Installation

SculpText was compiled with Microsoft Visual Studio 2005 SP1 which means you need the run time of this compiler installed before you can use SculpText. You can download this run time environment (aka "Microsoft Visual C++ 2005 SP1 Redistributable Package") from (~2.5M):

http://www.microsoft.com/downloads/details.aspx?FamilyID=200b2fd9-ae1a-4a14-984d-389c36f85647&DisplayLang=en

Once the run time is installed, open a command ('cmd') window as **'administrator'** and:

1. Unzip the SculptText.zip file in some new directory and cd to it.

2. Run "regsvr32 SculpText.ocx". The regsvr32 is a windows utility to register the SculpText ActiveX to the system. Typically it can be found in "c:\windows\system32\regsvr32.exe". If a popup shows up stating the registration is successful, you are done. Otherwise, one of the following could be the problem:

    a. You are not running cmd as 'administrator'. Even if you are considered an 'Administrator', when you execute programs they do not run with all privileges and you specifically cannot access the entire registry. Make sure you run the 'cmd' program as 'administrator'.

    b. Alternatively, the MSVS 2005 run time environment is not properly installed and so some dlls are missing.

Starting using SculpText

You are also provided with a short demo file called **SculpTextDemo.ppt**. Open it in PowerPoint. You will be prompt if you want to permit the execution of an ActiveX control. See Figures 1 and 2 for different office programs. Permit the execution as requested and you can start watching the demo:

Figure 1. PowerPoint 2003: Permitting the execution of an ActiveX control.
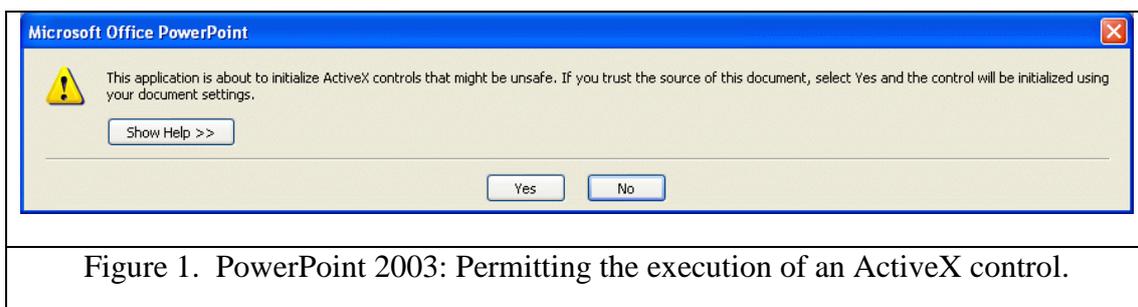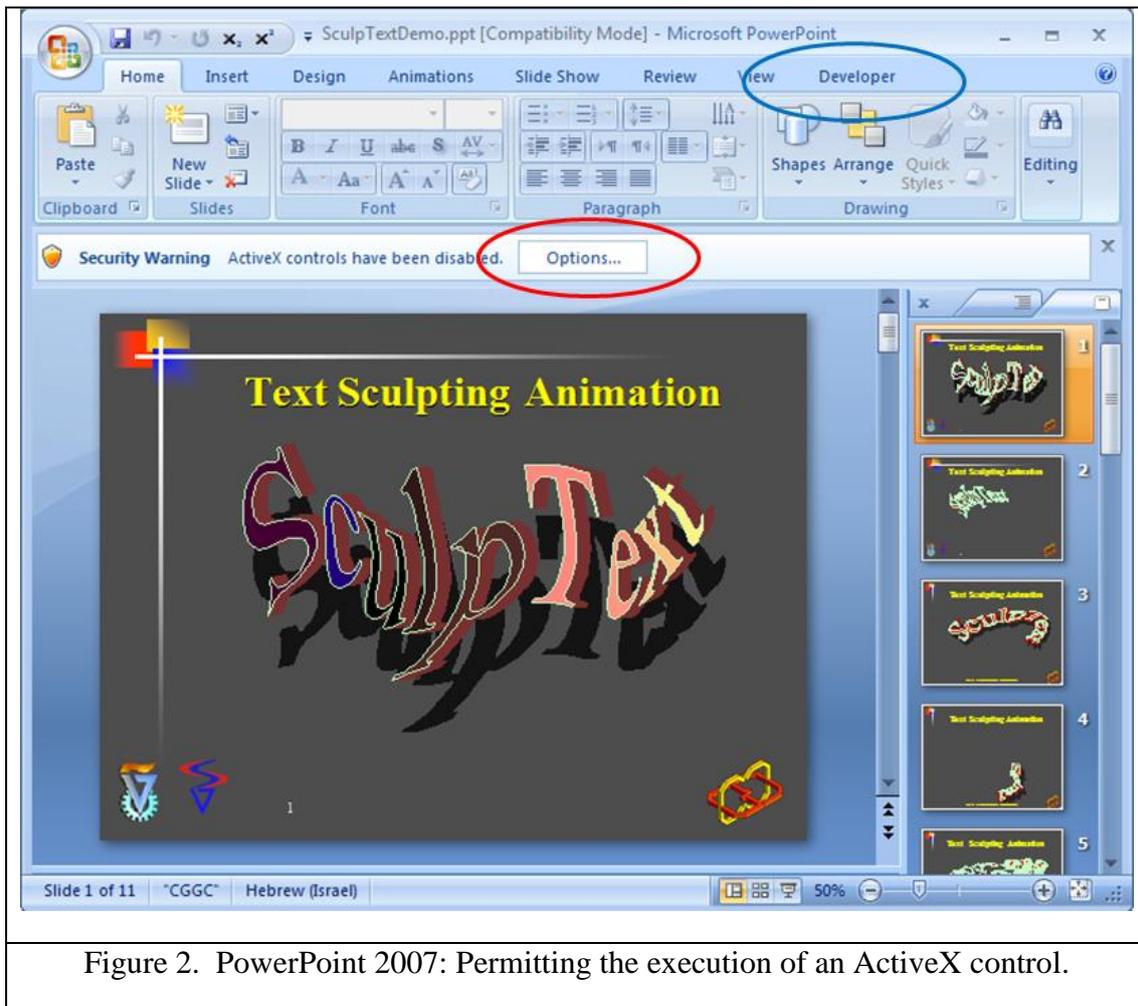
Figure 2. PowerPoint 2007: Permitting the execution of an ActiveX control.

To execute the demo, simply enter the PowerPoint slide show mode. Some SculpText objects are static. Some are with animation that is activated automatically when a new slide is shown and some are activated by a left-mouse-click on the SculpText static display. The SculpText ActiveX might be grabbing the mouse/keyboard events, so in order to switch to the next (previous) slide, mouse-click first at the corner of the slide, outside the area of the SculpText ActiveX object, to redirect events back to PowerPoint.

Insertion a new SculpText ActiveX object into a PowerPoint presentation

SculpText objects are ActiveX control objects. Hence, to insert a new SculpText object into a PowerPoint presentation, you need to follow the rules of insertion ActiveX objects. Under PowerPoint 2003, you simply select the 'Insert' menu, 'Object …' and then select the "SculpText Control" object:

Step 1.	Step 2.
Figure 3. Creating a new SculpText object under PowerPoint 2003.	
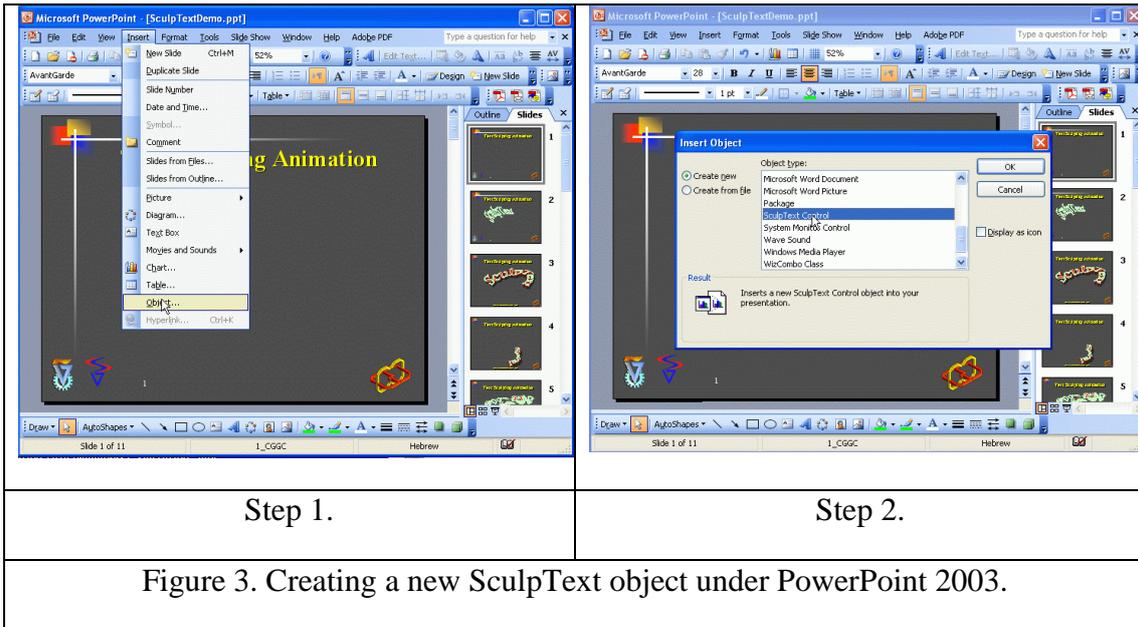
Under PowerPoint 2007, the insertion of a new ActiveX object is a bit more involved. First, you have to enable the 'Developer' top down menu (See blue oval in Figure 2). To enable this 'Developer' menu, select "PowerPoint options" under the Microsoft Office Button and then, under 'Popular' enable the Developer tab:

Step 1.	Step 2.
Figure 4. Enabling Developer mode under PowerPoint 2007.	
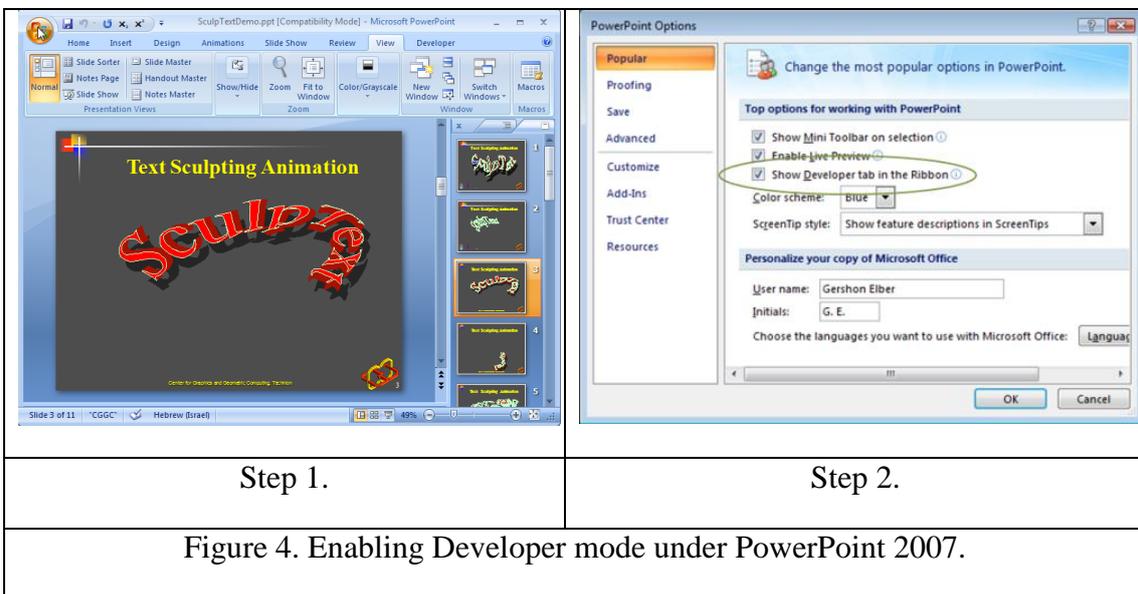
In the Developer Tab you can now find the "SculpText Control" and insert it in:

Step 1.	Step 2.

Figure 5. Creating a new SculpText object under PowerPoint 2007.
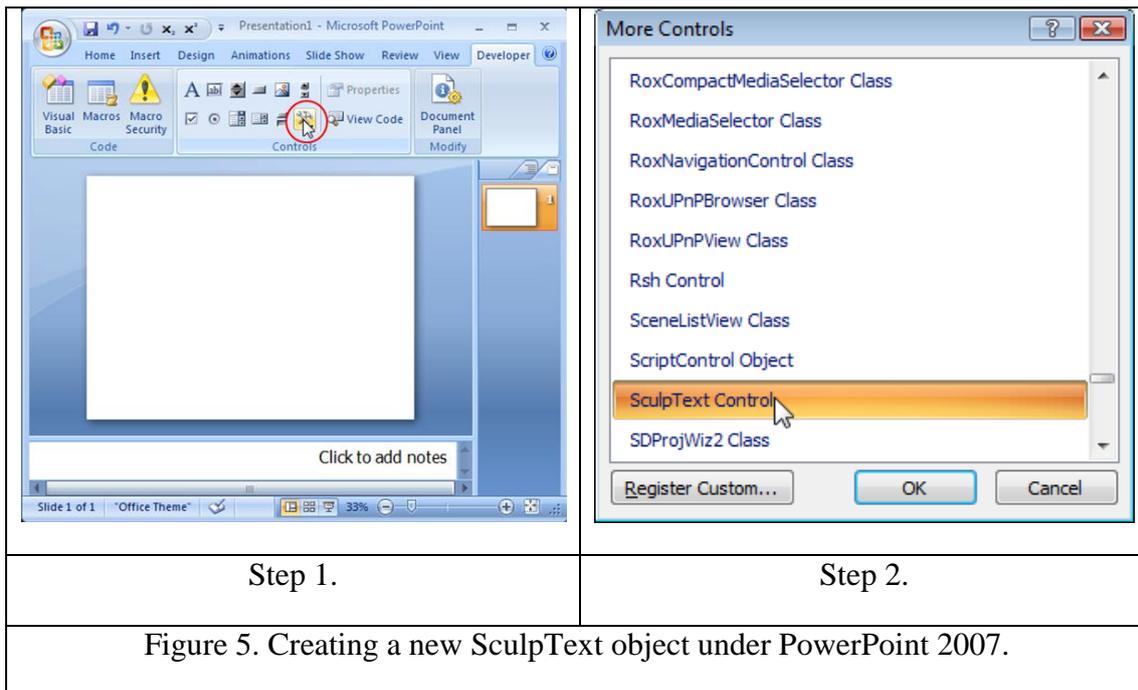
You might get the following or similar error to the one in the image on the right when you try to insert a new SculpText object into PowerPoint. Do not ask me why but apparently this error relates to a dll called comcat.dll in you windows' system32 directory. Try to register that DLL again or replace it with a new version, if one exists (see also http://support.microsoft.com/kb/183370).
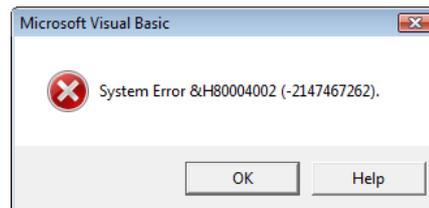
Editing a SculpText ActiveX object in a PowerPoint presentation

To edit an existing SculpText object from within PowerPoint, select the object and right-mouse-click to select "SculpText Control Object" -> 'Edit' to manipulate the object, as seen in Figure 6. A pop up with several tabs will show up. While many of them are quite self explanatory, see the *SculpText manual* for details on these different tabs.
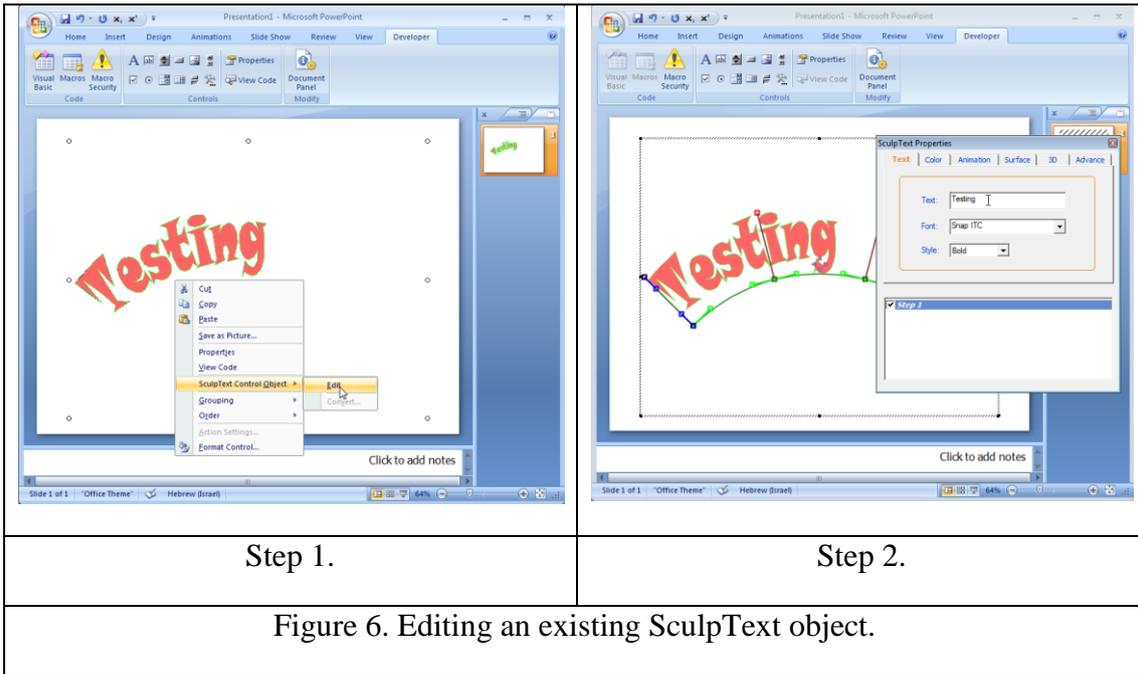
Step 1.	Step 2.

Figure 6. Editing an existing SculpText object.

Saving your SculpText settings in a PowerPoint presentation

Settings you modify in the SculpText object are saved as part of the presentation, once you save the PowerPoint (ppt) file. You should note that this demo version of SculpText is almost fully functional except for the animation settings that cannot be saved, and no support for texture based drawing.