Before you start…

Installation

Put the BSmooth folder onto your hard disk.

Important!
If you have an older OS than System 8.1, then you need to download and install the newest Appearance Manager from the BSmooth site!

If the icons of the enclosed example documents are shown correctly, then start BSmooth (or one of the example files). The example docs should like like this:

The icons do not appear correctly on your desktop?

f   BSmooth doesn't find its preferences – i.e. if it's the first launching of BSmooth on this machine – it brings up the Preferences dialog:

lease select the output format you would like to create. You may also set the default grid size your terrains should have when you create a new operation set or change a different interface style, or font.

Note: Even if you have not registered yet, you are able to select higher terrain sizes than 128 x 128 here. However – like the Lattice option in the start Operation – they are reset to 128 x 128 in the unregistered version!

Getting Help

Of course the most important help resource should be this manual. Please work at least through the next 3 pages to avoid frustrations. I have put a lot of work into this manual and would appreciate if I wouldn't have to answer questions which are covered here   ;-)

If something remains unclear after reading it, blame me and please

ou also may take a little time to investigate and understand the example files. Here the Preview comes in very handy! It's also very helpful to have a look at the Illustrator files. By the way: I'm referring to Illustrator files to specify the file format, not the program you have to use! These files can be created in many other applications as well! You can even use Photoshop to read and edit these files!

Quickstart

You can't wait? Then let's go!

Select one (or more) of the example files you received with BSmooth. Then in the Finder press âŒ˜-P (or choose the Print… command from the Finder´s File menu).

If the Preferences dialog appears, select the output format you would like to create.

Now the files are loaded into BSmooth and the Bryce scene files are calculated. You then will be asked to name the scene files. After everything is 'printed', BSmooth quits.

he resulting files are normal Bryce scene files (which can be started with a double click or merged into existing files) or DXF files, respectively, which can be imported into (hopefully) any 3D program that handles DXF import.

This was too quick?
Okay, then you should take the time to read the next few pages!

RAM requirements
24 MB free RAM for BSmooth is sufficient for everyday use. However if you are working with large pictures, memory shortage may be a problem. Crashes with vector based Operations are by all likelihood unrelated to memory shortage!

If you would like to get further info on this topic…