

1 Viewer3D ReadMe:
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3 Viewer3D provides for graphical viewing of 3D Cartesian Coordinate
Data.
4 Viewer3D may be used with the Trilogy application.
5 Viewer3D may be used as a 'stand-alone' application.
6 Viewer3D installs as default as a demonstration with fixed embedded
data.
7 Full use of Viewer3D requires hard-key security.
8 Contact your Viewer3D supplier if purchase (hard-key) is desired.
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10 MINIMUM Computer Requirements for Viewer3D:
11 _PC computer, 1.5GHz, running Windows 32 bit Operating System (64bit
recommended), Win7pro, Notebook typical;
12 (as of this writing Viewer3D has been successfully installed on
Win10 as beta)
13 _1GB RAM memory (depends on #'s of job points processed and
accessory features; see below);
14 _One hard drive with 2GB free space (does not include OS system free
space reqs, virtual memory, etc);
15 _One writable memory drive for storage & backup;
16 _Graphics color screen* set to 1400 x 1050 32bit minimum pixels
resolution (1920 x 1080 typical);
17 *Mobility Radeon 9600 M10 AGP adapter or better for 3D Rendering
(better GPU = better performance);
18 *Display adapter/driver should support OpenGL and computer should
have DirectX9 or greater (DirectX11 recommended),
19 *Less powerful drivers &/or graphics cards may result in poor or
incomplete 3D viewing.
20 _Pointing device (on-board pointer/mouse typical);
21 _Keyboard entry capability.
22 _If non demo: One USB port allocated solely for HardKey, this in
Addition to any other requirements.
23 _Viewer3D needs to run with Administrator rights; This dictated by OS
security requirements from Microsoft Corporation.
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26 Viewer3D requires Full Access to the install folder.
27 Some computers may not allow Viewer3D to auto-set the security access.
28 IF you are experiencing problems with Viewer3D,
29 Insure/Set the following Security rights for Viewer3D;
30 ex using Win7 Pro SP1:
31 1) Launch Windows File Explorer.
32 2) Navigate to where you installed 'Viewer3D' (ex: "C:\Program Files
(x86)\Viewer3D\").
33 3) Select the folder (highlight 'Viewer3D').
34 4) Click (r.click typical) and select [Properties] option.
35 5) Select [Security] tab.
36 6) Select [Edit].
37 7) Select (highlight) a group which uses 'Viewer3D' (ex: Users).
38 8) Insure [x] Full control is checked, Check If not & select [Apply].
39 9) Repeat steps 7) & 8) for any other appropriate groups which use
'Viewer3D' (typical: Everyone, System, Administrators, Users).
40 10) Select [OK] to exit the [Security] tab.
41 11) Select [OK] to exit the Properties window;

42 You have now manually set the security for 'Viewer3D'.
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45 Viewer3D requires the following standard libraries:
46 OpenGL32.dll, GLU32.dll, and AVIfil32.dll
47 Libraries are per your specific OS/Hardware & are provided by
Microsoft &/or your computer manufacture.
48 These libraries should be distributed as standard part of your
Computer's Operating System.
49 Update your computer so as to have these libraries installed and
Up-To-Date.
50
51
52 Optional: Check computer for the DirectX & graphics adapter:
53 The OS should have a Microsoft DirectX Diagnostic tool called
"DxDiag".
54 ex using Win7 Pro SP1:
55 Select [START], [RUN], [DxDiag], [OK].
56 DirectX upgrade information:
<http://www.microsoft.com/windows/directx/default.mspx>
57 DirectDraw Acceleration, Direct3D Acceleration, & AGP Texture are
best Enabled.
58
59 How to Install Viewer3D:
60 Run the "Setup.exe" located within the Viewer3D install package.
61
62 this ENDS the Viewer3D ReadMe file.
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