



Viewer Guide

Getting Started

To download the 3D Java Interactive Viewer:

1. Go to www.pyware.com
2. Click on the link to "Student Viewer" or "Java Viewer"
3. Follow the download instructions #1 and #2 to install the viewer to your hard drive, the viewer does not need to be activated with Pygraphics. You will receive all activation information from your director or designer.

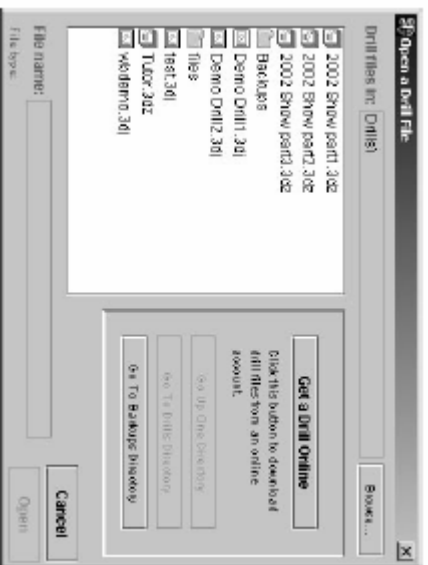
- To make finding the file easier, save **3DJIAVInstall** to your desktop
- After the installation is complete, **3DJIAVInstall** can be deleted from your desktop

To start the 3D Java Interactive Viewer for the first time:

1. Launch **Pyware 3D Java Interactive Viewer**
2. In the **Program Activation Window...**
 - Enter the following information in Step 2:
Account Name:
Account ID:
In Step 3, enter the User Name and User Password.
Leave Blank if you are logging in as anonymous guest.
User Name:
Password:
Click **Setup**

Opening a File

When the **3D Java Interactive Viewer** is started, the **Open a Drill file** window will be displayed. This window can also be accessed from the **File** menu when the program is running.



Select the file you want to open and click **Open**. You can also get a drill from an online account by clicking **Get a Drill Online** and following these steps:

1. Select your schools account or Drill Designers from the **Personal Accounts** list
2. Click **Select**
3. Sign on with the **User Name** and **User Password** provided by your director or Drill Designer



4. Click the checkbox in the **Get This File** column for the file(s) you wish to download (in each pop-up window, confirm your selection by clicking **Get from Online Account**)



5. Click **Apply Changes** to download the files
6. Click **Finished** after all files have been downloaded
7. Select the file you wish to view and click **Open**

Note: If a **3D Java Accelerator** window appears indicating that it is "*Unable to find the accelerator for 3D Java,*" select the checkbox next to **Don't show this message again** and click **Okay**. This additional Accelerator is not needed for the 3D Java Interactive Viewer.

Animating a File

Animation controls are located in the bottom left corner of the screen. A brief overview of their function follows.



The **Jog** above the **Play**, **Pause**, and **Stop** buttons is used to jog the animation forward and backward for a quick review. Click and drag left and right to control the direction. Releasing the jog returns the display to its previous condition.

Play starts playing from the beginning of the drill or from the yellow anchor (in the count track to the right of the playback console) depending on the setting of the animation range switch found along the bottom of the animation controls (see below). As you would expect, **Pause** pauses and **Stop** stops the animation.

The **Animation Option** switches are found in the bottom row of the Animation Controls. To toggle a switch setting, click on it.

From left to right...

- **Continuous loop** loops the animation.
- **All counts** starts animation at the beginning and continues to the end of the drill. If **All Counts** is turned off, then the animation will start at the yellow anchor and end at the red anchor. Anchor positions can be moved by dragging, or by clicking on a page tab on the Count Track.
- **Sound** plays music along with the animation. If you get a message indicating that the program is "Unable to find an audio file for this drill..." it means that no audio file was included with this drill. Click **No** to return to the program.
- **Step** time animation. After clicking **Play**, animation will advance one step per spacebar or right arrow press. Pressing the left arrow will back up the animation one step.
- **Fast animation** will play animation at a fast tempo for quicker review of transitions.

If none of the **Animation Option** switches are selected, the drill will advance at a predetermined tempo.

*If both the red and yellow anchors are set to the same count (the first page tab, for example), no animation will occur, because there is no range of counts selected. Either select the **All counts** option, or select a range of counts by clicking on a page tab or dragging the yellow and red anchors apart.*

Viewing a Drill in Perspective

The perspective view is manipulated by using the tools in the upper right corner of the **3D Java Perspective View** window.

Minimize

Clicking on this tool toggles the display of the perspective view window on and off.



Resize

Clicking on this tool changes the size of the Perspective View window. There is a smaller, faster size, and a larger size that fills most of the screen.



Tilt

Click on this tool to change the orientation of the display. After selecting this tool, move the mouse into the perspective view window and click and drag in the direction that you want the display to tilt. Dragging up and down changes the angle of perspective (field level or press box height, for example), and dragging left and right rotates the field (to view from the visitors stands or the endzone).



Shift

Click on this tool to move the display up or down. After clicking on this tool, move the mouse into the perspective view window and drag up or down to shift the display.



Zoom

Click on this tool to zoom the display in or out. After clicking on this tool, move the mouse into the perspective view window and click to zoom IN. Hold down the Control key and click to zoom OUT.



Using the Spotlight Tool

The **Spotlight selection tool** is used to select and highlight a position to help a performer watch their movement while animating a drill.



Click on the **Spotlight** selection tool on the **Tool Palette** and the **Spotlight Control Panel** will display.

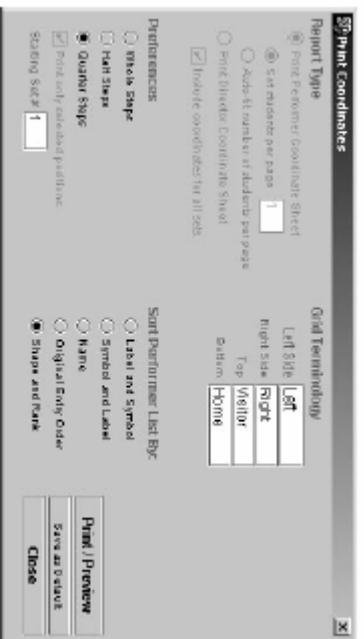


To spotlight a position, click on the desired position on the field display. Alternatively, you can type in a student's name, the position's symbol, and/or the position's label. There are options that allow you to see the bridges or paths that the positions will take to go to their next location. The **No bridges** option will not display bridges or paths. **Bridge spotlight** will display only the spotlighted position's bridge or path. **Bridge all** will show bridges or paths of all positions visible on the design grid.

Printing Coordinates

With 3D Java Interactive Viewer, coordinates for any count of a drill can be printed. However, only one student's coordinates can be printed at a time. 3D uses the page tabs on the Count Track to determine the sets in the drill.

Select **Print Coordinates** from the **File** menu and the following screen will display.



Print Performer Coordinate Sheet is a list of coordinates for a performer. This option is unchangeable in the **3D Java Interactive Viewer**. The coordinate list contains a coordinate for each page tab location (set) in the drill.

Coordinates can be printed at three different resolutions: **Whole Steps**, **Half Steps**, and **Quarter Steps**.

Sort performer list by option sorts the coordinates in one of the following ways: Label then Symbol, Symbol then Label, Name, Original entry order, or Shape and Rank. *(Note: most of the time, you will want to sort the performer list by Symbol then Label.)*

Setting up the **Grid Terminology** to match the terms commonly used by your performing group will make the coordinates easier to understand. For example, on a football field grid, the **Left Side** of the grid may be referred to as the **North Goal** rather than the default term **Left**.

The **Close** button exits the Print Coordinates window. The **Save as Default** button saves the settings of the **Grid Terminology** and **Preferences** as default values. Clicking on **Print/Preview** will open the page setup display, then render and display a preview of the coordinate report according to the settings you specified.



Print will send the job to the printer. **Previous Page** will move to the previous preview page of the print job. **Next Page** will move to the next preview page of the print job. Clicking on the **Page Setup** button opens the printer's page setup dialog box. Click the **Done** button to close the **Print Preview** window and return to the **Print Coordinates** dialog window.