

**HOW-TO: MODDING**

**3D WIDGET**

ALL TOUCHSCREENS. **ONE APP PLATFORM.**



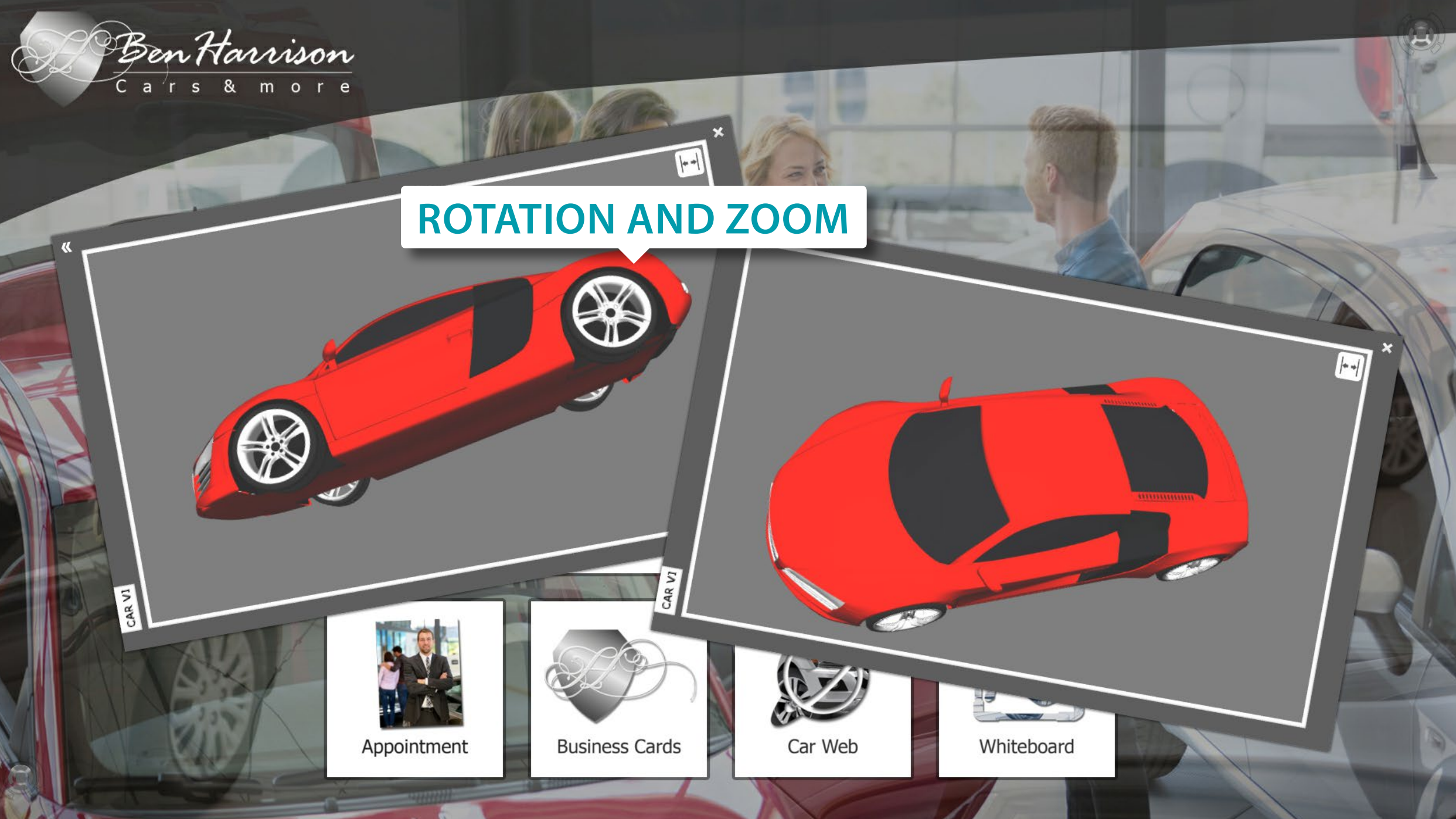


**CUSTOMIZABLE BACKGROUND COLOR**

**FLEXIBLE ASPECT RATIO**



**OVERWRITE MATERIAL**



**ROTATION AND ZOOM**



**TEXTURES**

**CUSTOMIZABLE INITIAL CAMERA POSITION**



# BASIC SETTINGS

SETTINGS	FORMAT	DESCRIPTION
KEYCOLOR: LIGHT	RGB	Light keycolor for elements on dark backgrounds
KEYCOLOR: DARK	RGB	Dark keycolor for elements on light backgrounds
BACKGROUND COLOR	RGB	Color for backgrounds without wallpaper
CAMERA POSITION	OPTION	Distance and position of the 3D model to the camera
ROTATION	OPTION	Initial rotation of the 3D model
MINIMUM SCALE	OPTION	The minimum scale of the 3D model
MAXIMUM SCALE	OPTION	The maximum scale of the 3D Model
MATERIAL COLOR	OPTION	Overwrites the texture in a special color
TOOLBAR	OPTION	Activates the toolbar
CONTENT FOR WIDGET	FILEPATH	3D model

## BASIC CONTENT & FORMATS

FILE	FORMAT	RESOLUTION (HD)	RESOLUTION (UHD)	AMOUNT
CONTENT	FBX* (recommended)	(FREE)	(FREE)	1

\* We integrate the ASSIMP framework, have a look for supported file types here:

<http://www.assimp.org>