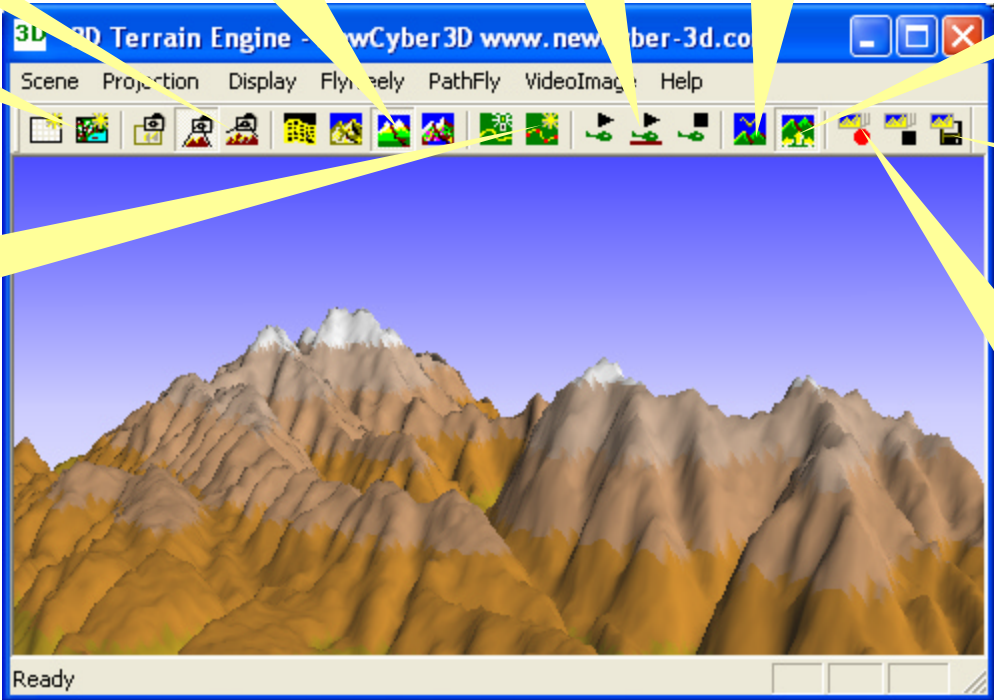


NC01 DEMO INTERFACE USER GUIDE -- 3D Terrain Engine



The screenshot shows the 3D Terrain Engine interface. The window title is "3D Terrain Engine - NewCyber3D www.newcyber-3d.com". The menu bar includes "Scene", "Projection", "Display", "Fly", "PathFly", "VideoImage", and "Help". The toolbar contains various icons for file operations, scene management, and rendering. The main display area shows a 3D terrain model with mountains and a blue sky. The status bar at the bottom left says "Ready".

1 Data Input:
DEM data
Texture data

2 Projection Options:
Ortho, Perspective,
Simulation

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

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.

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

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

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

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