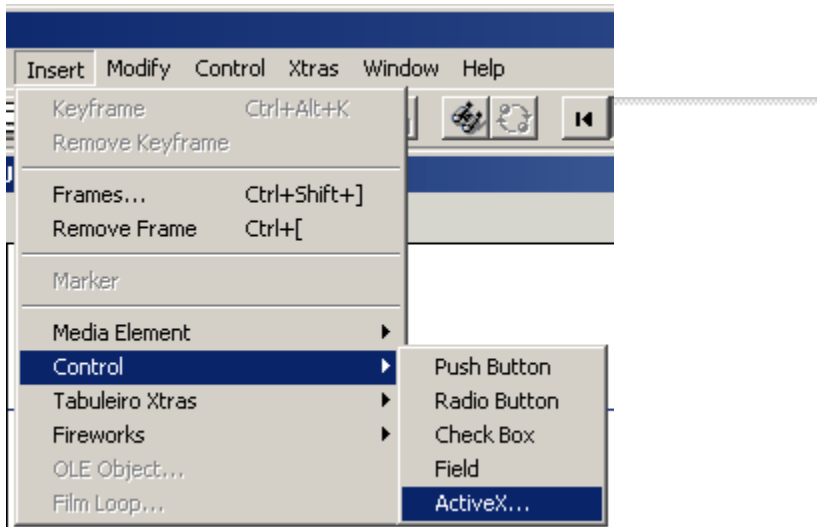


How to Publish Cult3D in Director

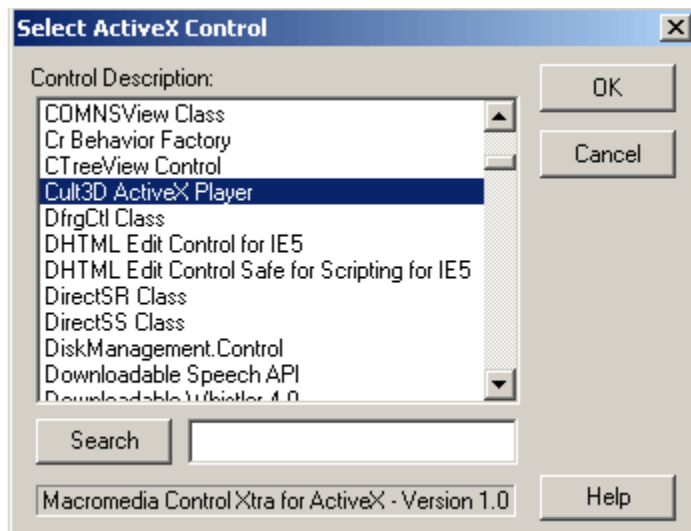
- Place a Cult3D object in Macromedia Director
- Trigger manual events from Lingo

Place a Cult3D object in Macromedia Director

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

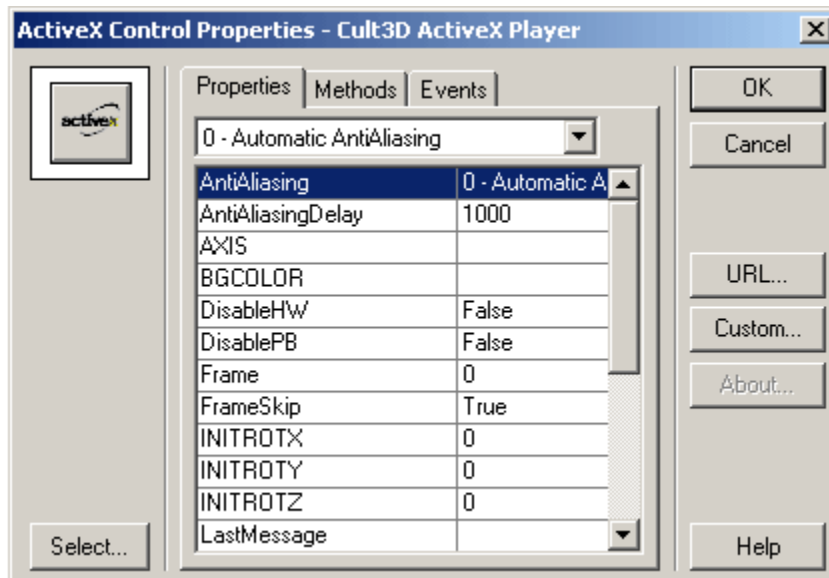


2. Choose the Cult3D ActiveX Player.

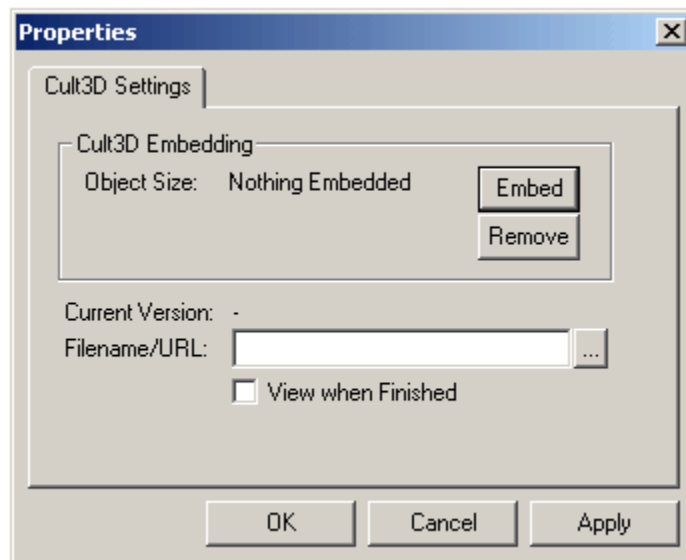


3. When the Properties-dialog opens, choose Custom...

How to Publish Cult3D in Director

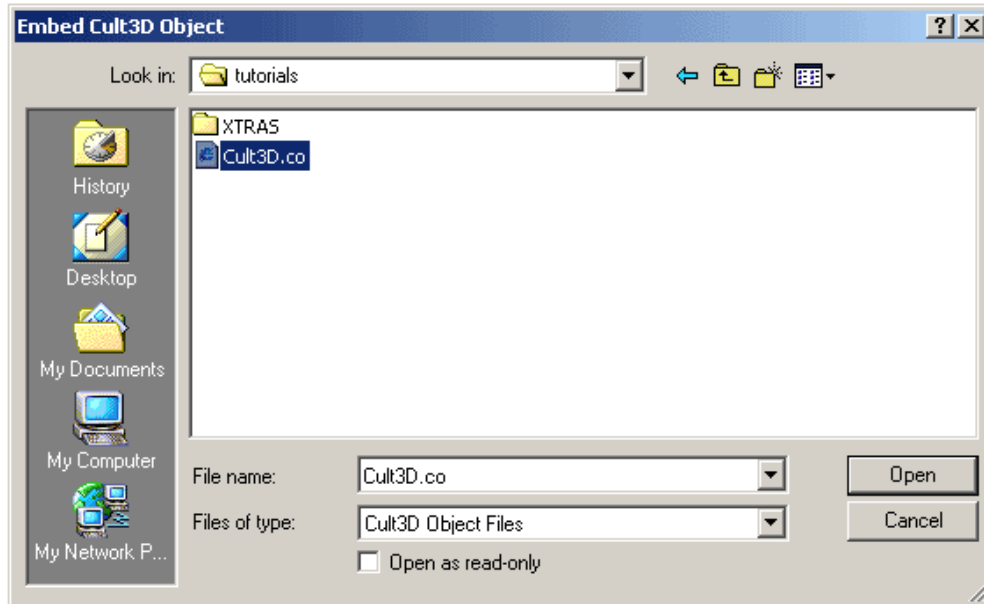


4. Choose Embed to browse for the Cult3D object



How to Publish Cult3D in Director

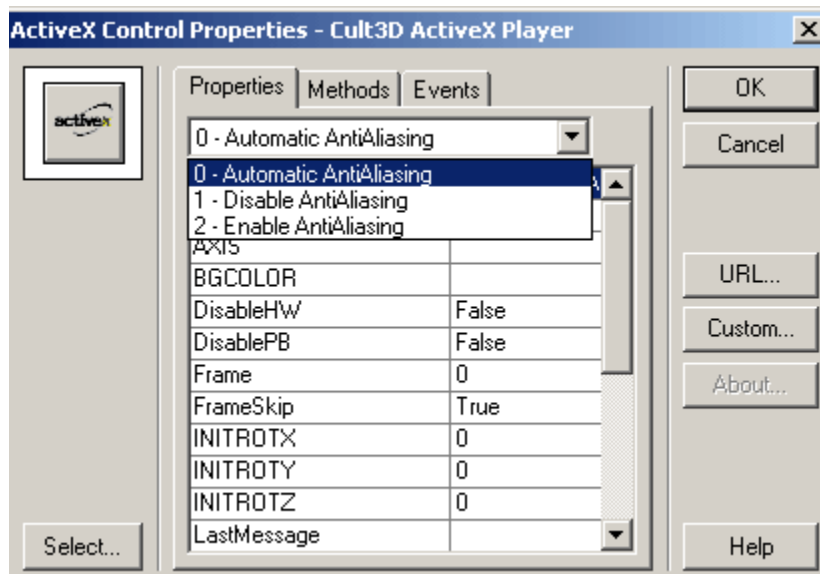
5. Select the Cult3D object you would like to embed.



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.



Click OK, the Cult3D object will be placed in the Cast.

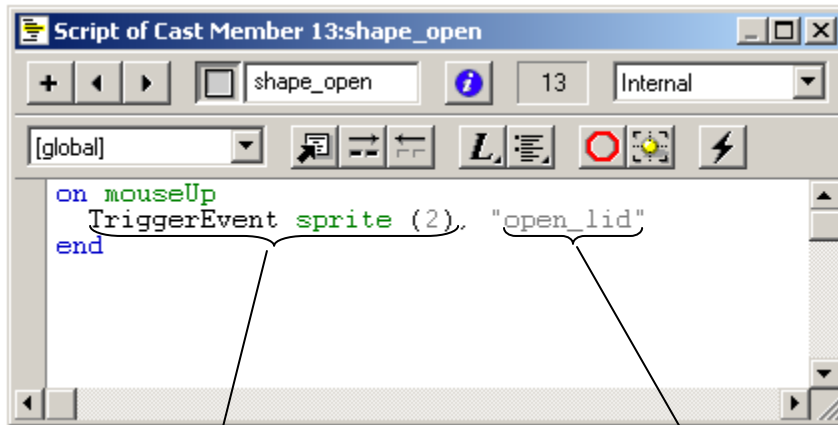
How to Publish Cult3D in Director

Tip: Change the name of the castmember.

7. Place the object on the scene.

Using Lingo to trigger manual events in the Cult3D object

If you have a Cult3D object that uses manual events, you can use Lingo to call on them. When calling on the manual events, the Lingo could look like this:



TriggerEvent has to be followed by the number of the sprite where the Cult3D object is placed.

The name of the manual event

In the example you can open and close the box and start/stop the rotation. An event for reset is also included. For more indepth information about Lingo, please refer to the Lingo manual.

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