific object

[Changing main categories](#)

[Custom filter](#)

[Keyword search](#)

[About](#)

Frequently asked questions

[Answers to the most common questions](#)

Support

[Voice, fax, Internet e mail](#)

[Cosmi on the web](#)

License agreement

[Reuse of objects](#)

Acknowledgments

[ACKNOWLEDGMENTS](#)

Glossary of Terms

Operating System

Your computer must have Microsoft Windows 95, Microsoft Windows NT 4.0, or higher versions of these operating systems.

Disk space

This program requires approximately 2 megabytes of storage space on your hard drive (often less). If you decide to save objects effects from the CD ROM to your hard drive you will require additional storage space.

Hardware

A mouse or other pointing device is required.

More objects!

Yes, we have more objects for you! Please visit our web site, www.cosmi.com and select the 3D Cad support page.

For Windows 95, Windows NT 4.0, Windows 98

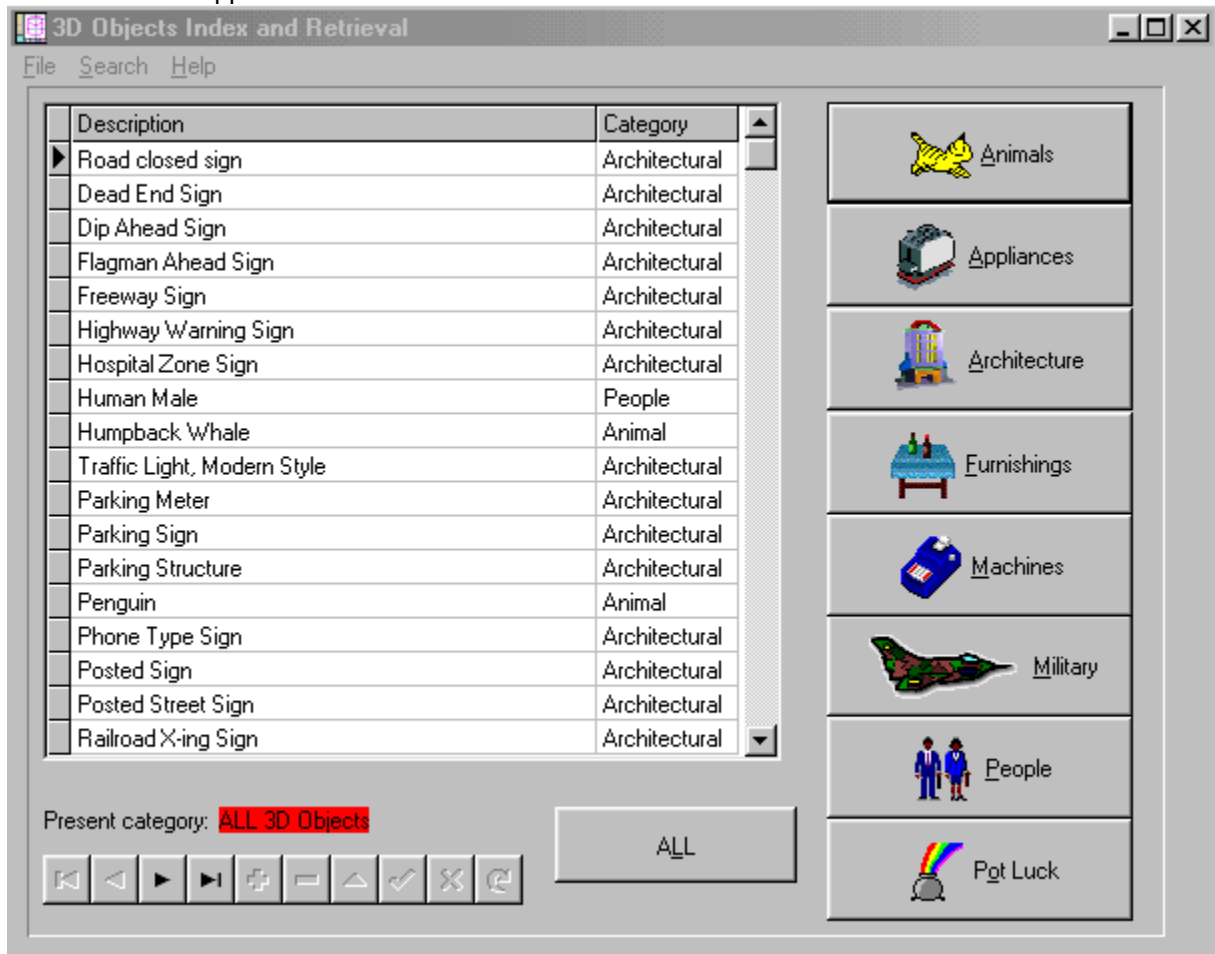
1. Turn on your computer. Place the CD-ROM in the CD-ROM drive.
2. In the startup screen, double click on the "My Computer" icon.
3. Double click on the CD-Rom drive icon.
4. Double click on the CdSetup or CdSetup.exe icon.

Starting the program

Click on the program. THE CD ROM MUST BE IN THE CD ROM PLAYER! **THE PROGRAM WILL NOT WORK AT ALL** if you do not put the CD ROM in your CD ROM player.

Viewing title and categories of objects

The main menu appears as follows:

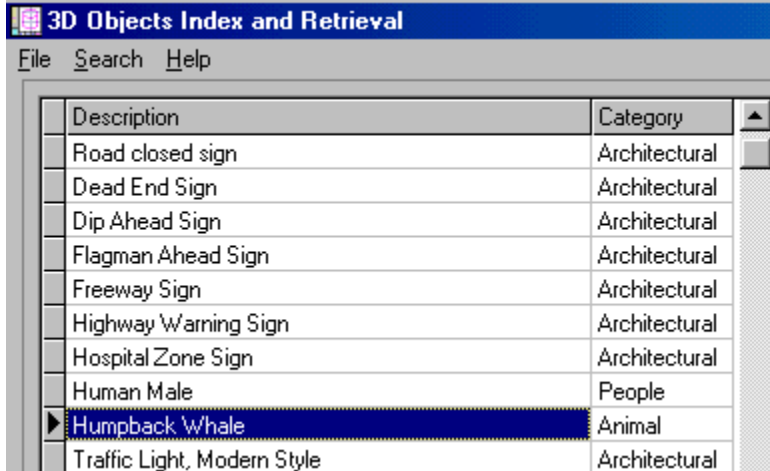


Main Menu

The Title and category for each 3d object is shown.

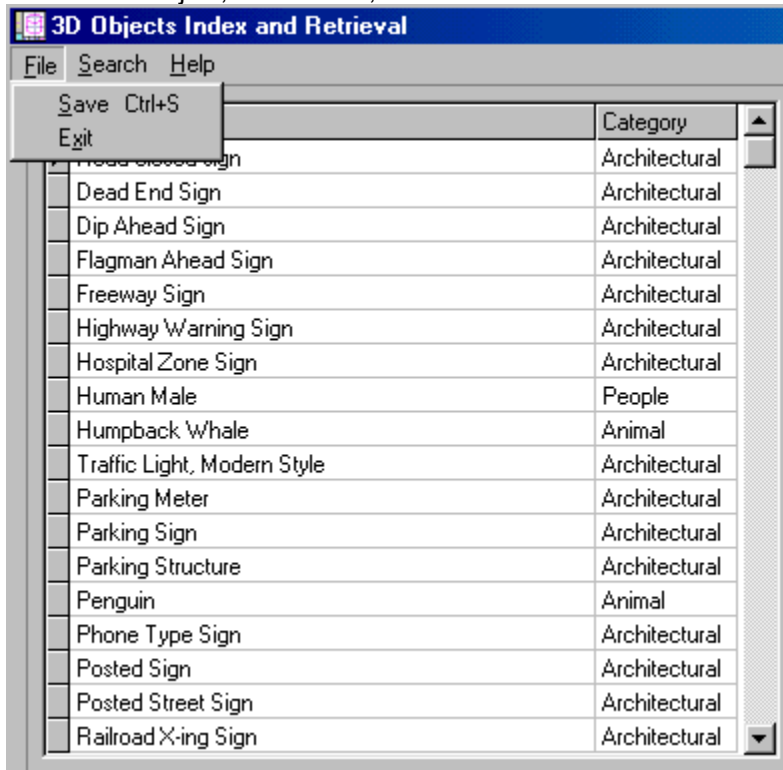
Using an object in another program

To use an object in another program, you must SAVE the object. To save an object, first make sure that the object you want to copy is selected. The selected object will be highlighted, as illustrated below:



In this illustration "Humpback whale" is selected

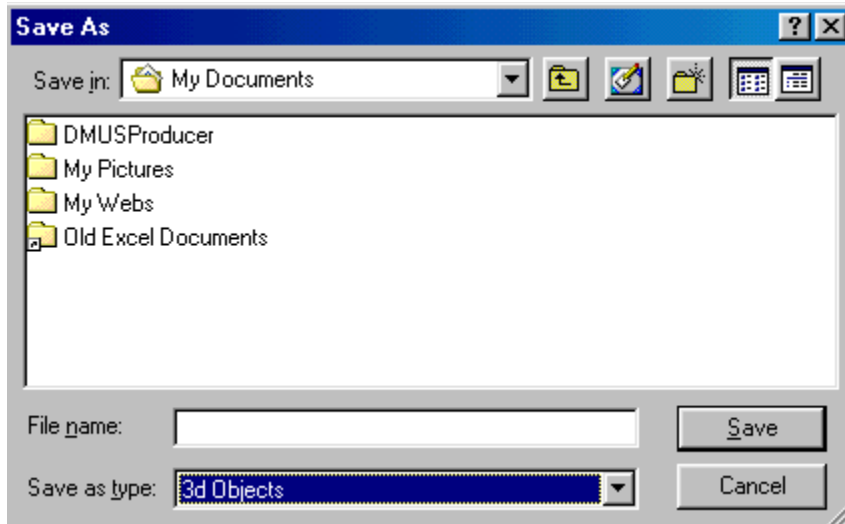
To save the object, select FILE, SAVE from the main menu:



File save from the main menu

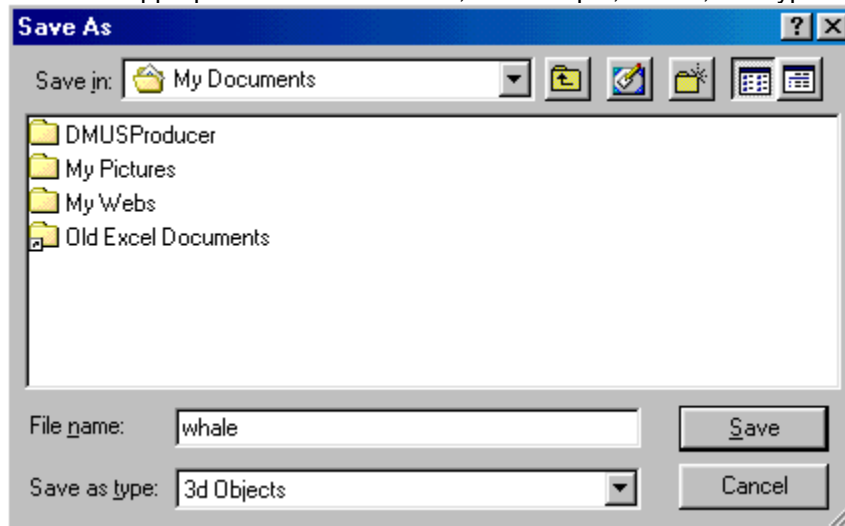
You can also hold down the CTRL (Control) key and press S to activate saving the present object.

Once you have selected FILE, SAVE, a Save file dialog will appear:



File, save dialog

Select an appropriate name for the file, for example, Whale, and type it in File name:



Save dialog after a name is entered

Note that the program will append the extension "x" to the file name that you choose.

Changing main categories

There are several different ways to find an object.

The first way is to limit the display of objects in the main menu.

As you will notice, the program has a status label (located in the bottom, middle of the main menu) which shows what objects are being displayed:

Present category: **ALL 3D Objects**

Category display

When the program begins, the category will be ALL objects.

To view objects ONLY from one category, use the category buttons on the right side of the main menu:

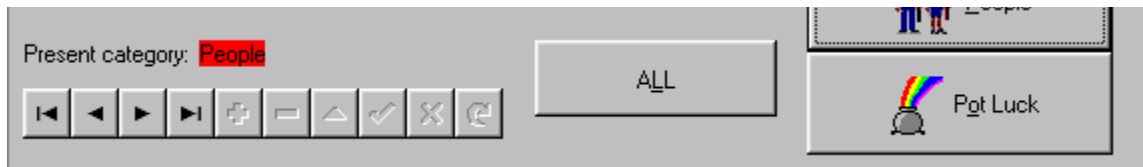


Category buttons

When you click on one of the buttons, that category, and that category ONLY will be displayed. The category display label will change to let you know that you have a search active. For example, if you selected People, you would see the following:

Present category: **People**

To change to another category, click on that category. To return to ALL objects, click on the ALL button, located to the left of the category display:

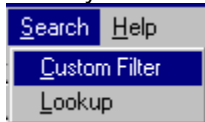


Location of ALL button

Custom filter

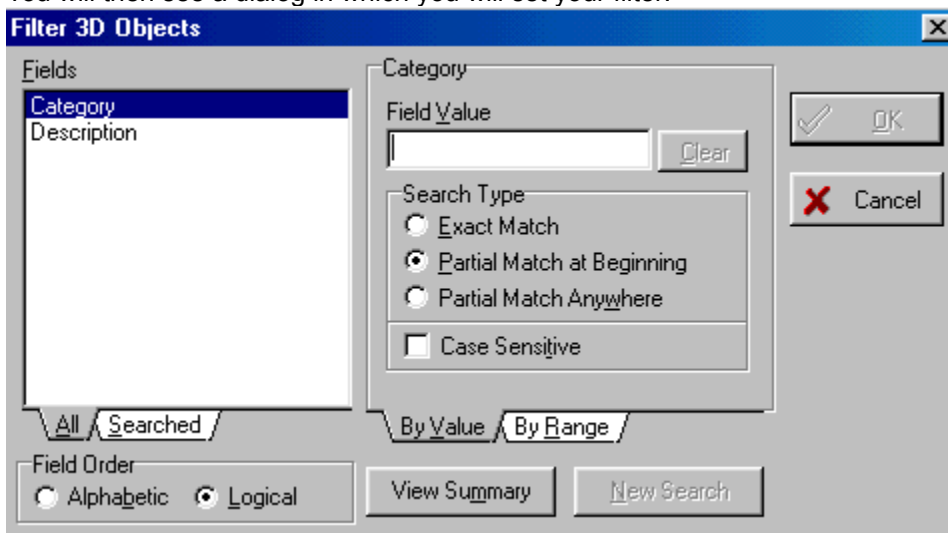
Just like any "mechanical" filter, this program provides "filters" which result in limits on the objects that are available from the main menu display. When you enter a filter ONLY objects containing the filtered item will be shown. All other objects will not be visible until you CLEAR the filter or set a new filter.

To set your own filter, select CUSTOM filter from the main menu:



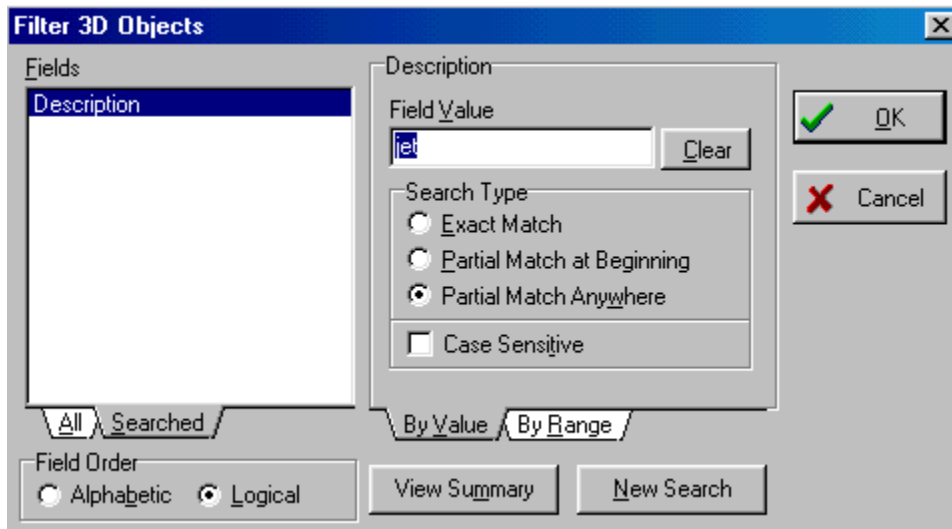
Custom filter

You will then see a dialog in which you will set your filter:



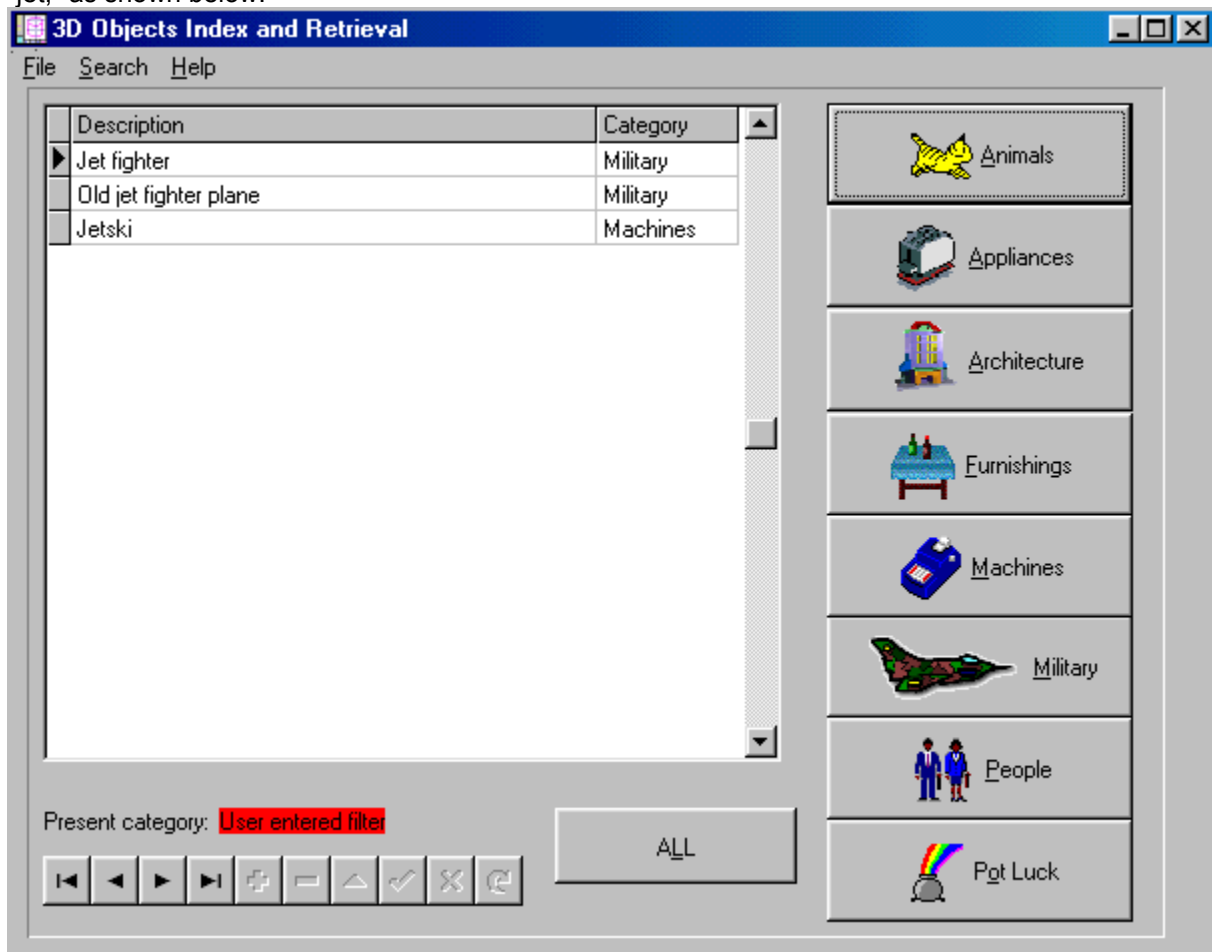
Filter entry dialog

As you can see, you may set filters for the CATEGORY, or DESCRIPTIONS. The best filter to set is DESCRIPTIONS because this is the most descriptive information available. Let's assume for purposes of an example that we want to view jet planes objects. We would then set a custom filter of "jet," as shown below:



Setting a filter for "jet"

After clicking "OK" the program will only show objects containing the word (or beginning of a word) of "jet," as shown below:



Main menu display after applying a filter of "jet"

To make you aware of the fact that there is a filter being applied, the Present category display indicates this fact:

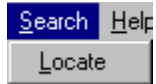
Present category: **User entered filter**

User entered filter is active

If you ever are looking for a specific object and can't see it in the main menu, try looking to see if a filter is set.

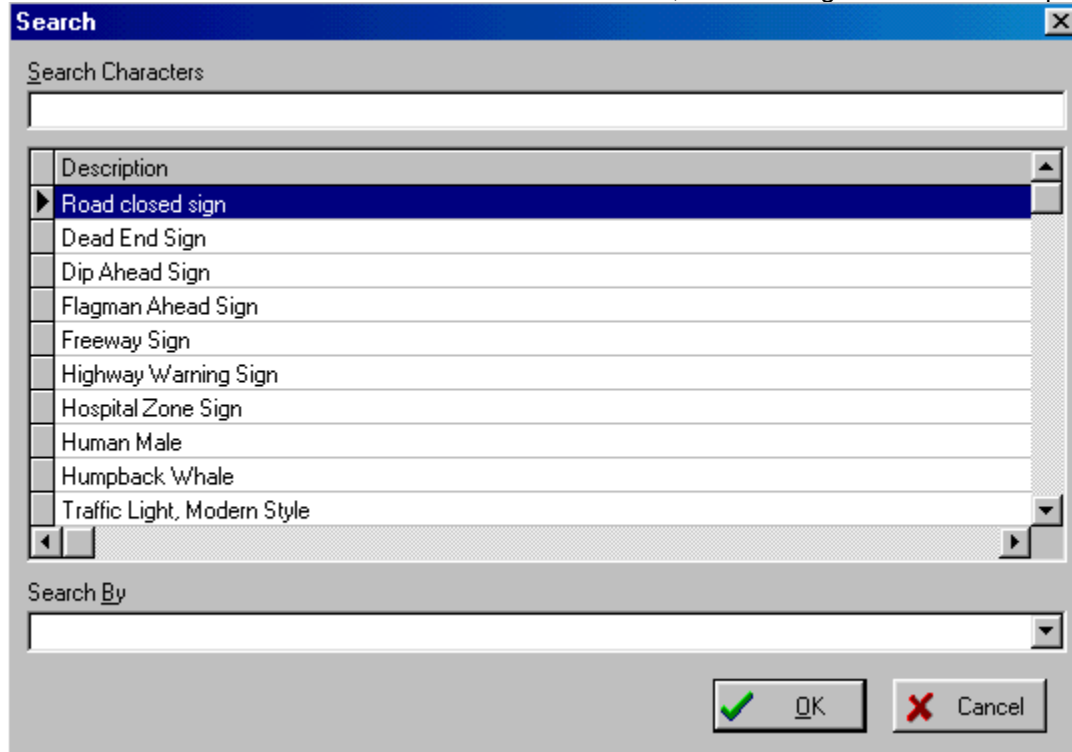
Keyword search

To locate an object use the locate command on the SEARCH MENU.



Locate command

To activate the search click on LOOKUP. After a moment, the following screen will be displayed:



Search

As you type letters the display will move to the closest match. If there is no exact match, the search will stop at the closest term.

About

This provides copyright and version information for the program.

Answers to the most common questions

1. What type of files is stored in the program?

Answer: Direct "X" or "X files." (Apologies to Chris Carter.) These files can be used in most 3D programs, and in most Direct X programs.

2. What names can I save an object from this program?

Answer: Any valid name under your version of Windows. We recommend that the file end with the extension x. Your system almost always requires "direct x" objects to have the file extension wav.

3. Can I use the objects on my web site?

Answer: Yes. The license agreement provides that you can use up to 150 objects without permission. Instructions for obtaining permission to use more than 150 objects are provided in the license agreement.

4. Are the objects copied onto my hard drive?

Answer: No! The objects are on the CD ROM. Only objects that you decide to copy for later use will be on your hard drive (or floppy disk).

5. What's a "Failure to initialize BDE" error?

Answer: This program uses the BDE routines to index and display the objects. If the BDE is not already on your system, the install program will provide the BDE files necessary. Many computers already have the BDE files. This error almost always means you did not install the program. You are free to use this program on more than one computer, so long as you use it on only one machine at a time. You cannot simply place the CD in the computer and run the program without installing the program first.

Voice, fax, Internet e mail

We encourage our users to provide comments and suggestions about this program.

This program is supported by voice, fax and Internet. COSMI is proud to be one of the few computer software publishers who provide customer support without charge.

Voice

Voice is available as follows (all times are in the Pacific time zone):

Monday through Thursday, 8:30am-12:00 noon and 1:00pm – 4:00 pm.

Friday, 8:30am-12 noon. You may call 310-886-3510 with your support questions.

Internet

Support questions may be addressed to support@cosmi.com.

Fax

You may fax us at 310-886-3517.

Cosmi on the web

Join Cosmi on the world wide web at:

<http://www.cosmi.com>

You may also request customer service from our web site.

Reuse of objects

This program is subject to Cosmi's standard single user license agreement. This license agreement is contained in the printed user manual, or on the CD jewel case. Objects in this collection may be used by the registered owner of the program without payment of any royalty in the following cases:

- (a) web pages- no more than 150 objects per site;
- (b) computer programs (including computer programs for resale), no more than 150 objects per program;
- (c) any computer generated application, 150 objects per application;
- (d) broadcast (no more than 150 objects per day.)

All other uses require permission. Permission will be granted in most cases without charge for other uses.

IN ALL CASES, you must either affix a copyright notice to the materials which can be either yours or:

Portions copyright 1998 Cosmi Corporation

PERMISSIONS WILL ONLY BE GRANTED VIA EMAIL REQUEST. Please provide the following:

Your name; mailing address, telephone number and contact time and, a brief description of your proposed use.

Email all requests to: permissions@cosmi.com

REPEAT: PERMISSIONS WILL ONLY BE GRANTED VIA EMAIL REQUEST.

ACKNOWLEDGMENTS

Executive producer, programming: Herb Kraft

Mesh search and locate team: Cesar Garcia, Emerald Burke, Georgia Shubert

Testing/QC: Bryan Snofsky

COPYRIGHT

This program is © 1999 Cosmi Corporation. All rights reserved.

Glossary of Terms

