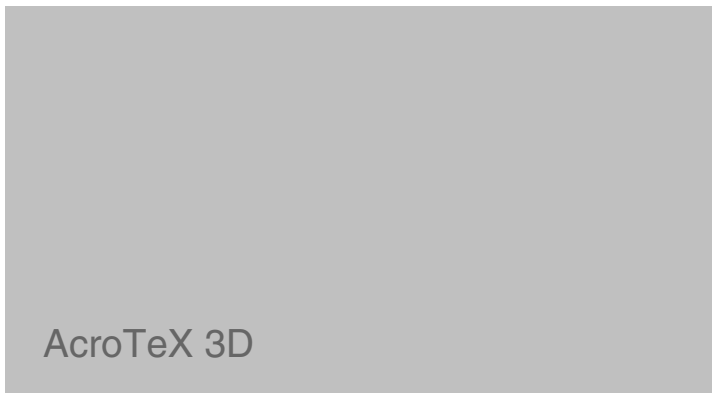


RMA and 3D Annotations

Using the 3D feature of rannot, you can not only embed 3D models, such as `dice.u3d`, as distributed with the `movie15` package (author, Alexander Grahn), but you can bind SWF applications to the background, foreground, or to a material.



The following two buttons illustrate how to control the view. Two methods are used, the left button uses the `GoTo3DView` action, the one uses the method `setView()`, available through the 3D JS engine.

One significant difference in dealing with RM3D annotations, it that the annotation is a rich media annotation not a 3D annotation. This is seen in some of the code of the buttons, where we say, for example,

```
var rm=this.getAnnotRichMedia(this.pageNum,"my3DDice");
```

that is, we use `Doc.getAnnotRichMedia` (or `Doc.getAnnotsRichMedia`) instead of the 3D method of `Doc.getAnnot3D` (or `Doc.getAnnots3D`).