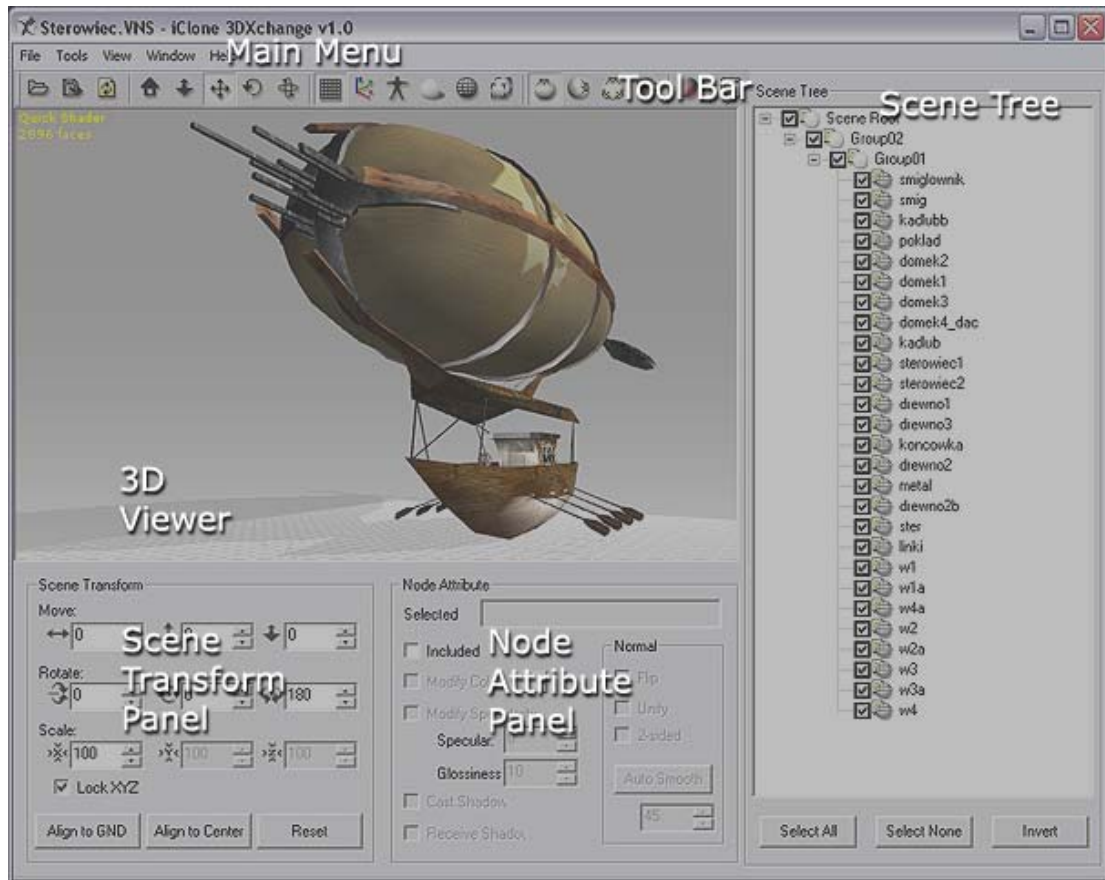
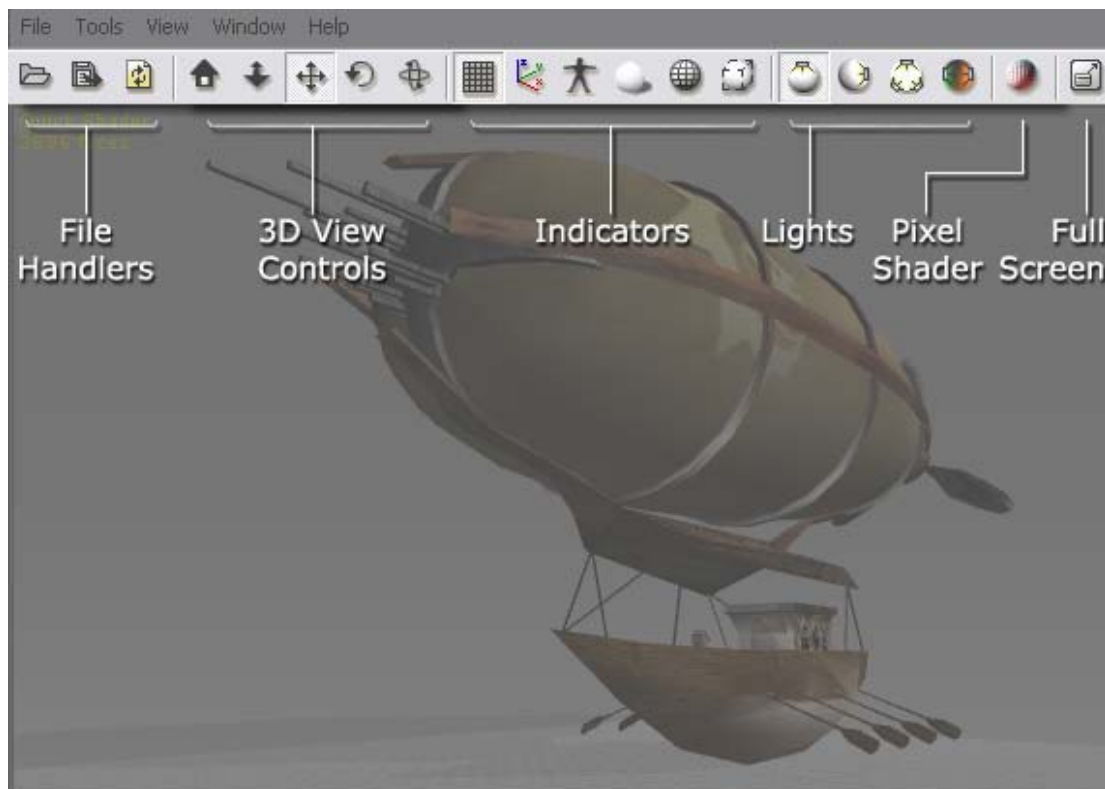


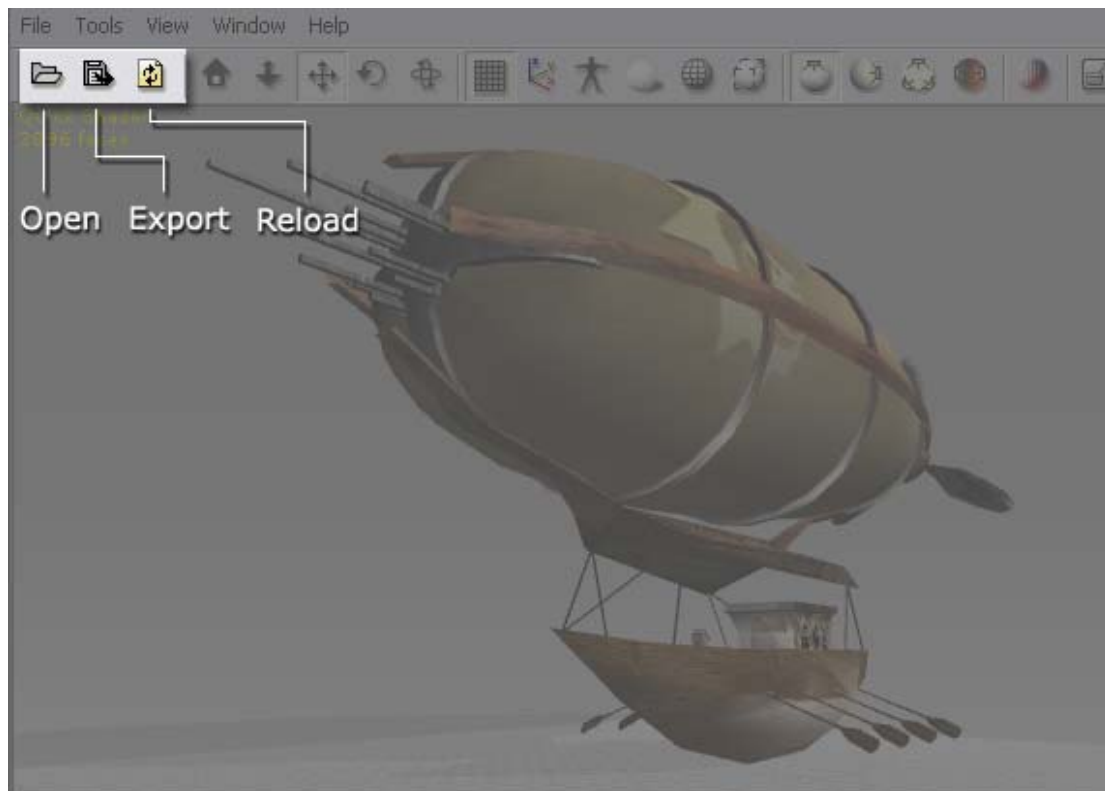
The user interface of 3DXchange is divided into 6 sections: Main Menu, Tool Bar, 3D Viewer, Scene Tree, Scene Transform Control Panel, Node Attribute Panel.



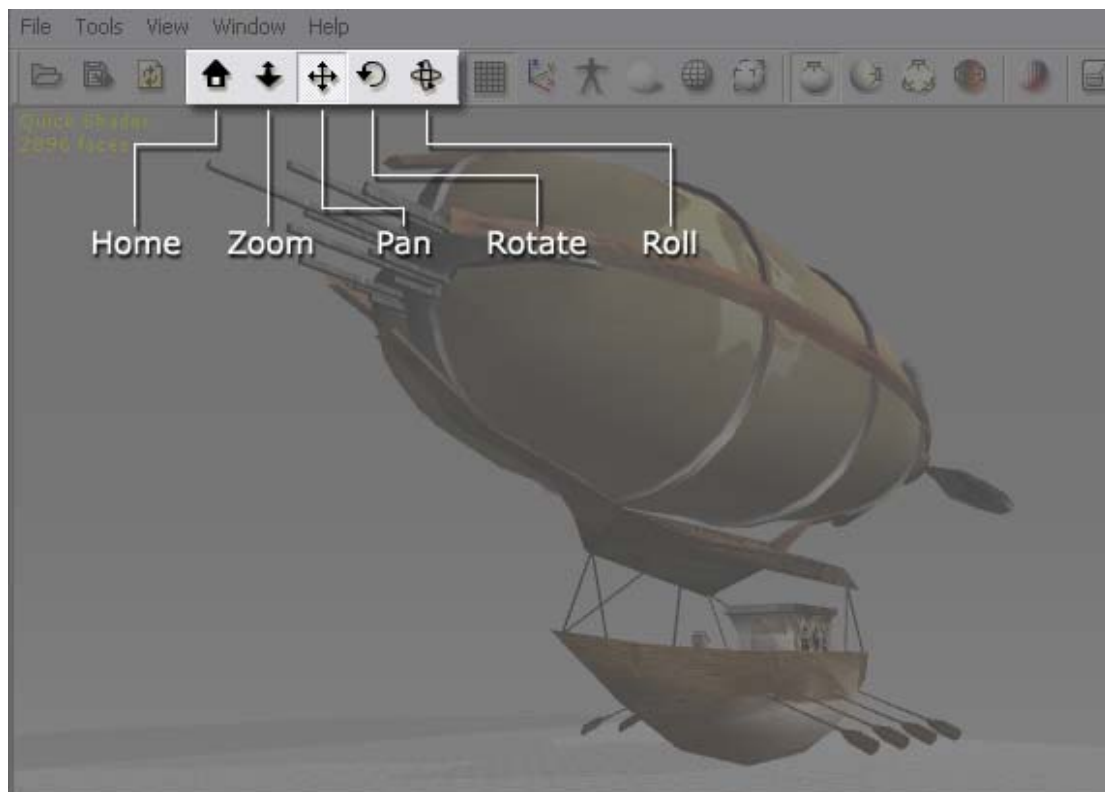
The Tool Bar is divided into several sections: File Handlers, 3D View Controls, Indicators, Lights, Pixel Shader, and Full Screen Button.



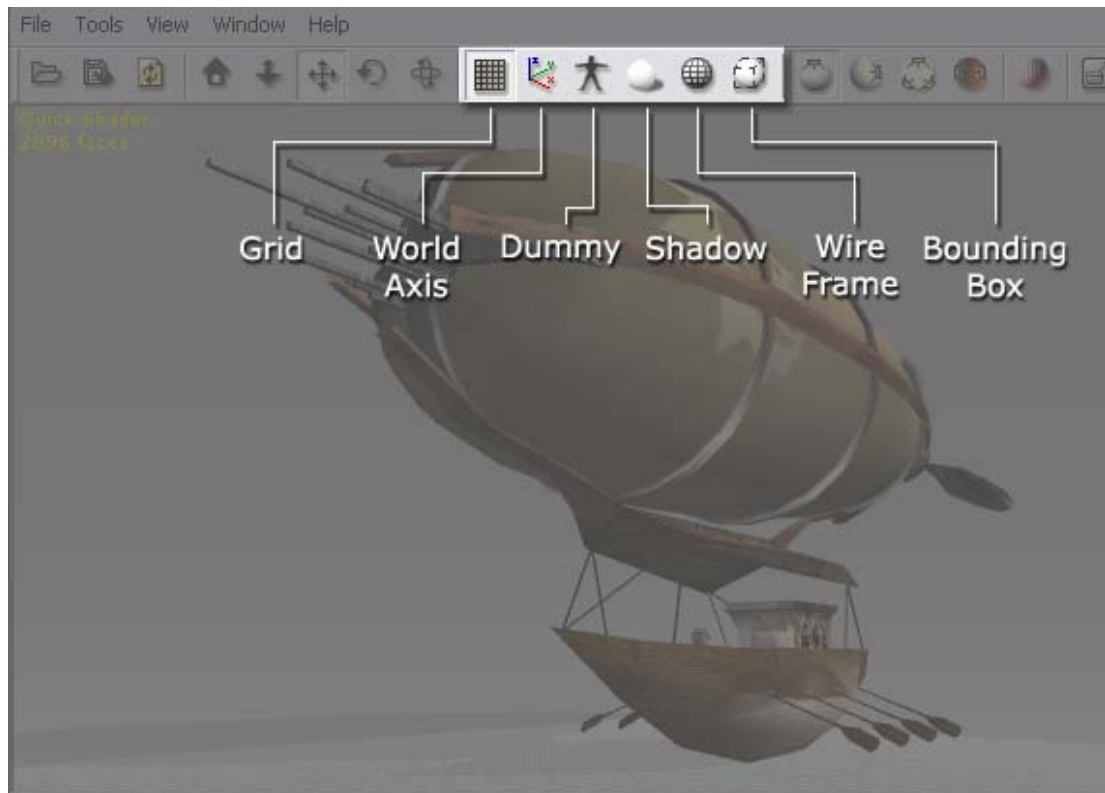
Tool Bar - File Handlers: There are three buttons in this section, maintaining all the file-related functions.



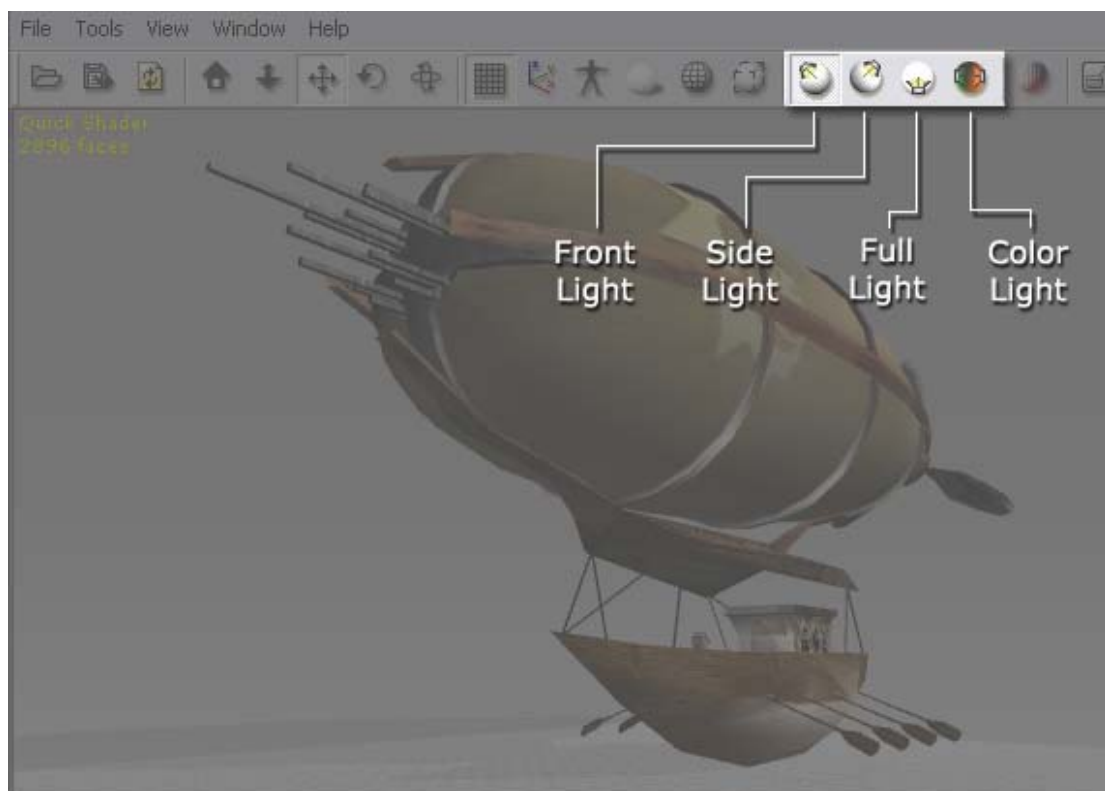
Tool Bar - 3D View Controls: You can control the perspective of the camera by means of these control items.



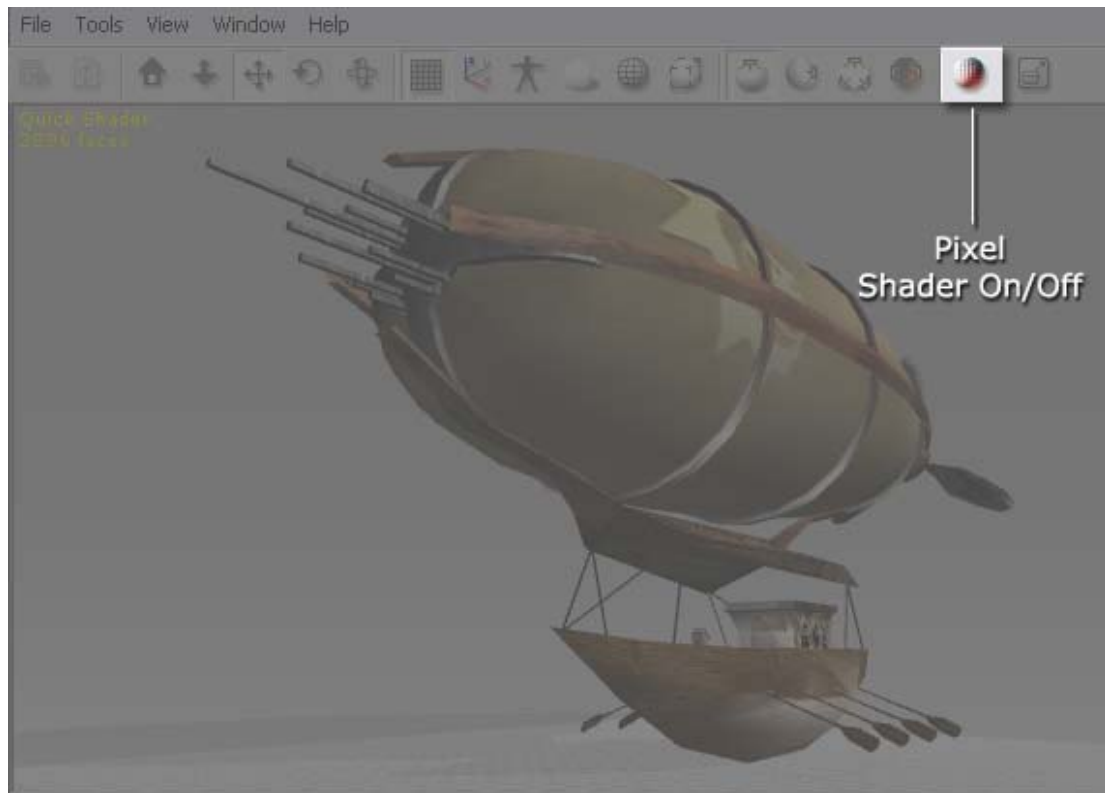
Tool Bar - Indicators: The buttons in this sections toggle the indicators in the 3D viewer. You may see the floor grid, the world axis, the dummy, the shadow, the wire frame, and the bounding box of the selected objects.



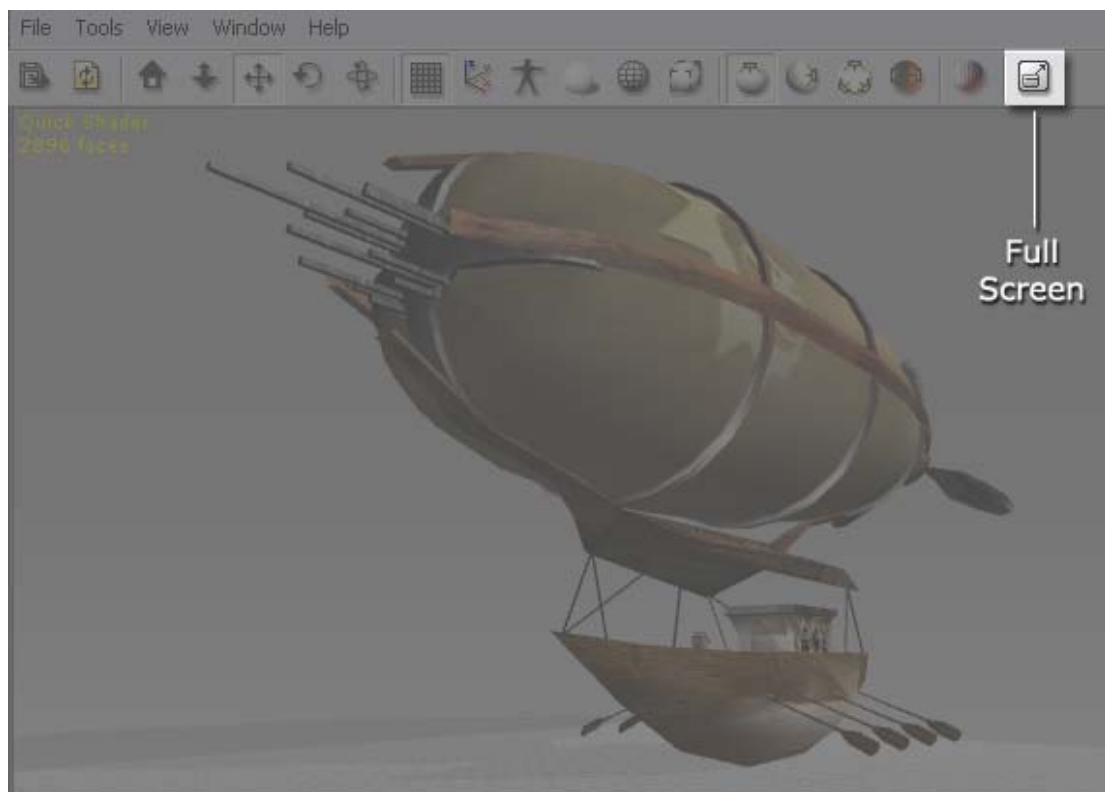
Tool Bar - Lights: There are four sets of lights prepared for you to change the light scheme in the scene. You may see the change of lights casting on your objects in the scene.



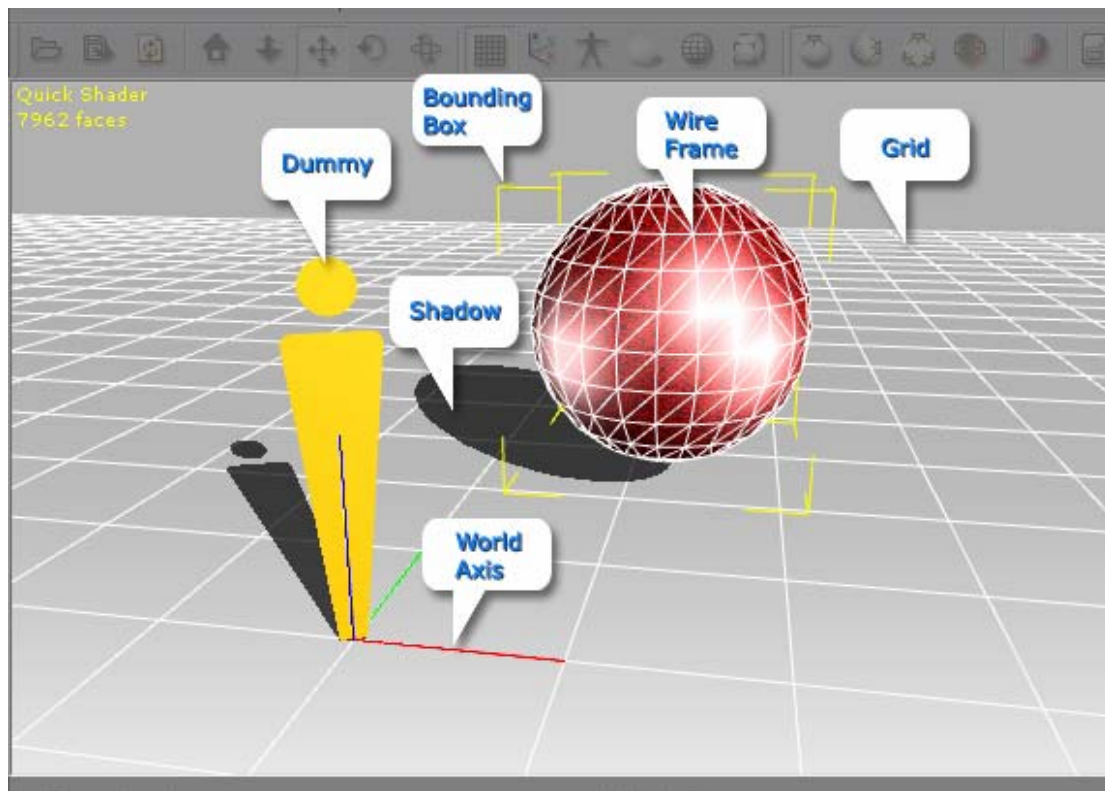
Tool Bar - Pixel Shader: 3DXchange supports pixel shader on your graphics card. The Pixel Shader mainly shows some of the texture effects, such as glow, reflection, and bump effects.



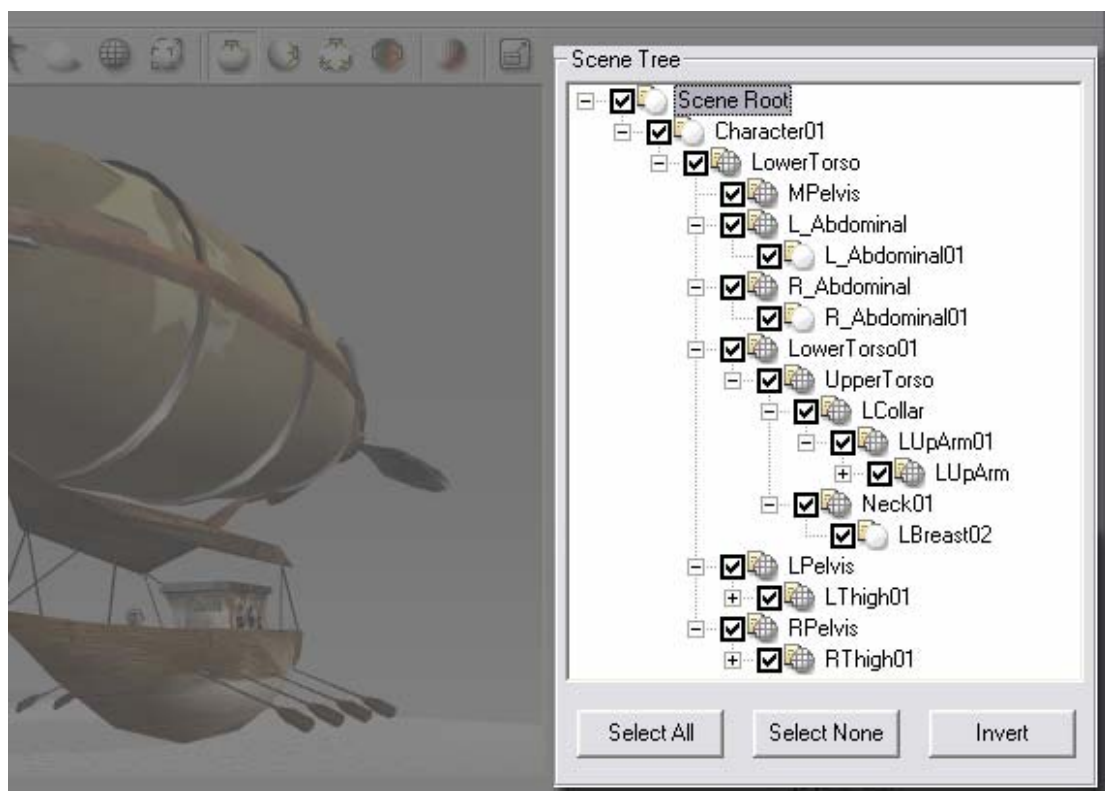
Tool Bar - Full Screen: You may view your scene in Full Screen mode. In Full Screen mode, you may see much higher detail of your objects in the scene, such as the position, orientation, or the textures.



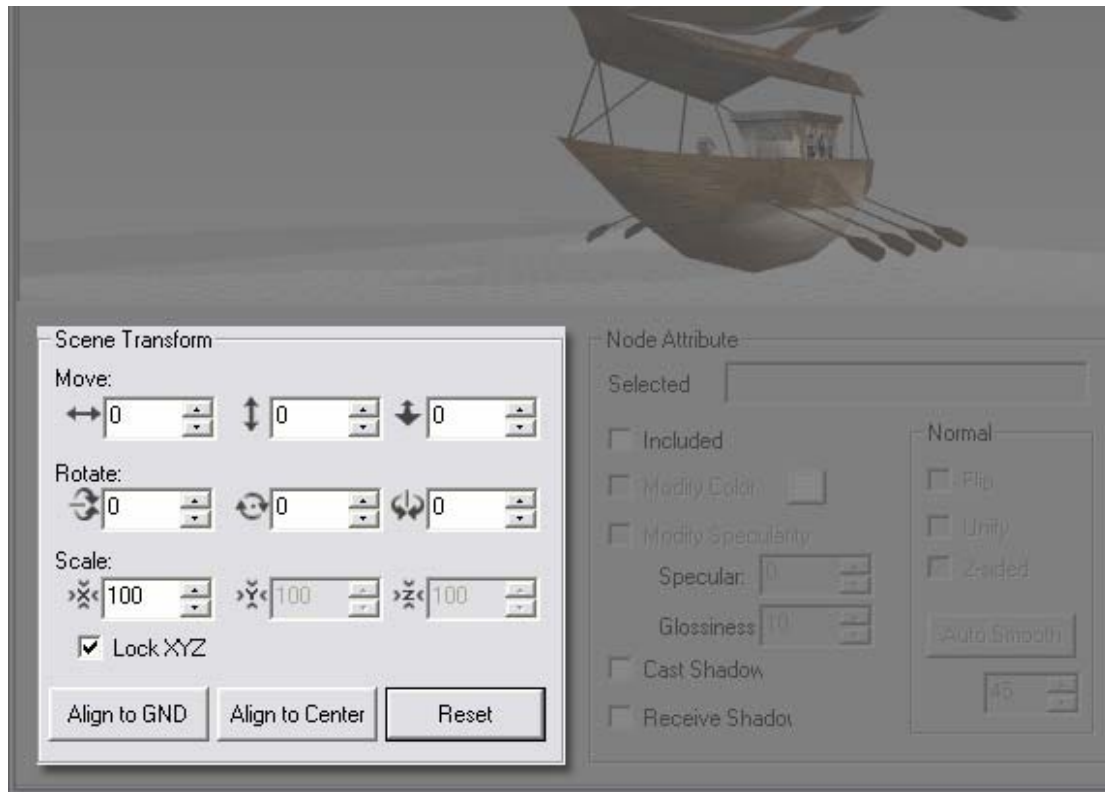
3D Viewer : In addition to the mesh nodes shown in the 3D Viewer, some indicators also optionally appears on the 3D Viewer for reference.



Scene Tree: The Scene Tree lists all the mesh nodes (objects) in a scene. It mounts all the objects according to the hierarchy of the loaded files as they are exported from other 3D applications. It also shows the editable status for each object and provides check boxes for you to include or exclude mesh objects for exporting.



Scene Transform Control Panel: The Scene Transform Control Panel provides editable controls to modify the transform attributes of the whole scene.



Node Attribute Panel: The Node Attribute Panel modifies the attributes for each mesh node in the entire scene. You may also decide if the nodes are to be included or not for exporting. There are attributes of material, shadow and normal provided for the node to be adjusted.

