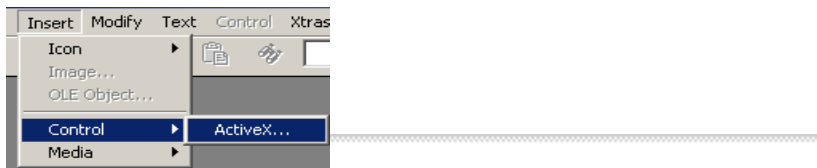


How to publish Cult3D in Authorware

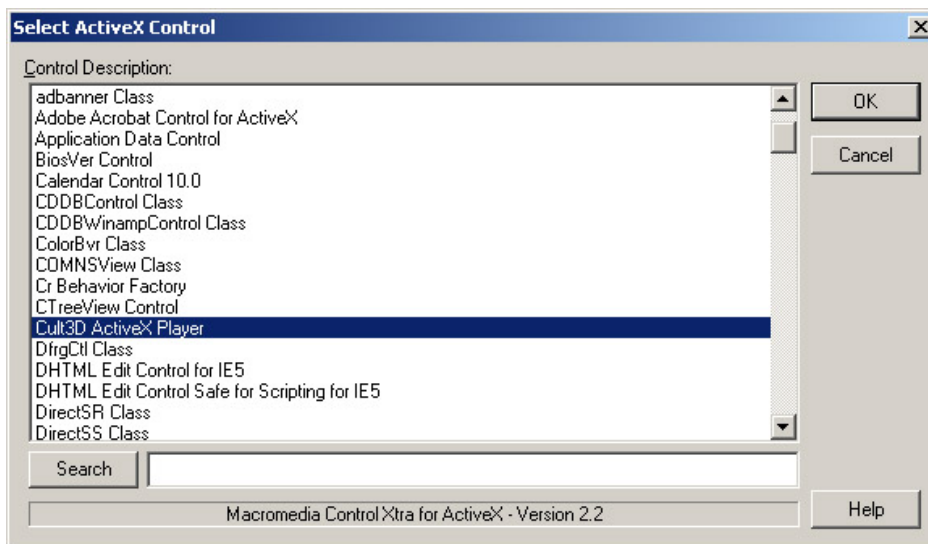
- Place a Cult3D object in Macromedia Authorware

Place a Cult3D object in Macromedia Authorware

1. To place a Cult3D object into Macromedia Authorware, you choose the Control - ActiveX... command from the Insert-menu.

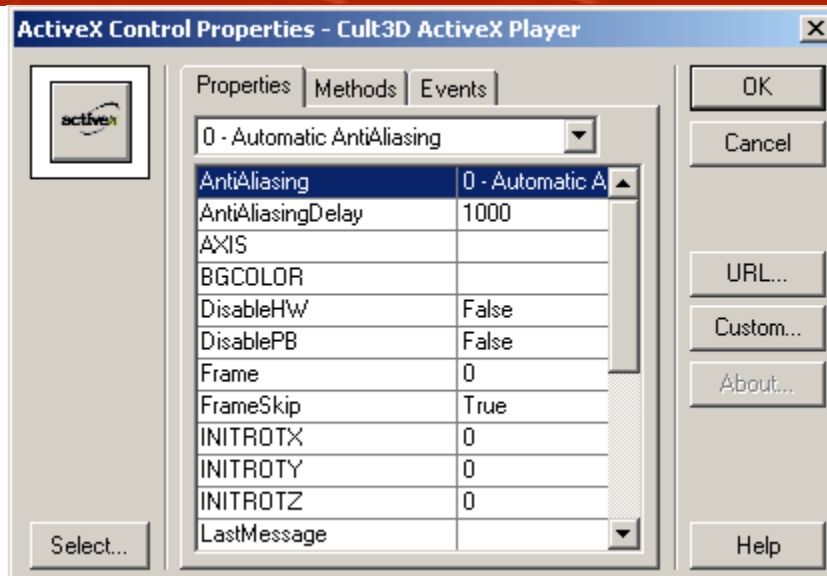


2. Choose the Cult3D ActiveX Player.

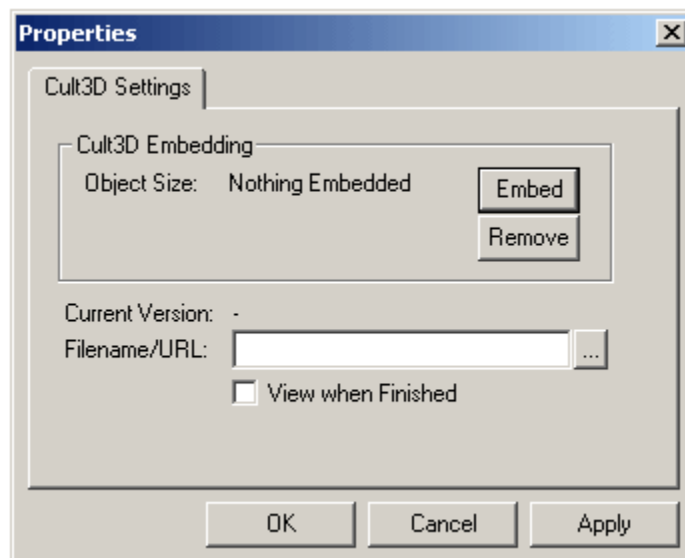


3. When the Properties-dialog opens, choose Custom...

How to publish Cult3D in Authorware

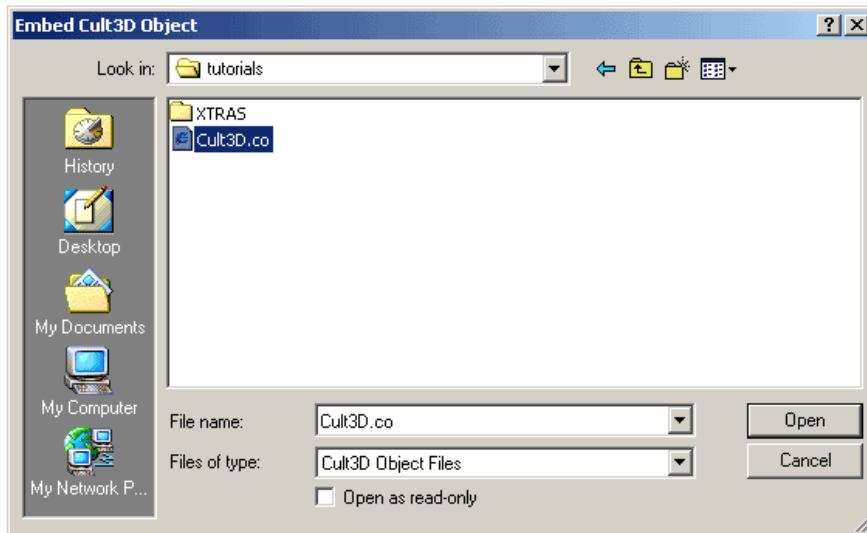


4. Choose Embed to browse for the Cult3D object



How to publish Cult3D in Authorware

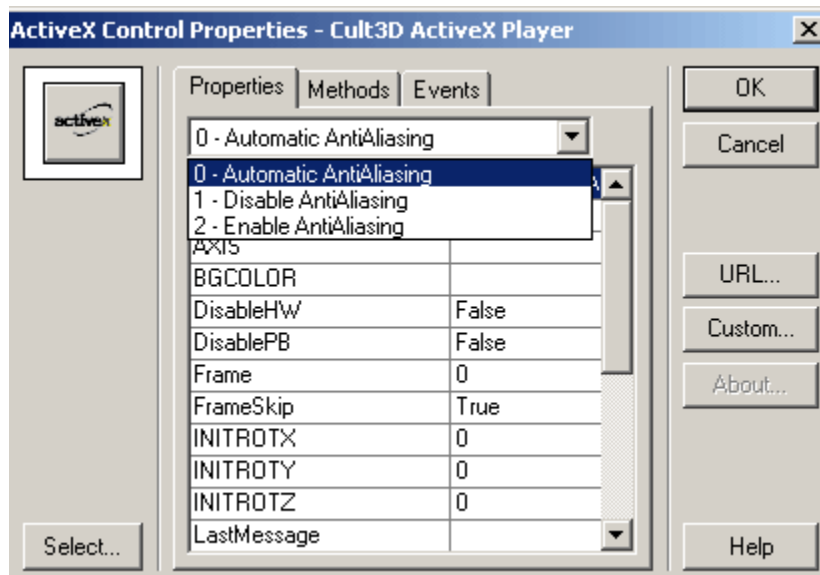
5. Select the Cult3D object you would like to embed.



6. Click 'Open' and then OK in the next dialog box.

Antialiasing

You can choose the antialiasing in the ActiveX Properties dialog box. Default value is 0.



For information about how to use programming in Authorware to use manual events with the object, please refer to Authourware manual.

For more information about Cult3D, please visit <http://www.cult3d.com> and our community site: <http://www.worldof3d.com>