

3D TV 3D-ROM Instructions.

Rev 1.0

Index :

- a*) Packing list.
- b*) Hardware requirements.
- 1) Hardware (PCP) installation.
- 2) Hardware trouble shooting.
- 3) Software (3D-ROM) installation.
- 4) Software trouble shooting.
- 5) Creating a boot disk.
- 6) Running the software direct from the CD.
- 7) Using the 3D-ROM interface.
- 8) Utility programs.
 - 1 : The Universal VESA BIOS Extension (UNIVBE 5.1).
 - 2 : VESA BIOS Extension Tester (VBETEST).
 - 3 : Stereo Fix (STFIX 1.0).
 - 4 : Port Information (PORTS).
 - 5 : PKUNZIP Shareware.
 - 6 : Memory Checker (MEMCHK)
- 9) Other sources of information.

Packing List.

- 1 : One PCP parallel port interface.
- 2 : One or more pare of LCD stereo glasses.
- 3 : One copy of the 3DTV CD-ROM (3D-ROM).
- 4 : One copy of the documentation.
- 5 : One registration card.

Note : If you have one of the powered PCP interfaces you will also get one DC 12v AC adapter.

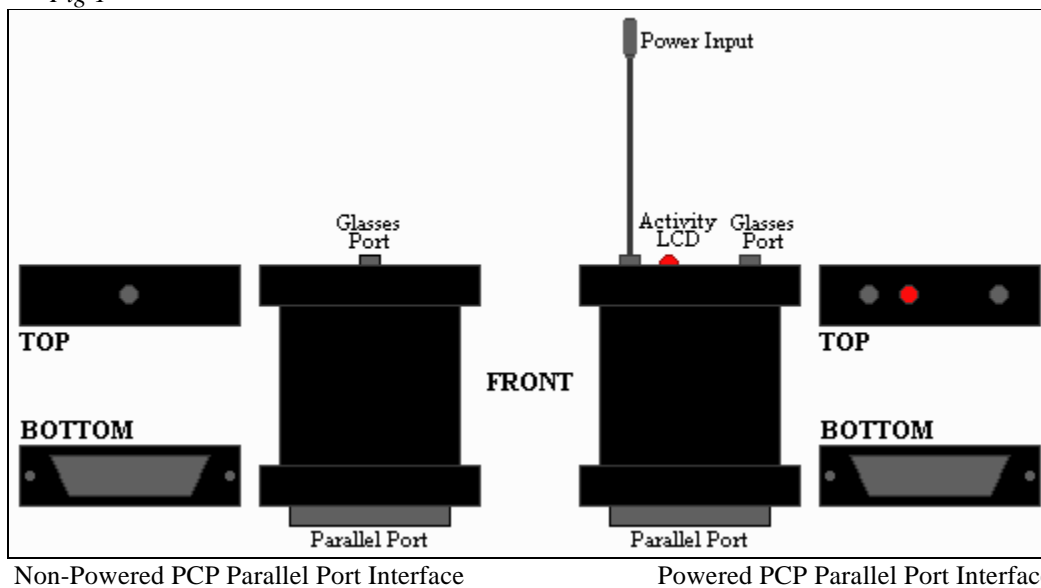
Hardware Requirements.

- 1 : 486 DX/33 or better, P100 recommended.
- 2 : 8mb Ram or more, 16mb recommended.
- 3 : Fast video card with at least 1mb of memory, VESA 2.0 compatible
PCI video card with 2mb VRAM recommended.
- 4 : 2x CD-ROM, 4x CD-ROM recommended.
- 5 : Approximately 15mb of free hard disk space.
- 6 : A working parallel port set to 378h (normalfor LPT1).

Hardware (PCP) Installation.

- 1 : Remove any packaging material from the interface.
- 2 : Check the interface for any damage, if it is damaged please contact the retail outlet from which you made your purchase.
- 3 : *Make sure that your computer is turned off* Then plug the PCP device into the parallel port of your compute. *(see fig 1) **
- 4 : If your PCP device has a wire with a connector extending from the front lease continue to step 4a. Otherwise skip to step 5.
- 4a: Plug the included AC adapter into the PCP power input.
- 5 : Plug the LCD shutter glasses into the PCP glasses port.
- 6 : Turn on your computer and continue with the software installation (part 3).
- 7 : If you have any problems installing the PCP interface, please check the next page for trouble shooting information.

Fig 1



* If your kit came with a parallel port splitter and you wish to use a second parallel port device (printer modem etc.) plug one end into your parallel port and hook the PCP into one of the two remaining ends.

Hardware trouble shooting.

Problem 1 : If your LCD glasses shutter when you are not running supported software and you have a second parallel port device installed.

Solution 1: The PCP interface may be conflicting with the other devices on your parallel port, remove them and see if the problem persists.

Problem 2 : Your LCD glasses do not shutter and you do not see 3D when running the supported programs.

Solution 2 : If you have a powered PCP check to see if the activity LCD is flickering. If not and the program you're running is installed and configured correctly you may have a bad PCP interface. In this case call technical support.

If you have any other problems please contact technical support.

Software (3D-ROM) installation.

If you are using Windows 95 please skip to the section pertaining to Windows installation.

If you want to run the menu and programs directly from the CD please skip to the end of this section.

- 1 : Remove the 3D-ROM CD from its case checking for scratches or other damage.
- 2 : Insert the 3D-ROM into your CD-ROM drive.
- 3 : From the DOS prompt change drives to your CD-ROM
(x: where x is the drive letter DOS assigned your CD-ROM)
- 4 : Type “install” to launch the 3D-ROM installation program.

The installation program will decompress about 15mb of files to your hard disk,
these files are needed only if your video card is NOT VESA 1.2 compliant.
Please
see the section about utility software for more information on VESA
compatibility.

- 5 : Provide the installation program with the requested information when prompted.
- 6 : After the installation program runs and copies all the necessary files to your hard drive you may type “3dtv” to start the software
- 7 : If you have any problems installing the 3D-ROM please check the next page for trouble shooting information.

Windows 3.1 Installation.

- 1 : Exit from Windows 3.1 by closing all active programs and holding down the ALT and F4 keys, and then selecting “Yes”. This will take you back to the MS-DOS prompt.
- 2 : From the DOS prompt follow the DOS install instructions listed above.

Windows 95 Installation.

- 1 : Due to the way Windows 95 handles graphics it is necessary to exit to a full DOS session before installing or running the 3D-ROM.
- 2 : If you have the upgrade version of Windows 95 your DOS system files are still present on your hard drive. In order to run your old version of DOS with out damaging or removing your Windows 95 files you must shutdown and restart your computer. Then just after your memory and BIOS information is displayed you will see a message “Starting Windows 95” , at this point press the F4 key to start your previous version of DOS. Be warned however that on fast 486’s and 586’s the “Starting Windows 95” message will go by VERY fast. Once you are back in DOS proceed with a normal DOS installation as described in the previous page.
- 3 : If you have the full version of Windows 95 you can still run the 3D-ROM by restarting in DOS Mode or by using a boot disk as described in part 5.
- 4 : To restart in DOS Mode close all active programs. Then press and hold the ALT and F4 keys. You will be given a menu of choices.

Shut down the computer?

Restart the computer?

Restart the computer in MS-DOS mode?

Close all programs and log on as a different user?

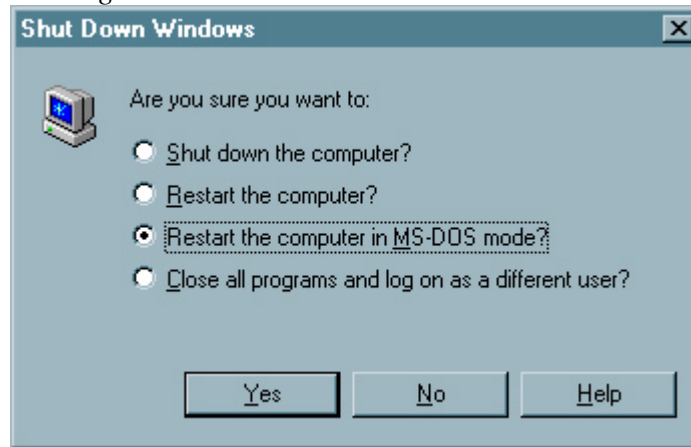
(see fig 2) *

Select the third option “Restart your computer in MS-DOS mode?” and click on YES. This will restart your computer in a special version of DOS that is built into Windows 95.

* If you do not have a network installed the last option will not be present

- 5 : If once in the Windows 95 MS-DOS mode you find that you do not have access to your CD-ROM drive or other peripherals. You may either install the DOS drivers or your add in devices or create a boot disk as described in part 5.

Fig 2



Software trouble shooting.

Problem 1 : Memory error when installing or running the 3D-ROM software.

Solution 1 : The 3D-ROM menu programs need at least 580kb of base memory. If the install program reported that you have less than this free it will be necessary to optimize your memory or create a boot disk as described in part 5.

To optimize your memory from DOS 6.0 or better you may use the MemMaker program included with your copy of DOS. The MemMaker program is designed to optimize your memory by loading most device drivers into the space between the first 640kb and the first 1mb of your RAM. Normally this so called upper memory is not used by DOS.

To run MemMaker type “memmaker” from the DOS prompt. Then follow the instructions provided on the screen.

Problem 2 : The install program crashes and gives a black screen with a few strange characters after decompressing the files to your hard disk.

Solution 2 : Some video cards are not compatible with the Universal VESA driver the 3D-ROM uses for its SVGA graphics. The install program tries to detect what type of video card you have after it installs all the needed files for the 3D-ROM. When it finds an unidentifiable card type it tends to lock up the system.

To fix this problem you need to manually configure the Universal VESA driver to run with a generic 24bit DAC (i.e. a generic video card) . After rebooting your computer start the program called UVCONFIG.EXE found in the 3DTV directory on the drive you installed to. Once presented with the Uvconfig menu select the correct memory size and card type (or generic card type) before selecting OK to proceed with the driver creation. Once you have your new driver run the program 3DTV.EXE to start the 3D-ROM.

Problem 3 : The 3D-Flic files corrupt the display.

Solution 3 : There is a small bug in the 3D-Flic player that causes the files to corrupt in memory. This error will not occur on most computers but please contact us for update availability.

Creating a Boot Disk.

- 1) Place a blank floppy disk in your A: drive.
- 2) Type "Format A: /S" and hit the ENTER key. This will format the floppy and copy the system files to the book disk
- 3) Once the floppy is formatted, you must create a CONFIG.SYS and AUTOEXEC.BAT file on the floppy. It should look something like this.

CONFIG.SYS file

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE RAM
DOS=HIGH,UMB
LASTDRIVE=Z
```

AUTOEXEC.BAT

```
@ECHO OFF
PROMPT $p$g
PATH A:;\;C:\DOS;C:\
SET TEMP=C:\DOS
```

Once you have your AUTOEXEC.BAT and CONFIG.SYS files you must install DOS device drivers for your CD-ROM, Sound card, and Mouse. While every ones computer needs to be setup in a unique way. Your CONFIG.SYS and AUTOEXEC.BAT files will look something like this when your done.

CONFIG.SYS file

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE RAM
DEVICE=C:\CDROM\CDROM.SYS /D:CD-ROM
DEVICE=C:\SOUND\SOUND.SYS
DOS=HIGH,UMB
LASTDRIVE=Z
```

AUTOEXEC.BAT

```
@ECHO OFF
Set SOUND=220,5,1
PROMPT $p$g
PATH A:;\;C:\DOS;C:\
SET TEMP=C:\DOS
C:\CDROM\MSCDEX.EXE /D:CD-ROM
```

Running the Software Direct from the CD.

- 1) If your video card is VESA 1.2 or higher compatible you may run the software directly off the CD by changing to your CD-ROM drive (i.e. x: where x is the letter DOS assigned your CD-ROM). However the programs will run much slower than if you were to perform a full install.
- 2) If your video card is NOT VESA 1.2 compatible you may still run the programs from the CD providing you first load the shareware version of the Universal VESA driver found on the CD in the UNIVBE51 directory.

To install the shareware UNIVBE 5.1 program just change to its directory and type install. Then follow the instructions as they appear on the screen.

- 3) There are a few problems with running the programs directly off the CD.

Problem 1 : The screen jerks around and/or the computer locks up when viewing stereo programs.

Solution 1 : Your video card is not fully VESA 1.2 compatible. See the next section for more information.

Problem 2 : The menu takes a long time to redraw.

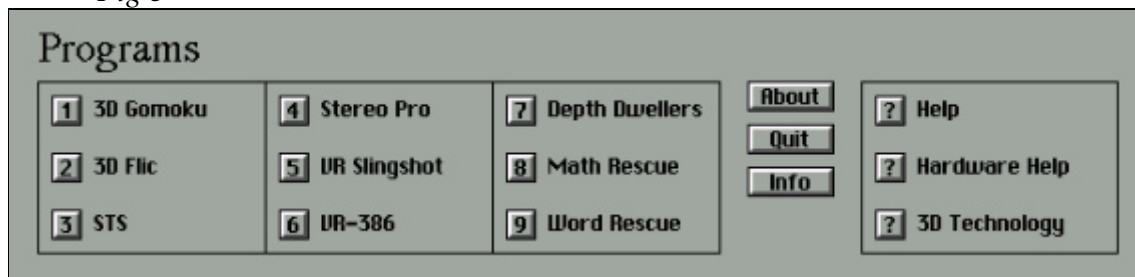
Solution 2 : Your CD-ROM drive is too slow to run the programs a comfortable speed. We suggest a full installation.

Using the 3D-ROM Interface.

- 1) The 3D-ROM interface consists of several menus which launch the individual programs and images. For most people the concept of a graphical user interface or GUI is a familiar one. However there are a few points where the 3D-ROM interface is different from other such systems. With this in mind the following pages will take you step by step through the 3D-ROM user interface.
- 2) The MAIN MEU

The main menu is the screen you see when you first run the 3DTV.EXE program. It consists of a logo image and a number of buttons with captions (*see fig 3*). These buttons launch the individual menu pages for the different parts of the CD. You can launch these sub menus by clicking on the button to the left of the caption or by typing the number on the button (i.e. to launch STS click on or type '3').

Fig 3



Information about the nine main programs can be found in later pages of this manual, or in the readme files and documentation found on the CD.

The three long buttons to the right of the nine main buttons are for learning about the menu programs, quitting the menu program, and information about 3DTV corp. respectively.

- 1 : As with STS, VR Slingshot, Depth Dwellers, Math Rescue, & Word Rescue, the menu for 3D Gomoku has only three buttons. One for information about using the program, one to run the program and one to return to the main menu (*see fig 4*).
- 2 : 3D-Flic has the same menu as 3D Gomoku, with the exception that the middle button says 'Flics' rather than 'Run'. The second menu follows the same system as Stereo Pro for displaying previews of the images/animation's.

- 3 : As with 3D Gomoku, VR Slingshot, Depth Dwellers, Math Rescue, & Word Rescue, the menu for STS has only three buttons. One for information about using the program, one to run the program and one to return to the main menu (*see fig 4*).

Fig 4



- 4 : Stereo Pro has two familiar buttons at the bottom left hand side of the screen but rather than have a single run button there is a list of sub pages containing thumb nail previews of the images (*see fig 5*). These have been sorted into a number of categories in order to speed up display time. To launch the sub pages with the image previews click or type the number to the left of the captions.

The image preview menus for both Stereo Pro and 3D-Flic consist of six columns of five pictures and ten buttons. The picture previews are directly above two buttons, one 'View' button which launches the stereo image or animation viewer and one with a question mark which displays information about the image or animation file (*see fig 6*). At the bottom left hand side of each page there is a set of five buttons in a VCR like format (*see fig 7*). This button bar moves through the pages of images with in the category you selected. Just to the right of the navigation button bar is a single 'Help' button. This will display detailed information about the preview menus.

Fig 5

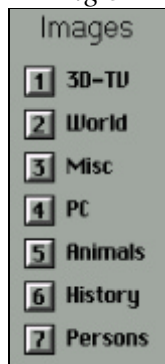
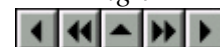


Fig 6



Fig 7



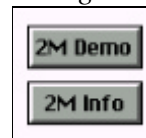
- 5 : As with 3D Gomoku, STS, Depth Dwellers, Math Rescue, & Word Rescue, the menu for VR Slingshot has only three buttons. One for information about using the program, one to run the program and one to return to the main menu (*see fig 4*).

- 6 : VR-386 has a menu similar to Stereo Pro however the buttons at the top left hand side of the screen launch the different virtual worlds found on the CD rather than display a list of images (*see fig 8*). The button under the list of virtual worlds displays a menu of world building tools. This menu has only three buttons, one to launch the '2M Demo' world builder, one to display '2M Info' (*see fig 9*) and one small one at the bottom left hand side of the screen that returns to the VR-386 main menu.

Fig 8



Fig 9



- 7 : As with 3D Gomoku, VR Slingshot, STS, Math Rescue, & Word Rescue, the menu for Depth Dwellers has only three buttons. One for information about using the program, one to run the program and one to return to the main menu (*see fig 4*).
- 8 : As with 3D Gomoku, VR Slingshot, STS, Depth Dwellers & Word Rescue, the menu for Math Rescue has only three buttons. One for information about using the program, one to run the program and one to return to the main menu (*see fig 4*).
- 8 : As with 3D Gomoku, VR Slingshot, STS, Depth Dwellers & Math Rescue, the menu for Word Rescue has only three buttons. One for information about using the program, one to run the program and one to return to the main menu (*see fig 4*).

Utility Programs.

All the listed utility programs can be found on the CD in the UTILS directory

- 1) The Universal VESA BIOS Extender. This program allows your video card to emulate the VESA video standard if it is not hardware compatible. Use this program only if you are running the software directly from the CD and your video card is not VESA 1.2 compatible.

NOTE : The hard drive installed version of the menu program installs a special version of the UNIVBE driver that is built into the software.

- 2) VBETEST is a small program that tests your video card for VESA compatibility.
- 3) Stereo Fix is a used to shift stereo images to the right allowing the user to adjust the amount of parallax in the pictures.
- 4) PORTS is a program that returns information about your communication ports. Use this program to test if your parallel port is set for base address 270h or 370h.
- 5) PKUNZIP shareware. Use this program to decompress the other utility programs.
- 6) Memory Checker. There is a program called MEMCHK.EXE. It checks the amount of free base memory and compares it to the amount needed to run the 3D-ROM. Run this program when ever you need to confirm that you can run the programs.

Other Sources of Information.

- 1) You can find a copy of all the documentation as well as information regarding stereoscopic technology in the directory DOCS. These files are in Adobe PDF format and require Adobe Acrobat to view. You can install Acrobat for DOS or Windows using the files in the Adobe directory.
- 2) Updates of software and documentation can be found on the Internet at <http://www.stereospace.com>

Technical Support

Internet : starks@stereospace.com ATN : tech support.
 http://www.stereospace.com

Phone : (415) 479-3516

Fax : (415) 479-3316

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