

DIR3D - 3D File Manager For Windows 95/NT



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Introduction



You have probably seen movies where the actors move around in a three-dimensional representation of their computer's memory or disk space. DIR3D brings these concepts from fantasy to reality by using the latest 32 bit graphics features of Windows NT and Windows 95.

DIR3D is a direct replacement for the Windows NT File Manager and Windows 95 Explorer applications. DIR3D does all of the same functions, but uses a three dimensional user interface to give the illusion of flying around the inside of your hard disk or network directory. DIR3D uses the OpenGL graphics libraries available with the 32 bit versions of Windows to render the 3D images in real time, creating and updating your virtual world as you manipulate files and directories. Sound effects are also available to increase the realism of this completely imaginary simulation.

[Jump To Installation Instructions](#)

Because all of the images in DIR3D's world are created dynamically (not static bitmaps or pictures) you can reconfigure the appearance of your virtual world any way you like. Colors, spacing, sizes, lighting, and movement options are all completely user-configurable. You can also substitute your own sound effect files for that last bit of customization.

[Jump To Customization Instructions](#)

DIR3D is distributed on a "Try before you buy" basis. Each copy can be used without charge for 30 days. After that the program will automatically disable most operations. You will need to purchase a registration for \$20 US from Regnoc Software to continue using the program. Regnoc Software will send you a unique registration number, which will reactivate the program. The registration number will continue to be effective for future releases of the software, so you can continue to download the latest version without paying an additional registration payment.

[Jump To Ordering Information](#)

You are free to give copies of DIR3D to your friends as long as you do not charge for them or alter the program in any way. Please keep your registration code secret to help us keep the cost of the software as low as possible.

Enjoy!


Installation



- 1) DIR3D is typically installed by downloading the program files from the Regnoc Software home page (<http://www.regnoc.com>) You will download one file named DIR3D.ZIP which will unzip into two files named DISK1.ZIP and DISK2.ZIP. DISK1 contains the program, help file, and sound effects. DISK2 contains library files which are used by DIR3D, and which may or may not already exist in your WINDOWS/SYSTEM32 directory.
- 2) Unzip the DISK1.ZIP and DISK2.ZIP files onto two floppy disks and label the disks [DIR3D Disk One](#), and [DIR3D Disk Two](#). The Regnoc Software home page includes jumps to other sites containing unzip utilities if you do not already have one.
- 3) Put DISK1 into your floppy drive and **run** the **SETUP** program. DIR3D uses the standard Install Shield installation process that you have probably seen with other 32 bit programs. Library files will only be copied to your WINDOWS/SYSTEM32 directory if they are not already present.
- 4) **Start DIR3D** running. DIR3D completes the installation process the first time it is started.

Installation also copies an Un-Install utility to your hard disk. Starting this program from the Windows 95 Start Menu (Program Manager under Windows NT 3.51) will remove all traces of DIR3D from your system.

When DIR3D is first installed, it sets a 30 day counter which will be displayed in the initial splash screen. The first 30 days are intended to give you a chance to evaluate DIR3D on a no-risk basis. After 30 days have expired DIR3D will shutdown most features, leaving only basic movement and selection operations. You must purchase and enter a registration code from Regnoc Software to continue using DIR3D. Once the registration code is entered all features will become active again. The registration code will also continue to work if you download newer releases of DIR3D.

 [Jump To Order Form](#)

Basic Concepts



DIR3D shows the directory structure as a series of tall rectangular solids that most people call “buildings.” When DIR3D first starts it displays the root directory in front, followed by all the sub-directories of the root. With the default color scheme the root directory is blue (gray when selected) and the next row of sub-directories are bright red.


Use the mouse pointer to **single-click** one of the red sub-directories. The directory will change color to gray, and any directories below the selected directory will appear as purple buildings. Single-clicking a different red building will result in a different set of purple sub-directories appearing. You can also single-click one of the purple buildings to expand its sub-directories (if there are any) as dark red buildings. You can continue this process for as long as there are directory levels to expand, but you can only expand one chain at a time.

Note that single-clicking expands sub-directories but does not select the directory. Double-clicking selects a directory.

If you **double-click** one of the buildings DIR3D will move your observation point to right in front of the directory you selected. Once you are in front of the building, the directory will expand in detail to show every file. The files are the “floors” of the buildings, but act more like drawers of a desk. You can **single-click a file** to select it, and the file will move forward like pulling on the drawer of a desk. Selecting a file the second time pushes the drawer back into the building, deselecting the file. **Double-clicking a file** results in DIR3D attempting to start the selected program, or the editor associated with this file type.

If you hold down the **right mouse button** and move the mouse, you will move around the 3D image, hovering a constant distance over the floor (movement in the X,Z plane.) If you hold down the **Shift key** while holding down the **right mouse button** your mouse movements will move you up and down and to the sides (movement in the X,Y plane.)


You can get information about any file or directory by using the **right mouse button** while holding down the **<Ctrl> key**. If the mouse pointer is above a directory building when you right click you will see directory information. If the pointer is above a file drawer you will see file information.

You may find the  button handy when working with directories. It undoes the effects of double-clicking the directory, so the file detail disappears and the normal building appearance returns.

Movement



If you hold down the **right mouse button** and move the mouse, you will move around the 3D image, hovering a constant distance over the floor (movement in the X,Z plane.) If you hold down the **Shift key** while holding down the **right mouse button** your mouse movements will move you up and down and to the sides (movement in the X,Y plane.) It is usually better to use the scroll bars and top/bottom buttons for vertical movement as these move you exactly vertically, which is difficult to do with the mouse.

Scroll Bars: On startup the scroll bars move your viewing position left-right (bottom scroll bar) and up-down (left scroll bar.) You can switch the left scroll bar to move in and out of the picture using the **Vert Scroll As Depth** menu item or the  button.



Depth Buttons: These move into and out of the image, just as the left scroll bar does when you have set the **Vert Scroll As Depth** option on. You will probably find the scroll bar more useful, but the buttons are a handy alternative for small movements. These tools are the mouse alternative to the up and down arrow keys.



Rotation Buttons: These allow you to “turn your head” to view objects to either side. The default rotation is 30 degrees, but this is adjustable from the **Options/Movement** menu. Note that your scroll bar position indicators will automatically adjust as you rotate, as the scroll bars reflect your relative position in the direction you are pointing. These tools are the mouse alternative to pressing the left and right arrow keys (4 and 6 keys) on the numeric keypad.



Top and Bottom Buttons: Provide a quick way to move to the top or bottom of the most recently selected directory. Note that DIR3D remembers which directory was last selected (double-clicked) with the mouse, even if you have moved to some other location. The height you raise to with the top button will continue to be determined by the height of the last directory you selected, until you double-click another one with the mouse.

At the top of every directory building (except the root directory) is an extra “story” which contains the title **.. (To Parent Directory)** Single-clicking this “story” provides a quick jump to the parent of this subdirectory.




Home and Back Buttons: The Home option returns you to the same location that you see when DIR3D first starts, or when a new drive is selected. Back moves you to your previous location. There are 100 levels of “undo” stored by the program, so you can back up a long way.





[Jump To Information on Keyboard Shortcuts](#)

Drive, File and Directory Information, Renaming



The  button and **Drive/Select Drive** menu items allow you to switch which drive the 3D display represents. Floppies, hard disks, CD ROMs, and network drives are all selectable. You will need to connect to a network drive before it can be selected. Use the

 button or the **Drive/Connect Network Drive** menu item to connect to a network drive. The  and **Drive/Disconnect Network Drive** menu item allow you to sever the connection to a network drive when you have completed your work.

Any file or directory selections you make in one drive are remembered by DIR3D until you make another directory selection or clear the selection list. This allows you **to copy from one drive to another**. Just remember that double-clicking a directory selects the entire directory and clears any previous selections. *Single-clicking a directory expands its sub-directories but does not select the directory or clear the selection list.*

You can get information about any file or directory by using the **right mouse button** while holding down the **<Ctrl>** key. If the mouse pointer is above a directory building when you right click you will see directory information. If the pointer is above a file drawer you will see file information. In both cases a dialog box window will appear displaying all of the relevant information about the object.



*Note that the cursor will change to a rectangle if you have any files selected when you hold down the <Ctrl> key. This is because the <Ctrl> key is also used to copy files to other directories. No copy operation will occur unless you select a target directory, so don't worry about *accidentally* copying a file.*


To **rename** a file or directory by just changing its name in the information dialog box that appears after you **<Ctrl> right-click** the object. You can also change the attributes (Hidden, System, and so on) of the file or directory by selecting the attributes and then clicking the **OK** button.

Be aware that the file *may vanish from your directory view* after changing attributes. For example, if you have the default settings hiding system files, and change a file's attributes to "system", the file will disappear from view. Go to the **File/Display Detail** menu item to change which files are visible. The file may also vanish if you change the file extension and have a file filter active.


File Operations - Copy, Move, Delete



To delete one or more files, simply select them and then use the  button to delete. If you have selected a directory, the  button will delete the entire directory, and every file and subdirectory contained within it. The **File/Delete** menu item has the same affect as the **<Delete>** key. You will probably want DIR3D to ask you before a delete operation occurs. You can adjust the amount of warning provided using the **Options/Confirmations** menu item.

In a large directory it may not be easy to see all of the files you have selected at one time. The  button (or **View/Selected File/Dir List** menu) will display a dialog box showing both the entire directory contents and the selected files or selected directory. You can also select files from within the dialog box, which is a handy alternative to selection from the 3D display, particularly if you have a slow computer.

The **Copy** and **Move** operations take two steps. First select the files that will be the source of the data. Second, single click the destination directory. You can single-click directories to expand the sub-directories beneath them. The last directory that you single-click will be the destination. Don't double-click your destination directory, as that will switch the selection to this new starting point.

Once you have something to copy and a destination selected the Copy and Move buttons  will activate. Clicking one of these buttons causes the copy or move operation to be performed. The menu alternatives to the copy and move buttons are **File/Copy** and **File/Move**. You can also copy and move files using just the mouse and **<Ctrl>** and **<Alt>** keys.

 [Jump To Information on Mouse and Keyboard Shortcuts](#)


The [easiest way](#) to move and copy files between drives and directories is to open two DIR3D windows and use the [drag-and-drop](#) interface.

 [Jump To Information on Drag and Drop](#)


Directory Operations



Directories and all of their contents can be copied and/or moved just like files. First double-click the directory that will be the source of the data. **Double-clicking selects the entire directory.** Don't select a file in that directory if you want to move or copy the entire directory. Second, single click the destination directory. You can single-click directories to expand the sub-directories beneath them. The last directory that you single-click will be the destination. Don't double-click your destination directory, as that will switch the selection to this new starting point.

Once you have a source and destination directory selected the Copy and Move buttons  will activate. Clicking one of these buttons causes the copy or move operation to be performed. The menu alternatives to the copy and move buttons are **File/Copy** and **File/Move**.

Both copy and move operations will **copy/move entire directories** and all sub-directories under the selected directory. For example, if you double-click the C:/TEMP2 directory, and then single-click C:/WINDOWS and select the move button, the entire C:/TEMP2 directory and all of its files will be moved to become C:/WINDOWS/TEMP2. If C:/TEMP2 has a sub-directory named C:/TEMP2/LOWER the movement of C:/TEMP2 will also result in moving the sub-directory to become C:/WINDOWS/TEMP2/LOWER.

To **delete a directory**, double-click the directory building and then use the  button to delete it. All of the files in the directory and every sub-directory under this parent will be deleted.

To **rename a directory**, just right-click the directory building and then change the directory name in the directory information dialog box window.


To **create a new directory** select an existing directory as the parent and then use the **File/Create Directory** menu item to add a new sub-directory under the parent.


DIR3D does not have an Un-Do command for file or directory deletions.


 [Jump To Information on Mouse and Keyboard Shortcuts](#)

Search, Sort, Filter and Associate



The  button and **File/Find File** menu item allows you to search for a file matching a wild card pattern. For example, searching for DOW*.TXT will locate files such as DOWN.TXT and DOWNWARD.TXT. The search is performed starting with the most recently selected directory, although you can manually change the starting directory inside of the search dialog box window. You can limit the search to one directory, or have every subdirectory beneath it searched as well. Once the search is complete you can double-click any of the displayed file names in the search dialog box. DIR3D will automatically move you to directly in front of this file in its directory building.

By default the files in a directory building are shown in alphabetical order, ignoring the difference between upper and lowercase letters. You can change the sort order with the **File/Sort Order** menu item. The alternatives are sorting by file type (extension), by file date (the date the file was last modified) or by file size. The sort order also applies to the display of files in the **View/Selected File/Dir List** ( button) and can be changed within that feature's dialog box.

You can reduce the number of files displayed using the  button or **File/File Filter** menu item. You can select by date, by file size, or by file type. Once you have a filter set, only those files matching the filter criteria will be displayed when you double-click a directory. The directory height is not affected so you will see immediately that many files are not being displayed from the blank area above the file detail on the directory.

Associating File Types With Programs

A convenient shortcut is to be able to launch a program by just double-clicking a file name in the DIR3D window. DIR3D uses the file type to determine which program to launch. For example, if you double-click the file C:\MYFILE.XLS DIR3D will launch Excel and display the file. The file extension, in this case ".XLS", is used to determine which program to launch.

One program can be associated with any number of file types. A good example is a graphics display program such as HyJaak or PaintShop. HyJaak might be associated with the file types .BMP, .PCX, .DRW, and many others as HyJaak is able to read and display all of these file types. One thing you cannot do is associate one file type with more than one program at a time. In other words, one program can edit many types but one type can only be associated with one program.

The **File/Associate** menu item is used to add and subtract associations between file types and programs. If you select a file type at the top of the dialog box you will see which program (if any) is associated with that type in the list at the bottom. You can switch associations by selecting a different program and then using the **Associate With Above Type** button. You can also add and subtract programs and types from the list.

Note that deleting a file type or file name from the associations list does not affect the program on your hard disk in any way. All you are doing is editing entries in the Windows registration database. The actual program and data files are not affected.

Keyboard and Mouse Shortcuts



You can **move** and **copy** files from one directory to another **using the mouse** with either the **<Ctrl>** or **<Shift>** key depressed. **<Ctrl>** initiates copying while **<Shift>** moves the files. Follow this procedure:

- 1) Select the files to copy in the source directory. All source files must be in one directory.
- 2) Rotate or move to a location where you can see the destination directory. You can single-click directories to expand sub-directories without changing your selected file list. If you double-click a directory you will be selecting that directory and your old file selection list will be cleared.
- 3) Hold down the **<Ctrl>** or **<Shift>** key while you move the mouse over the destination directory. The cursor shape will change to a rectangle, representing the file or files that you are moving or copying.
- 4) [Click and release the left mouse button over the destination directory.](#) The file move or copy operation will take place when the mouse button is released. If new files are added to the destination directory, the directory size will increase appropriately.

Other handy keyboard shortcuts:

Left Arrow:	Move to the left, same as the Movement/Left menu item or left scroll.
Right Arrow:	Move to the right, same as the Movement/Right menu item or right scroll.
Up Arrow:	Move into the image, same as the Movement/In menu item.
Down Arrow:	Move back, out of the image, same as the Movement/Out menu item.
Home:	Move to home position, same as the Movement/Home menu item.
End:	Clears file selection detail from a directory, same as the View/Clear File Details menu item.
Page Up:	Move to the top elevation of the currently selected directory, same as the Movement/Top of Directory menu item.
Page Down:	Move to the floor elevation, same as the Movement/Bottom of Directory menu item.
Delete:	Delete any currently selected files or directories, Same as the File/Delete menu item.

With the **Num Lock** key depressed the numeric keypad had additional features:

Left Arrow (4):	Rotate left, same as the Movement/Rotate Left menu item.
Right Arrow (6):	Rotate right, same as the Movement/Rotate Right menu item.
Up Arrow (8):	Move up, same as the Movement/Up menu item.
Down Arrow (2):	Move down, same as the Movement/Down menu item.

Remember that the amount of movement or rotation is adjustable from the **Options/Movement** menu

item. Small amounts of movement per key stroke are generally better with faster computers.

Drag-and-Drop Interface and Multiple DIR3D Windows

It is easy to copy files between directories, disks, and network drives using the drag-and-drop interface. Drag-and-drop can be used in three different ways:

- 1) Within DIR3D to copy files between directories. Both file copy and file move operations are possible if both the source and destination directories are within the same DIR3D window.
- 2) Copying files from DIR3D to another program window. For example, you can drag files from DIR3D and drop them into Microsoft Mail. The files show up within Mail as attachments. This only works if the target is a 32 bit application that supports drag-and-drop operations. 16 bit and 32 bit applications cannot exchange files this way.
- 3) Copying files from one DIR3D window to another. This is the easiest way to copy files to another disk or network directory.

You can open a second DIR3D window at any time using the **View/2nd DIR3D Window** menu item. The second window is completely independent and can be used to view another directory, disk, or network drive.

If you select files in one DIR3D window, hold down the **<Ctrl>** key, you will see the mouse cursor change shape to reflect that files have been selected. Depress the left mouse button, drag the files over a directory in the second copy of DIR3D and release the mouse button, and the **files will be copied to the directory** under the mouse cursor. The same procedure works with the mouse and **<Shift>** key to **move files** to a new location if both the source and destination directories are within the same DIR3D window.

The advantage of the drag-and-drop interface is that you can move about more freely in the second DIR3D window than you can with only one window open. You can double-click directories in the second window without change the file selections in the first DIR3D window.

Speeding Up The Display



The speed at which your computer shows movement within the DIR3D window is controlled by three things:

- 1) The **CPU speed** of your computer (duh!)
- 2) The speed and sophistication of **your graphics board** and its Windows driver. You can check how many graphics operations your graphics board can do without taking up CPU time using the **Help/Graphics Capabilities** menu item in DIR3D. Smart cards do almost everything within the graphics card's own CPU, freeing your computer to calculate the next scene. Really smart cards have two memory buffers and compute the next frame while the current one is being displayed.
- 3) The **amount of detail** you display in the DIR3D window. You can control the amount of detail displayed from the **Options/Display Speed** menu item. By default DIR3D shows maximum detail. This gives the best looking image, but also the slowest display. **The more of the display features you turn off, the faster your display will refresh.**
- 4) **The size of the DIR3D window.** The smaller the window the faster the display will refresh. This is primarily a factor with "dumb" graphics cards which force your computer to compute every pixel. "Smart" graphics cards process entire polygons on-board, which reduces the speed impact of a large window as the same number of polygons are displayed regardless of the window size.

Try various window sizes and display options to get the best compromise between display quality and speed. You may also want to see if the manufacturer of your graphics board has a more recent Windows driver. Some very good hardware has been initially released with very poor software (drivers) and most graphics board suppliers continue to improve their drivers for several years after the initial release.

Un-Install - Removing DIR3D From Your Computer

An Un-Install utility named **unInstallShield** is automatically added to your system when you install DIR3D. You must start the unInstallShield program by clicking it in either the Start Menu (Windows 95) or the Program Manager Group (Windows NT 3.51.) The program will remove every trace of DIR3D, including any unneeded library files.

Note that you cannot remove DIR3D by starting the unInstallShield application running by itself. This is because the program must be passed a file that contains your installation information. This file is passed on the command line, something like:

```
C:\WINNT35\UNINST.EXE -fc:\programs\DIR3D\DelsL1.isu
```

The DelsL1.isu file contains the installation information specific to your system.

You can re-install DIR3D at any time. Be sure to keep your registration number in a safe place in case you want to re-install.

Customization



The **Options** menu item contains all of the customization features for DIR3D.

Colors: Allows you to specify your own colors for each of the rows of directories, the selected directory, text on the directory, the directory outline, and the floor. Be sure to choose a text color that is either much lighter or much darker than your directories so that you can read the file names easily.

Confirmation: Allows you to specify which file operations require a confirmation. Confirmations are always small message boxes that give you a last chance to stop a copy, move, or delete.

Display Speed: You can control the amount of detail displayed from the **Options/Display Speed** menu item. By default DIR3D shows maximum detail. This gives the best looking image, but also the slowest display. The more of the display features you turn off, the faster your display will refresh.

Floor: Change the design, spacing, and grid color for the floor. If you use the checker board design, you will probably want the grid color to be fairly close to the floor color specified in the **Colors** option. Otherwise the floor ends up grabbing your attention when the directories should be the focal point.

Font: Allows you to select the font used by DIR3D to show both file and directory names. Any TrueType font can be used.

Layout: Determines how subdirectories are arranged relative to their parents. There are three choices: 1) Always centered; 2) Centered on each parent directory; 3) Offset to the right of each parent directory.

Lighting: Without light the 3D scene would be all black. You can independently set the color of ambient light, diffuse light, and reflected (specular) light. Light which is a shade of gray will appear as white light on the scene with various intensities. Colored lights have just the effect you would imagine - coloring the scene. Remember that a pure red object will not reflect pure blue or green light, so red objects will be black in blue or green light. White (gray shade) light is usually best. You can also adjust if the faces of objects are forced to one color (flat shading) or are shaded in a more realistic way (smooth shading.)

Movement: Controls both animation and the amount of movement per scroll bar "click." Slow animation is best displayed on fast computers. The refresh rate of the animation will be set by the computer's speed and by the speed of the graphics card. DIR3D makes full use of graphics accelerators, so a fast computer with a slow graphics card may appear slower than a slower computer with a high end graphics accelerator such as an S3 based video board.

Music: You can have DIR3D play any MIDI song file while you work, which has a surprising impact on how enjoyable a program is to use. You can find all sorts of MIDI files on the Internet and CompuServe. Copyright restrictions limit Regnoc Software's ability to distribute these commercially, but you are free to download any song you like for your own use.

Sizing and Spacing: Controls the size and positioning of the directory "buildings."

Sound: Turns sound effects on and off, and also allows you to specify any .WAV file as the sound effect source for six types of operations. Adjust the sound volume so that you can hear the sound effects, but not so loud as to drown out the background music.

Answers To Common Questions



Q1) The animation is jerky. How do I speed it up?

A1) DIR3D is doing real-time calculations of 3D objects and lighting. A typical scene requires calculation of 4000 to 6000 colored polygons for each frame. A fast computer and a fast graphics board are ideal. If you have a marginal setup, try reducing the detail using the **Options/Display Speed** menu item. You can also turn off animation so that the jumps to new directory locations occur in one step, avoiding jerky movement.

Jump To Information On Changing Display Options

The display speed is most affected by the graphics card and its Windows display driver. The more sophisticated drivers do all the calculations for polygons in the graphics card's own CPU. Less sophisticated drivers force the computer's CPU to do the calculations, which is much slower. You can check your graphics card's capabilities by selecting the **Help/Graphics Capabilities** menu item, which shows a list of all of the graphics functions that Windows can turn over to the graphics card. High end cards such as the *Imagine 128* card will perform almost all of these functions. A simple VGA card will do none, forcing the computer's CPU to do every polygon one pixel at a time.

Q2) I get an error message saying that I am missing something when I first start DIR3D and the program will not start up. What is wrong?

A2) You are missing one or more of the library (.DLL) files that DIR3D uses. You may want to install again. If the problem persists, write down the name of the .DLL file that appears in the error message. Then remove this file from the WINDOWS/SYSTEM directory and install again. This will insure that a compatible version of the .DLL library file is installed on your computer.

Q3) The colors change when I switch focus to another window. Why?

A3) You are running with a video card that does not show true colors. DIR3D will use every color available to draw its 3D images. If you have a 256 color graphics card, all 256 colors will be used. When you switch to another program, that program steals some of the available colors, which makes them unavailable for DIR3D and results in false colors. When you switch back to DIR3D the program recovers all of the colors for its own use, and the image returns to normal. Full color graphics cards avoid this problem.

Q4) How do I show two disk drives at the same time?

A4) With the current release of DIR3D this is not possible. However, you can copy and move files from one drive to another. Just make your selections in one drive and then switch to another for the destination. Your selections in the source drive will remain active as long as you do not double-click a directory in the destination directory.


Ordering Information



The DIR3D program costs \$20 (US dollars) for a single user. When you register, you will receive a personal registration number that will unlock your copy of DIR3D. This same code will also work for future releases of the program, so that you can continue to download new copies without paying an additional fee.

There are three ways to purchase your copy of DIR3D.

1) You can print out the registration form in this help file and mail it along with a check or money order to the address on the form.

 [Jump To Order Form](#)

2) The second way to register is on CompuServe. Just type **GO SWREG** from within CompuServe, and the menus will guide you through the simple registration. The CompuServe registration ID number is **10416**. You will be directly billed as part of your CompuServe charges.

3) The third way to register is via the **Public (software) Library**. **PsL** allows you to place orders using credit cards. The DIR3D Program is PsL product number is **14521**.

Credit Card Orders Only

You can order with MC, Visa, Amex, or Discover from **Public (software) Library** by calling 800-2424-PsL or 713-524-6394 or by FAX to 713-524-6398 or by CompuServe Email to 71355,470. You can also mail credit card orders to PsL at P.O.Box 35705, Houston, TX 77235-5705.

The Above Numbers Are For ORDERS ONLY

Any questions about the status of the shipment of the order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, etc., must be directed to Regnoc Software at P.O. Box 1253, San Ramon, CA, 94583. To insure that you get the latest version, PsL will notify Regnoc Software the same day as your order, and we will ship the product directly to you.

DIR3D Order Form



DIR3D - 3D Directory Services For Windows 95 and Windows NT

Print and mail this form and a check or money order in to obtain your personal registration code for DIR3D. (Credit card orders should be placed through PsL - see the previous page.)

Your Name: _____
Company: _____
Street: _____
Suite/Apt. No: _____
City: _____ State: _____
Postal Code: _____
Country: _____

Copies Requested: _____

Multiply copies * **\$20/copy** = \$_____

Be sure to provide the *name of each user* if you are ordering more than one copy. Registration is on a per-user basis.

User Names:

Mail to:

**Regnoc Software
P.O. Box 1253
San Ramon, CA, 94583
United States of America**

**Voice: 510-806-0713, FAX: 510-806-0790
E Mail: 73220.324@compuserve.com
Internet: <http://www.regnoc.com>**

Registering Your Copy



You will need to obtain a registration number from Regnoc Software before you can register your copy.

[Jump To Order Form](#)

Once you have received your registration number you will enter it into the registration window. You can get to the registration window from either the initial splash screen (select the **Register** button) or from the DIR3D menu item **Help/Register Your Copy**.

Be sure to enter your name and company name EXACTLY as listed on the registration information from Regnoc Software. Do not add any extra letters.

Once your registration code is accepted, your copy of DIR3D is registered for all time. You can continue to download the latest version of the software without re-registering. We suggest carefully [file your registration number in a safe place](#). You will appreciate this in a year or two when you buy a new computer and want to install DIR3D on that machine.

You are free to give copies of DIR3D to your friends as long as you do not charge for them or alter the program in any way. Please keep your registration code secret to help us keep the cost of the software as low as possible.

Obtaining Support



Most people end up asking us questions that are in the user's guide, so you may want to take another look before going to the trouble of making a formal request. If you cannot find the answers to your questions on the Safe Program in this document, you can contact Regnoc Software. There are several ways to do this. The fastest way is via electronic mail. Regnoc Software is available on CompuServe at the following address:

Regnoc Software on CompuServe: 73220, 324

If you are an Internet user:

Regnoc Software on Internet: 73220.324@compuserve.com

Support is only available for registered users and users of the Professional Version. Have your registration number handy when requesting support. The number is printed on the order summary shipped with each order.

If you do not know how to use CompuServe or Internet, you can call or FAX Regnoc Software and request support. Be sure to include the following information:

Your full name: _____

Your DIR3D Program Registration Number: _____

Your full telephone number: _____

Your FAX number (if any): _____

Your company name (if any): _____

Your mailing address: _____

The version on Windows you are running: ____ The version of the DIR3D Program: ____

The version and name of the Application that you are embedding signature objects into:
_____ version ____ .

The specific conditions under which the problem occurs: _____

The description of the problem itself: _____

Call Regnoc Software at **Voice: 510-806-0713, FAX: 510-806-0790**. Leave the information listed above and someone at Regnoc Software will return your call, or FAX a written response.

You can also write to Regnoc Software, summarizing the same information listed above.

Regnoc Software

Safe Program Support

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