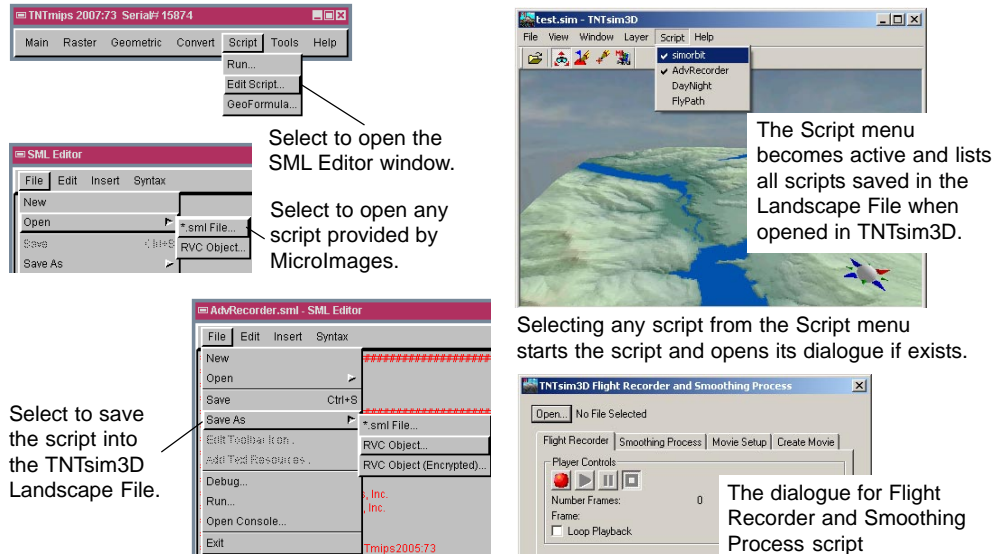


Using Scripts with a Landscape File

DID YOU KNOW . . . you can use geospatial script(s) (SML) with a Landscape File in TNTsim3D?

What Using Scripts with a Landscape File Gives You

- Add custom effects and capabilities to TNTsim3D
- Create custom geospatial script(s) or use sample SML script(s) provided by MicroImages
- Start/Stop any script by selecting/deselecting it from a menu in TNTsim3D



Select to open the SML Editor window.

Select to open any script provided by MicroImages.

Selecting any script from the Script menu starts the script and opens its dialogue if exists.

Select to save the script into the TNTsim3D Landscape File.

The Script menu becomes active and lists all scripts saved in the Landscape File when opened in TNTsim3D.

The dialogue for Flight Recorder and Smoothing Process script

How to Use Scripts with a Landscape File

- Download free SML scripts from MicroImages website located at <http://www.microimages.com/sml/> or copy a script from the \Scripts\ScriptLayer folder of the TNT products CD.
- Select Script/Edit Script from the menubar to open the SML Editor window.
- Select Open/*.*.sml File from the File menu and then the script you downloaded or copied when prompted.
- Select Save As/RVC Object from the File menu and navigate to your Landscape File when prompted.
- Repeat steps 1-4 to copy more SML scripts into your Landscape File.
- Open your Landscape File in TNTsim3D.
- Select any script from the Scripts menu to start, and deselect it to stop.

WANT TO KNOW MORE?

See the Technical Guide entitled:

Customizing TNTsim3D with SML

