

3DTexter V1.01

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This application is Freeware.

What does 3DTexter require to run?

‡ 3DTexter should run on any PowerMacintosh running System 7.5.x with the QuickDraw 3D V1.03 extension.

‡ More than 12MB free Ram.

‡ Install Clipping Extension.

‡ Install QuickTime Extension to decompress Pict-Files.

‡ It has been tested on a PowerMac 7500 and a PowerMac 6100/60.

How much does 3DTexter cost?

3DTexter is Freeware.

The cost is: send a E-mail to me.

How do I get the new Version?

Send E-Mail to: schindl@ergobit.de and give me your address, I answer.

Visit www.ergobit.de/schindl on internet.

Can I distribute 3DTexter?

Yes, please do! You may distribute this application anyway you want as long as you include the documentation and do not charge for it. Reasonable media and distribution costs excluded.
I want as many people to get this as possible.

Where can I contact you?

If you like this program or even think it sucks, let me know. I

always answer my mail so, if you don't get a response, I may not have received it and you should send it again.

For help or information about this application, send mail to schindl@ergobit.de.

Visit our Webpages. <http://www.ergobit.de>.

How do I use 3DTexter?

Using 3DTexter is simple.

- ‡ Select the menu-bar File the menu-item New.
- ‡ Now you be able to enter the text in the Textinput-Field.
- ‡ Click on the array Texture, so you be able to choose a Pict-File.
- ‡ This Picture becomes now the Surface of the 3D-Graphic.
- ‡ If there are all enrolments made, so click Ok.
- ‡ 3DTexter make now into an new window with the identical Graphic of the Text in 3D.
- ‡ Now you be able with Drag and Drop, (option key hold-down) to export each Grafik in another program , or drop as Clipping-File on the Desktop.