

Virtools Solutions for Apple Macintosh

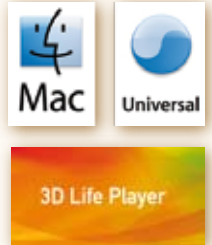
Experience 3D Realtime and interactive content on Apple Macintosh



The 3D Life Player

These solutions deliver not only the high-quality graphics found in cutting-edge 3D games, but also provide the advanced behavioral interactivity that can be found in bestsellers.

Game-like interactivity, the very best immersive experience, is created thanks to Virtools behavior technology and support for stunning visual effects. Provide your users with real experiences in Multimedia/Marketing, Simulations and Entertainment simply and effectively over the web thanks to the 3D Life Player, or build standalone native Mac Applications with our SDK.



Key Benefit

- Create your content in Virtools 4, deploy it on both PC and Mac.
- Fully designed for Mac OS X.
- 3D Graphics with support of latest advanced features : Shaders & OpenGL 2.0.
- SDK based on Apple's free development tool : XCode.
- Video support in windowed and fullscreen mode. Full support of latest HD codecs (H264).

The 3D Life Player for Macintosh

The easiest way to experience Virtools content on Mac: share and deploy your content over the Worldwide Web.

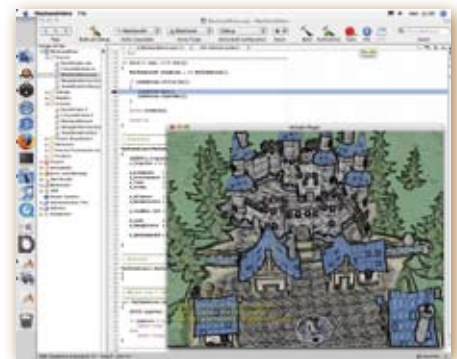
- Runs on standard internet browsers: Safari, Firefox, and Camino.
- Simple installation with a redistributable Macintosh dmg package.

Key Features

- Universal. Runs natively on PowerPC and Intel Macintosh.
- All standard Virtools Behaviors available.
- Optimized 3D Graphics
- OpenGL 2.0 (vertex objects, antialiasing...).
- Shaders (Nvidia CG/CgFx).
- Windowed and Fullscreen support.
- 3D Sound with OpenAL Support.
- Can handle a large variety of media with the Quicktime support.
- VSL Support.
- Physics Support.
- Multiuser Server Support.

The Software Development Kit for Macintosh

- Develop your custom standalone applications (games, industry...) on Mac.
- Built upon Apple's XCode tools.
- Create your custom behaviors and Managers in C++ to adapt Virtools Engine to your needs.
- Provides a standalone runtime application with source code.



The Virtools SDK and XCode

This ready-to-use application can be configured through an external text file without recompiling the code.

- Provides standard Building Blocks libraries with source code.

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System Requirements

Authoring Tool Virtools 4 on PC:

Hardware

- Pentium III or equivalent
- 1 Gigabyte (GB) of RAM
- DVD ROM drive
- Monitor capable of displaying 1024 by 768 in 16 bit color (65536 color/Hi-color)
- Pointing device (mouse, trackball...)
- Direct3D or OpenGL compatible 3D graphic card with 128 MB of RAM. It is recommended to develop your content with the OpenGL settings to facilitate the Macintosh migration. You should ensure you have the latest official drivers for your graphics card
- DirectSound compatible sound card (not a requirement but recommended)

Software

- Microsoft Windows (2000, XP)
- Microsoft DirectX 9.0C for DirectX compatible 3D graphic accelerator cards
- For OpenGL, an OpenGL 2.0 compatible graphics card and driver
- Microsoft Internet Explorer 6.0 (for the Online Reference)

Macintosh:

Hardware

- PowerPC G3 or Intel Core Duo. (G5 or Core 2Duo recommended).
- 256 MB of RAM (1 Gb recommended).

Software

- Mac OS 10.3.9 (Panther) and above. 10.3.0 Users can update to 10.3.9 for free.

Software (for SDK only):

- XCode 2.4.1 (available on <http://developer.apple.com>).
- Cg Toolkit when using shaders (available on <http://developer.nvidia.com>).

