

# *Appendix J*

## *Plug-in Directory*

Lists the available 3D World plug-ins by name, provides details of the plug-in's type and status, and offers a brief description of its use.

#	Name	Type	Use the plug-in to...	Status
1	3D Controller	Menu Command & Palette	Specify how a third party 3D Controller device should control the 3D World environment.	Previously in 3D World Designer
2	3D Movie	Export	Export a 3DMF QuickTime® movie with a 5 sec, 360° rotation.	<i>New!</i>
3	3D Paint	Modifier	Paint or modify textures directly on 3D objects.	<i>New!</i>
4	3D Text	Geometry	Create three dimensional text.	<i>Version 2.5 plug-in - updated in version 3.0</i>
5	3DMF Text	Export	Produce a 3DMF text file format of a 3D scene.	<i>New!</i>
6	4 Walls	Geometry	Create a regular 4 walled room.	Previously in 3D World Designer
7	Add UV	Menu Command & Modifier	Prepare an object to accept a texture.	Version 2.5 plug-in
8	Alignment	Palette	Align objects in any or all of the X, Y and Z axes.	Version 2.5 plug-in
9	Animate Camera	Menu Command	Animate the camera along a predefined path.	<i>New!</i>

#	Name	Type	Use the plug-in to...	Status
10	Animate Color	Menu Command & Modifier	Animate the color of an item or group of items.	Version 2.5 plug-in
11	Animate Object	Modifier	Animate an object along a predefined path	<i>New!</i>
12	Animate Textures	Menu Command & Modifier	Animate the texture applied to an object.	Version 2.5 plug-in
13	Animation Player	Palette	Control the display of animation in the document and record animations as QuickTime movies.	Version 2.5 plug-in
14	Animation Tweener	Palette	Set tween points for objects or the camera.	<i>Version 2.5 plug-in - updated in version 3.0</i>
15	Array Duplicate	Menu Command	Duplicate an object in any or all of the x, y and z axes, by a specified offset, a specified number of times.	<i>New!</i>
16	Axis	Palette	Display the current orientation of the front window's camera.	Version 2.5 plug-in
17	Bevel	Palette	Apply a bevel to a path/section geometry.	<i>New!</i>
18	Bomb	Menu Command & Modifier	Blow up and delete selected objects.	<i>Version 2.5 plug-in - updated in version 3.0</i>

#	Name	Type	Use the plug-in to...	Status
19	Camera	Palette	Change the window view.	<i>Previously part of the application - updated in version 3.0</i>
20	Color	Menu Command & Modifier	Change the color of objects simply by clicking on them.	Version 2.5 plug-in
21	Color Palette	Palette	A repository for 12 colors.	<i>New!</i>
22	Cone	Geometry	Draw cones.	<i>Previously part of the application - updated in version 3.0</i>
23	Construct	Modifier & Palette	Perform Boolean operations.	Previously in 3D World Designer
24	Convert To Mesh	Menu Command	Convert QuickDraw 3D 1.5 geometries, NURBs and general polygons into QuickDraw 3D 1.0 mesh geometries.	<i>New!</i>
25	Counter	Menu Command	Count the number of objects and triangles in the selection or scene.	<i>New!</i>
26	CSG	Palette	Perform interactive Boolean operations. ( <i>Requires Apple's QuickDraw 3D hardware renderer.</i> )	Version 2.5 plug-in
27	Cube	Geometry	Draw rectangles and cubes.	<i>Previously part of the application - updated in version 3.0</i>

#	Name	Type	Use the plug-in to...	Status
28	Cylinder	Geometry	Draw ovals and cylinders.	<i>Previously part of the application - updated in version 3.0</i>
29	Delete Attributes	Menu Command & Modifier	Delete attributes applied to objects.	Version 2.5 plug-in
30	Dimension	Geometry	Add dimensions to objects.	Previously in 3D World Designer
31	Distance	Modifier	Measure the distance between two points.	Version 2.5 plug-in
32	Draw Direct	Menu Command	Draw objects directly to screen.	Previously in 3D World Designer
33	Draw Direct Idler	Idler	Draw direct to screen when a non-interactive renderer is selected, draw into a buffer when an interactive renderer is used.	<i>New!</i>
34	DXF	Import	Import DXF files as 3DMF.	Previously in 3D World Designer
35	DXF File	Export	Save the 3D World document in DXF format.	Previously in 3D World Designer
36	Earthquake	Menu Command	Shake the view as though an earthquake were occurring.	Version 2.5 plug-in

#	Name	Type	Use the plug-in to...	Status
37	Edit NURB	Modifier	Edit NURB objects by manipulating their NURB control points.	<i>New!</i>
38	Edit Path	Modifier	Edit the path of a geometry and scale and rotate its section at specific points on its path.	<i>New!</i>
39	Edit Vertex	Modifier	Edit objects by manipulating their vertex points.	Previously in 3D World Designer
40	Extrude Bitmap	Import	Import a 2D PICT, TIFF, JPEG, GIF or Picture clipping file as a 3D path/section geometry.	<i>Version 2.5 plug-in - updated in version 3.0</i>
41	Find	Palette	Find objects by object characteristics.	Previously in 3D World Designer
42	Floors And Ceilings	Menu Command	Add floors and ceilings to selected objects drawn with the 4 Walls or Multi Walls drawing tools.	Version 2.5 plug-in
43	Gears	Geometry	Draw gears or cogs.	Version 2.5 plug-in
44	Gradient	Palette	Apply color gradients to the surfaces of objects.	Version 2.5 plug-in
45	Gravity	Menu Command & Modifier	Place objects on the document grid.	Version 2.5 plug-in

#	Name	Type	Use the plug-in to...	Status
46	Group Special	Palette	Produce further copies of a selection and apply transformations to the copies based on the original selection's size and position.	<i>New!</i>
47	Interactive	Menu Command	Automatically switch 3D World from non-interactive rendering to interactive rendering, and back again.	<i>Version 2.5 plug-in - updated in version 3.0</i>
48	Internet	Modifier	Assign URLs (Universal Resource Locations) to 3D objects and use the 3D objects to jump to internet locations.	Version 2.5 plug-in
49	Irregular Polygon	Geometry	Draw the cross section of an irregular shape which is extruded to produce a 3D geometry.	<i>Previously part of the application - updated in version 3.0</i>
50	Lathe	Geometry	Draw a lathe template which is revolved around an axis to produce a 3D geometry.	<i>Previously part of the application - updated in version 3.0</i>
51	Layers	Palette	Locate different objects on various layers and show or hide them as required.	<i>Previously a Designer plug-in - updated in version 3.0</i>
52	Light Director	Modifier	Direct one or more spot lights to point in a particular direction.	Version 2.5 plug-in
53	Lights	Palette	Control the 3D World lighting features.	Previously part of the application

#	Name	Type	Use the plug-in to...	Status
54	MacInteriors	Import	Import 3D data files from Microspot's MacInteriors application.	Version 2.5 plug-in
55	Make Wireframe	Menu Command & Modifier	Display specified objects in wire frame view.	Version 2.5 plug-in
56	Material	Menu Command & Modifier	Change an object's surface attributes.	Version 2.5 plug-in
57	Math Graph	Geometry	Enter a 3D surface based on a mathematical formula.	Version 2.5 plug-in
58	Mountain	Geometry	Create a single mountain peak.	<i>Version 2.5 plug-in - updated in version 3.0</i>
59	Mountains	Geometry	Create a range of mountain peaks.	<i>Version 2.5 plug-in - updated in version 3.0</i>
60	Multi Walls	Geometry	Create rooms other than those with 4 regular walls.	Previously in 3D World Designer
61	NaviCam	Palette	Control the camera position and view.	<i>New!</i>
62	Nudge	Palette	Move or rotate an object by a specified amount.	Previously in 3D World Designer
63	Orbit	Modifier	Orbit the camera around a selected object or point.	<i>Version 2.5 plug-in - updated in version 3.0</i>
64	Pencil	Modifier	Draw lines directly onto 3D objects.	<i>Version 2.5 plug-in - updated in version 3.0</i>

#	Name	Type	Use the plug-in to...	Status
65	PhotoLink	Idler	Link 3D World to Adobe PhotoShop or any PhotoShop plug-in compliant application.	<i>New!</i>
66	Picker	Palette	Display a color picker to easily change the default, or an object's, color.	<i>New!</i>
67	Picture	Export	Save the document view as a PICT, TIFF or JPEG image.	Version 2.5 plug-in
68	Pie Chart	Geometry	Create 3D Pie Charts.	Version 2.5 plug-in
69	Pipes	Geometry	Draw pipes of a specified diameter.	<i>Version 2.5 plug-in - updated in version 3.0</i>
70	Point Lights	Geometry	Place point lights.	Previously part of the application
71	Pyramid	Geometry	Draw pyramid geometries with a specified number of sides.	<i>Previously part of the application - updated in version 3.0</i>
72	Rain	Menu Command	Create the effect of rain in the document.	Version 2.5 plug-in
73	RAM	Palette	Display the memory usage of 3D World and the amount of free system RAM available.	<i>New!</i>
74	Random Color	Menu Command & Modifier	Apply random colors to objects.	Version 2.5 plug-in

#	Name	Type	Use the plug-in to...	Status
75	Regular Polygon	Geometry	Draw regular polygons with a specified number of sides.	<i>Previously part of the application - updated in version 3.0</i>
76	Renderer Options	Palette	Change the way the document and objects within it are displayed.	Previously part of the application
77	Relief	Geometry & Import	Create a 3D surface from a picture contained in a PICT file, the clipboard or a picture clipping.	Version 2.5 plug-in
78	Save Textures	Menu Command	Save the texture on a selected object in PICT, JPEG or TIFF format.	Previously in 3D World Designer
79	Scale Object	Menu Command & Modifier	Scale selected objects by percentage values.	<i>New!</i>
80	Section	Palette	Edit the section of path/section geometries.	<i>New!</i>
81	Shear	Modifier	Distort geometries.	Version 2.5 plug-in
82	Size Window	Menu Command	Specify the size of the of the 3D World document window in pixels.	Version 2.5 plug-in
83	Sound Marker	Geometry	Place sound markers in the document.	Previously part of the application
84	Sphere	Geometry	Draw ellipsoids and spheres.	<i>Previously part of the application - updated in version 3.0</i>

#	Name	Type	Use the plug-in to...	Status
85	Spin	Menu Command & Modifier	Spin objects continuously.	Version 2.5 plug-in
86	Spot Light	Geometry	Place spot lights in the document.	Previously part of the application
87	Status	Idler	Calculate the status of the rendering process when a non-interactive renderer is used and display the results in the Help palette	<i>New!</i>
88	Subdivision	Palette	Specify the type of internal geometries used to draw conics and how geometries drawn using conics or NURBs are triangulated.	<i>New!</i>
89	Sun Direction	Modifier	Adjust the direction the sun light shines in.	<i>New!</i>
90	Surface Area	Menu Command	Calculate the surface area of the objects in a selection or scene.	<i>New!</i>
91	Teleport	Modifier	Move the camera's view to the center of an object, or the point, clicked on.	Version 2.5 plug-in
92	Text Marker	Geometry	Place text markers in the document.	Previously part of the application
93	Textures	Palette	Import and manipulate a texture applied to an object and play movies as textures.	Version 2.5 plug-in

#	Name	Type	Use the plug-in to...	Status
94	Timer	Menu Command	Calculate how often the screen is redrawn per second.	Version 2.5 plug-in
95	To Interactive	Menu Command	Automatically switch 3D World from non-interactive to interactive rendering.	<i>New!</i>
96	Torus	Geometry	Draw torus geometries.	<i>Version 2.5 plug-in - updated in version 3.0</i>
97	Triangulate	Modifier	Break an object or group up into its constituent triangles	<i>New!</i>
98	Tripod	Palette	Change the document view.	<i>Version 2.5 plug-in - updated in version 3.0</i>
99	Turbocharge	Menu Command	Speed up redraws by converting selected geometries or the entire document into QuickDraw 3D 1.5 tri-mesh geometries.	Version 2.5 plug-in
100	Use Conics	Menu Command	Specify that 3D World should use the new QuickDraw 3D 1.5 conic geometries.	Version 2.5 plug-in
101	VR	Modifier	Pan and tilt the camera using control mechanisms similar to those found in QuickTime™ VR.	<i>Version 2.5 plug-in - updated in version 3.0</i>
102	VRML 1.0 Format	Export	Export 3DMF files as VRML 1.0 files (Virtual Reality Markup Language).	Version 2.5 plug-in

<b>#</b>	<b>Name</b>	<b>Type</b>	<b>Use the plug-in to...</b>	<b>Status</b>
103	VRML 1.0 Format	Import	Import files in VRML 1.0 format (Virtual Reality Markup Language).	Version 2.5 plug-in
104	Walkthrough	Modifier	Walk the camera through a scene.	Version 2.5 plug-in