NC01-ST DEMO INTERFACE USER GUIDE – Stereo 3D Terrain Engine

2 Projection Options: Ortho, Perspective, Simulation

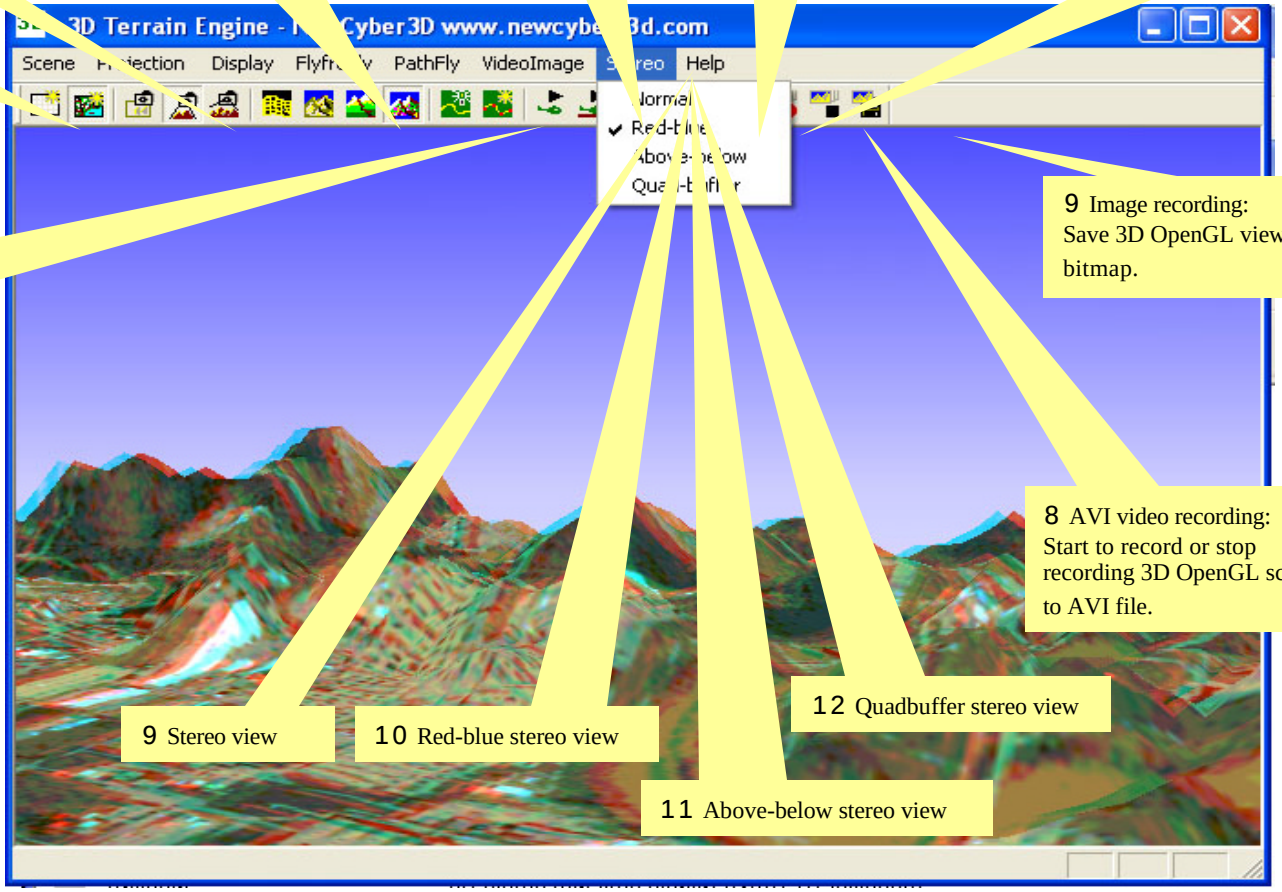
3 Rendering Mode: Wired-frame, Shading, Color-ramp, Texture Mapping

7 Real-time flythourgh: Start to fly or stop flying

4 Birdview: Use "M" key to start or stop birdview.

5 3D Control: Use "R" to reset the scene parameters. Use arrow keys and "A", "Z", "S", "X" to move the terrain, "F", "V" to change height scale.

1 Data Input: DEM data Texture data



6 Flight Route Data Loading. Turn on/off the path display. (NC06 for 3D route design)

9 Image recording: Save 3D OpenGL view as a bitmap.

8 AVI video recording: Start to record or stop recording 3D OpenGL scene to AVI file.

9 Stereo view

10 Red-blue stereo view

11 Above-below stereo view

12 Quadbuffer stereo view

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