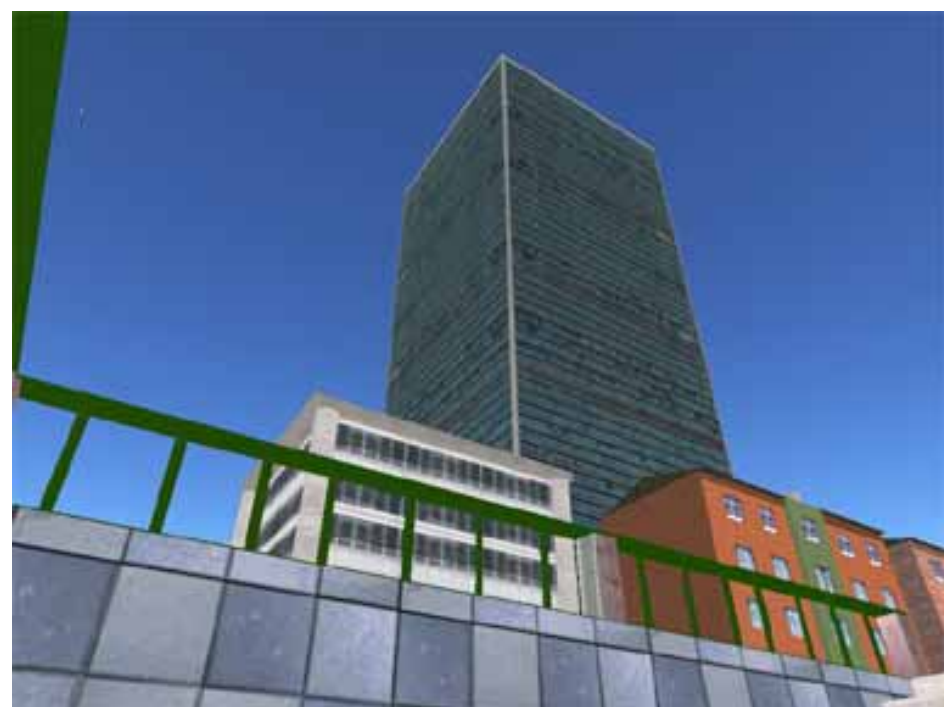


THE CUBE



TheCube

What's it all about? Very simple: The creation of a cube which six sides may create the illusion of a perfect environment. As you will see this enhances, in every literal sense, the atmosphere of a scenery.

The need of writing such a tool arose from the dissatisfaction with the current sky system of Gamestudio. Also the creation of a sky model was not satisfying.

The basics of ThCube is DirectX 8 technology (thanks again to JCL who made this available for the SDK).

So it only works with Gamestudio 5.5 and above – and – but that's implied – under the condition that you have installed DirectX 8 or above.

TheCube is freeware. You may use it for your Games, you may add a little credit remark, but I don't bother too much about that.

What I would appreciate (if you want to say thanks) would be if you'd send me your environment creations – but once again: this is no condition at all, just a sign of gentleness.

Installation

The cube ships with a few files

- a) Cubetest.dll - this is the dll which renders the sky onto the screen
- b) Cubetest.wdl – this is the file your project should link to
- c) Environment.wdl – this is a file which is included in Cubetest.wdl (there are some basic definitions)
- d) SuperfluxusCube.x – this is the actual cube file
- e) The texture files landscap01.bmp ... landscap06.bmp

All these files should be located in your work directory. If you forget one of these files it is quite sure that the process will not work properly

How to set up another cube

The sample cube I provided for you (SuperfluxusCube.x with the respective texture files) is – no wonder – just a sample. To reduce the transfer time I reduced the size of the bitmaps for 512x512 to 256x256. It is obvious that is also a reduction in quality.

I would recommend a resolution of 512x512. This looks beautiful – and is tolerable in terms of data size.

If you want to use your own panoramas you should have at least two things:

- a) a landscape generator like Terragen, Vue d'Esprit or Bryce

b) a modelling program like Milkshape or UltimateUnwrap to edit the .x file

When you open the file you see that the assignment of cube sides is quite simple. Nevertheless it affords some testing to arrange the bitmap files in the right order.

Changing the name

Next thing you have to do is to change the reference of the data file. This is easily done.

You just alter the *cube_str* variable which you find in Cubetest.wdl.

Now the correct cube is loaded automatically when you start your game.

Exit procedure

There is something you have to be aware of when you exit your game.

TheCube sets up its own DirectX environment. When you leave the program you have to close that. If you forget that you will have some error messages like “uninitialized device” or so.

For this reason (there is no other chance) you have to write your exit procedure. To shut down the DirectX environment all you have to do is to call the function `bye`. So it might look like:

```
function GoodbyeMyDear()
{
bye(); // this shuts down the additional DirectX environment
exit;
}
```

