



3D-Hub Player Quick Setup Guide

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3D-Hub Quick Setup Guide



Introduction

There are two paths to installing the 3D-Hub Player. One is for first time installations on computers which may require operating system updates to fully support interactive 3D graphics. The second path is for updating the 3D-Hub Player to a newer version on computers that are already running the Player. This document will focus on the first path – the full install that includes system updates. It will guide you through the first installation and show you how to use the 3D-Hub Player. It will also describe the second path – a simple re-install that updates the Player to a newer version (when available).

If you are installing for the first time, please read the accompanying “3D-Hub Player System Requirements” document to make sure your computer meets the minimum system requirements and to determine which type of stereo 3D you wish to output.

Remember, the 3D-Hub player can be run in 2D mode on any projector or monitor without the need for specialist stereo equipment or the latest Graphic Processor Unit (GPU) hardware.

Installation

Having downloaded the 3D-Hub Player Bundle, your first step is to unzip. When you do that, you'll create a 3D-Hub Player Bundle folder. In that folder you'll find this document, the 3D-Hub Player Systems Requirements write up, a Windows batch (.BAT) file, and 3 Windows data folders. The .Bat file is an installation script. The folders are as follows:

- **3D-Hub Player:** This folder contains the 3D-Hub Player install file. It is a standard Windows installer (.MSI) file.
- **DirectX Runtime:** This contains all the components needed for updating your computer to the version of Microsoft DirectX used by the 3D-Hub Player.
- **Sample Lessons:** As the name implies, these are a set of example lessons for running with the 3D-Hub Player once it is installed.

To get started with your installation, double click on the Windows Batch file named "***Install 3D-Hub Player.bat***". That will open a Windows command shell (black dialog) and first install any missing DirectX components required by the 3D-Hub Player. You will initially see this install screen (Fig. 1).



Fig. 1 – Check the "accept agreement" radio button and press "Next". That will start the install. It will take several minutes for DirectX installer to inventory your system and determine what components need to be updated.

Note: This will only update DirectX components required to run the 3D-Hub Player. It will not remove any DirectX components used by other 3D applications.

When the DirectX update is complete you'll be presented with a dialog asking to Finish. Click that option. You'll next see the 3D-Hub Player install process begin. The first of those dialogs appears as Fig. 2.



Fig. 2 – This is the first of several 3D-Hub Player install dialogs. Those are typical of any Windows software product install. Click "Next" here and check appropriate options in the dialogs as they are presented.

Once you have installed the software you will see the 3D-Hub Player icon on your desktop. To run the software, double-click the icon. You'll now see a screen similar to the one below (Fig. 3):

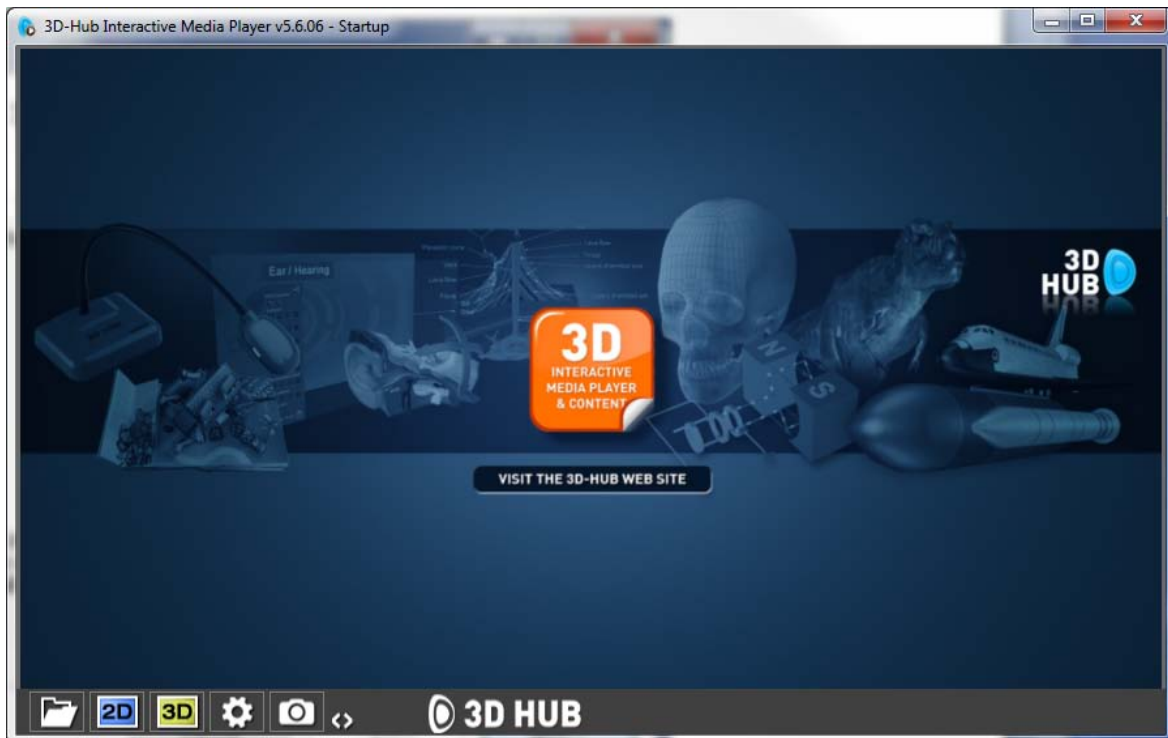


Fig 3. – The launched player

3D-Hub Player Buttons and Opening a File

The buttons on the bottom left of the screen provide the following functions:



This button brings up the "Open File" dialogue box which allows you to open a lesson or model. (Only the following files are supported *.FXD, *.FZD, .OBJ, .STL, .OFF, *3D.avi and *3D.wmv)



Clicking this launches the player into 2D full screen mode. This is used for displaying content on non stereoscopic 3D enabled equipment.



Clicking this launches the player into stereoscopic 3D full screen mode. This will display the content in the stereoscopic 3D format chosen in the "Change display options" dialogue box.



This button launches the "Change display options" dialogue box. Here you'll be able to change the stereoscopic output mode of the player, test and change the 3D effect and access the Licensing procedure.



If you require screen grabs of the models for handouts, simply click the "Snapshot" button at any time. This will then open a "Save as" dialogue box allowing you to save the current image in a number of different formats.



This button changes the side of the screen the UI (User Interface) appears. This is particularly handy when using the software on an IWB (Interactive White Board) where you may feel more comfortable teaching from a particular side.

Opening a File in the 3D-Hub Player and viewing it in 2D

- To open a file, click on the “Open File” button and navigate to the “Content” folder. Now click on the desired content and click “Open”.
- The model or video will now open in preview mode. Here, you will be able to use the "Snapshot" facility to save an image for handouts.
- If you are running the presentation in 2D mode, the next step is to click the “2D Full Screen” button.

Configuring 3D-Hub Player to operate in Stereo 3D

If you wish to run the presentation in Stereo 3D you will first have to configure the output to be compatible with your Stereoscopic 3D display. To do this, open the “Change display options” dialogue box (Fig. 4) by clicking on this icon:

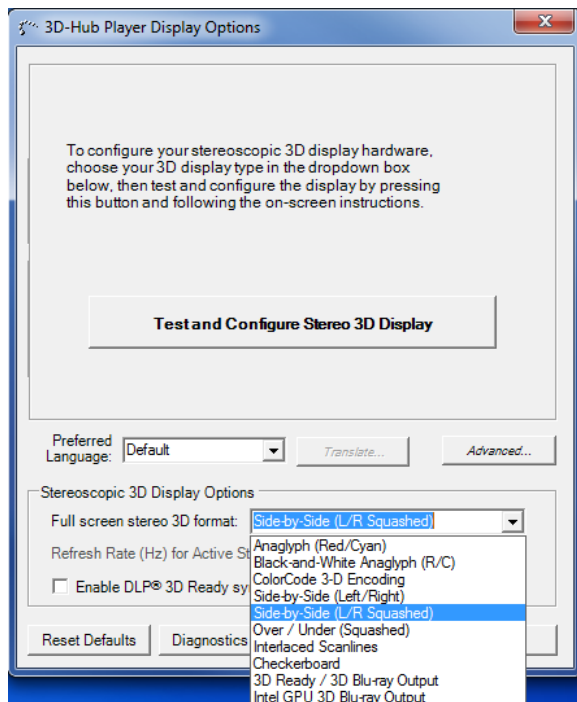


Fig. 4 – 3D-Hub Player Display Options

The 3D-Hub Player can output many stereo 3D formats. Below are instructions to implement Over/Under (Squashed) and Quad buffered DirectX (3D Ready / 3D Blu-ray Output).

(Note: For alternative stereo 3D displays follow the instructions for Over/Under (Squashed) but replace the “Full screen stereo 3D display” mode with the mode required for your display device.)

Over/Under (Squashed) – [or any other mode other than 3D Ready / 3D Blu-ray Output or Intel GPU 3D Blu-ray Output]

To run the in “Over/Under Squashed”, simply select this from the “Stereo 3D Display Options” pull down menu. You will also need to run the display (projector or 3D TV) in Stereo 3D Over/Under mode. After doing so, when you click on the “3D full screen mode” button on the 3D-Hub Player, you display device will show the content in 3D.

Note: We suggest you run your PC in extended desktop mode (Fig. 5) when running your Stereo 3D display in “Over/Under (Squashed)” mode. This is because running ordinary 2D content or programs on a 3D display set to receive an “Over/Under” signal will result in scrambled output on the 3D display (the top half your displayed image will be super-imposed over the lower half).

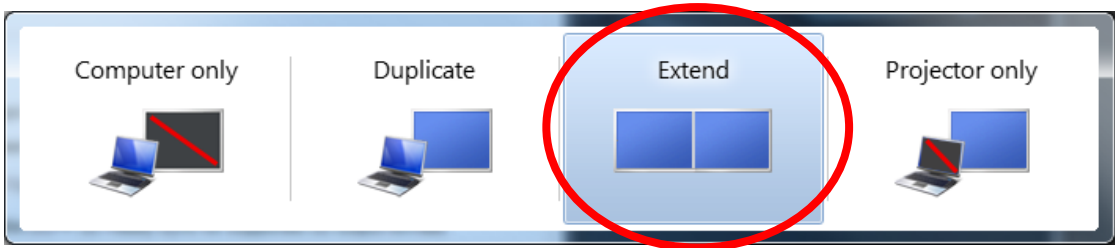


Fig. 5 - Windows display modes that can be found by pressing *WindowsKey+P*

In extended mode you can operate your PC normally, either with a monitor or your laptop screen, and then set the full screen 3D image to appear on your 3D display by selecting the "Monitor to use for Full Screen Display"(Fig. 6) which is appears in "Advanced Options", found by pressing the button:

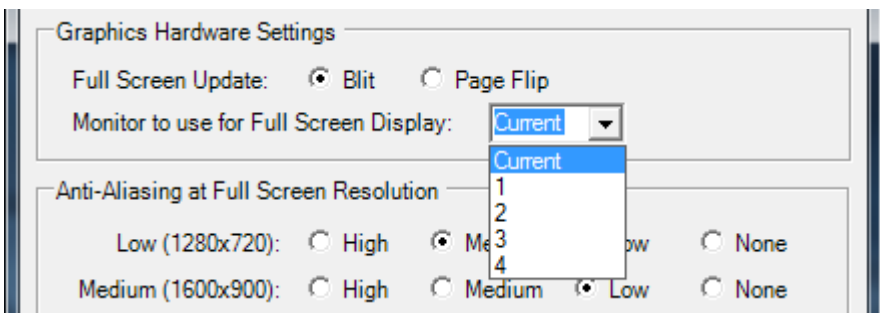


Fig. 6 – Monitor to use for Full Screen Display

"3D Ready / 3D Blu-ray" (Quad Buffered Stereo)

If you require full resolution Stereo 3D, and you have an AMD GPU that meets the system requirements, connect to the 3D enabled projector or 3DTV via HDMI (in some cases SVGA cable will work) and follow the instructions below.

- Right mouse click on the desktop and select "Catalyst Control Center" (Fig. 7).

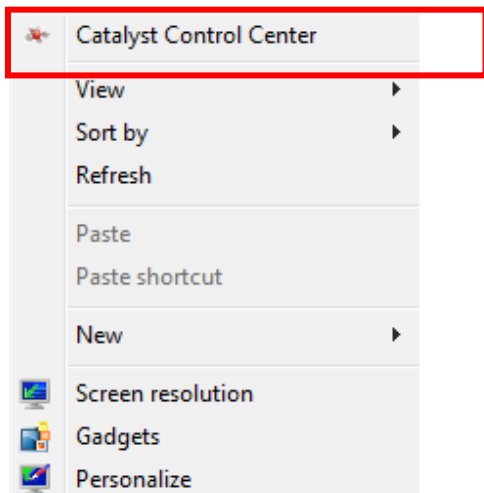


Fig. 7 - Right mouse click options

- In the Catalyst Control Center panel select "Desktop Management" (Fig 8.)

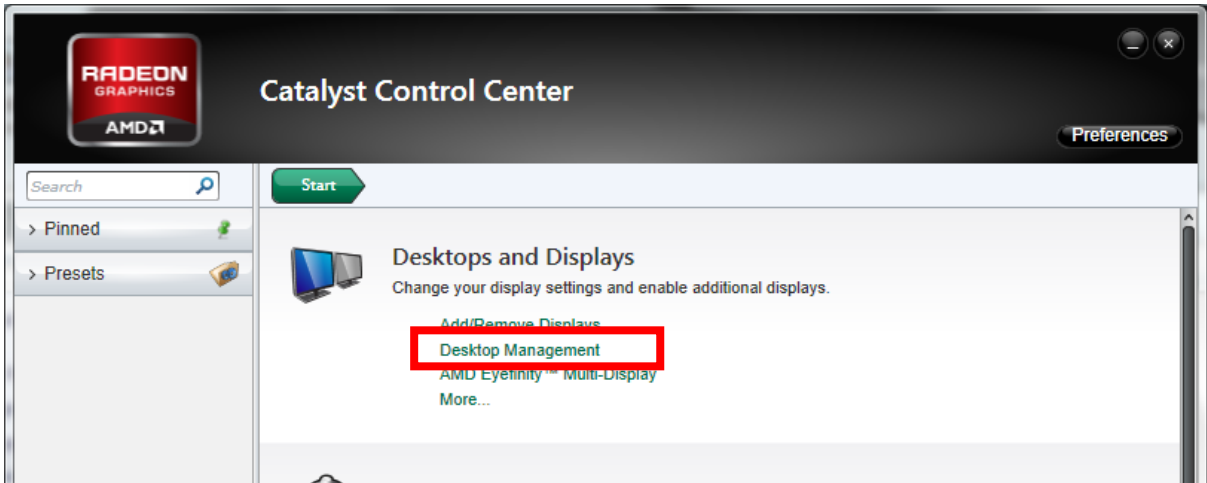


Fig. 8 - Catalyst Control Center

- Then select “Desktop Properties” (Fig. 9).

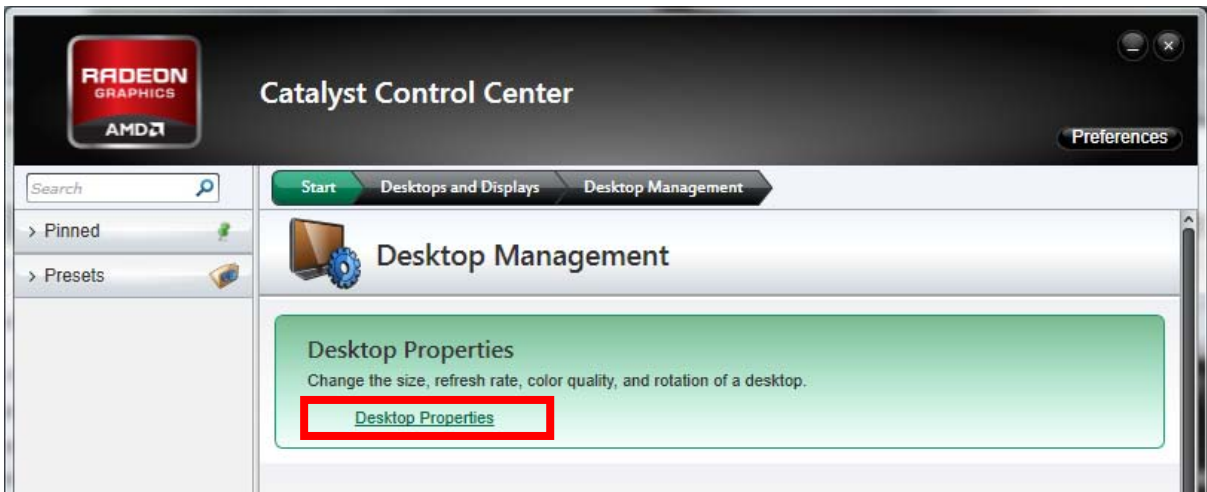


Fig. 9 - Desktop Management

- After doing this change the “Refresh rate” to 120 Hz and select apply (Fig. 10).

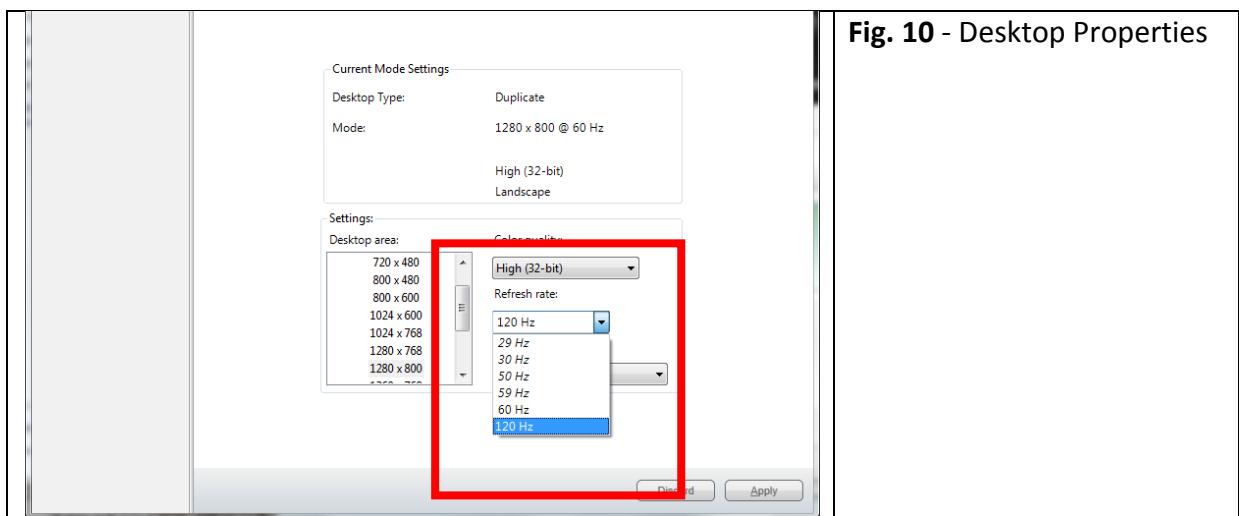


Fig. 10 - Desktop Properties

(Note: You will need to change the output resolution to an accepted Stereo 3D resolution. This can be found in the manual for your 3D display and will normally be one of the following: 1024 x 768 pixels, 1280 x 720 pixels, 1920 x 1080 pixels, or 1280 x 800 pixels)

- Once this is done you only need to change the Stereoscopic 3D Display Option within 3D-Hub Player to **“3D Ready / 3D Blu-ray Output”** (Fig. 11). When you go into “3D full screen mode” you will get a full resolution stereo 3D image from the 3D display.

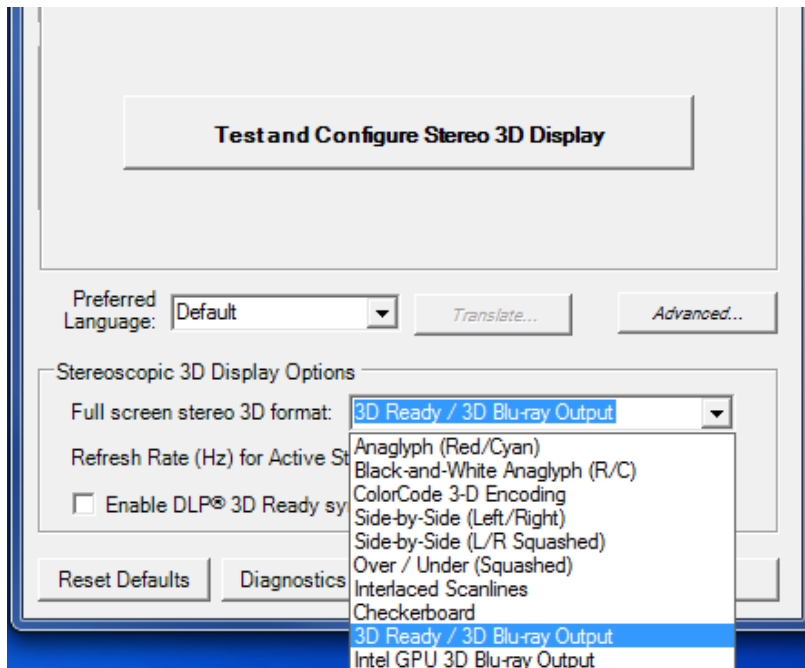
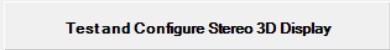


Fig. 11 – “Stereoscopic 3D Display Options” found when you click on the “Display Options” button.

Testing Your 3D Display

Once you have configured your PC to run with your 3D projector or TV, you can perform a simple Stereoscopic 3D display test by clicking  found within "Display Options".

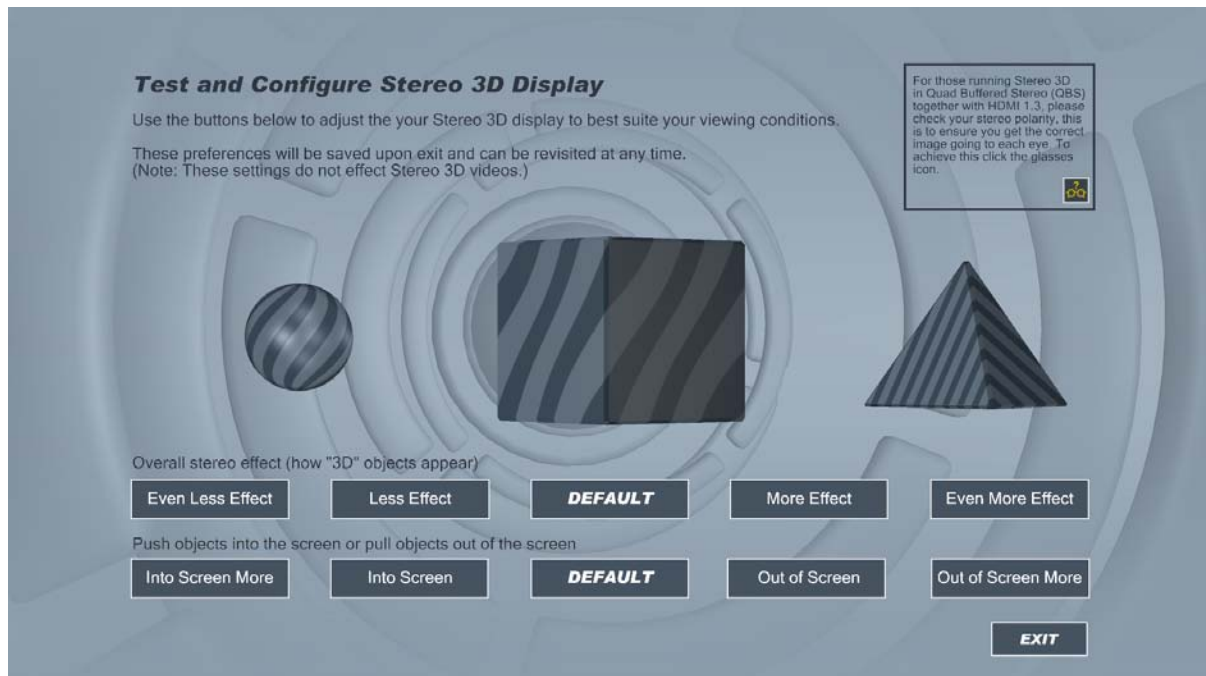


Fig. 12 – Test and Configure Stereo 3D Display

The image you see above (Fig.12) should now appear in Stereo 3D, with the cube being nearest to you, the pyramid being level with the screen and the sphere being furthest away. You can adjust your 3D viewing preferences accordingly by clicking the buttons on the screen. When you click on EXIT these settings will be stored for future use. (Note: that this configuration procedure can be revisited anytime in case further adjustments are desired.)

What do the Icons/Buttons Mean When I Open an Interactive Model?



Stereo 3D viewing requires showing slightly different images to your left and right eyes. Pressing the yellow glasses icon brings up an image that can be used to test the polarity match between your glasses and the 3D-Hub Player (whether you're seeing the correct 3D image through the right eye). With your 3D glasses on, and your screen or projector running in 3D mode, "close your left eye". If you see a smiley face then the content should look correct in stereo 3D. If you see a frown then you'll need to flip the polarity of the stereo display. Click on the smiley face or Press CTRL+V on the PC as this will change the polarity of the images on the screen. (Note: see the instruction manual for your glasses for instructions to change polarity.) If you repeat the process you should now see a smiley face! To remove the Smiley Face image click the "back" button in the corner of the Smiley image (or in some cases the black version of the glasses button).



These buttons change the orientation of the interface, either to the left or right side of the screen. This is especially useful when used with IWB's (Interactive White Boards) so that the user interface can be accessed from either side of the display.



The yellow button switches the labels for the model on, and the black version removes them.



The "+" magnifying glass button zooms into the listed section and the "-" button zooms back out or takes you back to a previous section.



The lit bulb turns the listed section of the model to a highlighted colour. Pressing the unlit bulb returns that part of the model back to its original colour.



The "-" button removes the listed part of the model and the "+" button returns it.



If the model is animated the "play" button will activate the animation. The "stop" button will stop the animation or return the model to a previous state



This button allows required animations to be rewound so they can be played again. In certain cases the button is also used to return to a previous section or view.



This button simply resets the view to the original view point.



From a full screen playback mode, pressing the "X" will exit full screen mode and return you to the windowed version of the player. Pressing this button again from within the windowed player will cause the player itself to close.

Playing Stereo 3D Videos

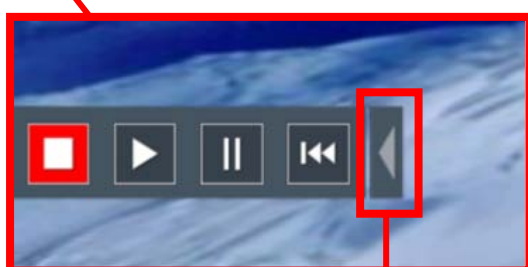
All stereo 3D videos purchased from 3D-Hub will automatically play within the player. If you have a squashed Left/Right video (in either WMV or AVI video format) you can play them by simply changing the name of the video to end in "3d".

For instance: **MyVideo.wmv** should be renamed **MyVideo3d.wmv**

When you enter Full Screen 3D mode you will see the following screen (Fig. 13). You can check the [3D stereo polarity of your glasses](#) if required, or commence playing the video by pressing the "Play" button.



Fig. 13 - Initial Video Screen



Closes the control panel

Clicking the arrow button on the left or the right of the screen will reveal the video control buttons. Moving your mouse towards the lower part of the screen will reveal the scrub bar that, when clicked, will take you to any point within the video.

How do I remove the watermark?

The 3D-Hub Player initially places a watermark on stereo 3D output. To activate the player fully and remove the watermark, please go to the [3D-Hub web site](#) or contact sales@3d-hub.co.uk to obtain a 3D-Hub Player License.

All content purchased from the site will only play on the 3D-Hub Player(s) licensed to the purchaser's account. If you have multiple Player licences, the single download will play on ALL of your licensed 3D-Hub Players.

How do I get more content?

Simply go to www.3d-hub.co.uk and sign-up! Then you can purchase more content.

How do I update to a new version of the 3D-Hub Player?

If you already have the 3D-Hub Player running on your computer and simply want to update to the latest version, you can download just the 3D_Hub_Player.msi Windows Installer file from the 3D-Hub website. Double clicking on that MSI file will remove the old version of the 3D-Hub Player and install the new version. Licensing will not be affected.