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The lightness of the shading of each face is determined by a combination of a diffuse background light and by "diffuse reflection" from a single light source.

After pressing S for Shade the command panel at the top will change and ask the user where he wishes to place the light source. In answer to the first question enter a, c or b for the light to be above, from the centre or below. In answer to the second question enter l, c or r to position the light source at the left, centre or right respectively.

Colour

The background colour and the colour of the objects in the display may be chosen with the colour command. Press keys 0 to 7 to choose the appropriate colour in each case according to the questions in the command panel.

Print

Press key P, if a printer is attached to the Spectrum, for a hard copy record of the display.

Keep

Allows you to keep a record of the display only on cassette. Note that Keep differs from Save in the main menu since Save stores on tape the complete data-file of the object on cassette. Keep, on the other hand, simply saves the screen image and can be loaded later from cassette using SCREEN \$ without the VU-3D software. On pressing K for Keep you will be asked for a file name and thereafter told to connect the tape recorder to the Spectrum and to start the recorder on record.

Quit

Q returns the user to the display function.

MODIFY

After an object or set of objects have been defined through the CREATE function, the user may later wish to change or alter the objects. This may be done

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through the MODIFY function providing the changes to be made are not of a major kind. If the new figures are to be substantially different from the existing figures, the user should rather ABANDON the file and CREATE a new set of objects.

The MODIFY function works in a very similar way to the CREATE function and will take the user through the sequence of sections or Z planes previously defined through CREATE. On entering MODIFY the display will change to show the existing two-dimensional figure drawn on the Z = 0 plane. The commands then available to the user are Magnify, Reduce, ←, →, ↑, ↓. Next Z and Quit. These commands are precisely the same as those in CREATE.

ABANDON

This function deletes or abandons an existing data-file to leave memory for a new data-file formed from CREATE or LOAD.

SAVE

The Save function is called from the main menu of VU-3D. It allows a user to save permanently on cassette a data-file which has been created. Connect the microphone socket on the Spectrum to the microphone socket on your tape recorder, define a file name and press the record button on your recorder.

LOAD

This function allows the user to retrieve from cassette a previously defined VU-3D data-file. To load such a data-file there must be no existing data-file in the memory of the Spectrum. If there is such a data-file use the ABANDON function first before entering LOAD.

SIDE B: EXAMPLE

Load and run by entering LOAD "example".

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