

**\* MIMeWave previewer \***

**[Button configuration]**

Direction buttons, L1, L2 : translations

Right buttons, R1, R2 : rotations

SELECT: pause / change view mode

START: start a preview

**[Compiling program]**

> psymake all

**[Program execution]**

> resetps

> psymake load

> run mimewave

**[Customizing]**

o When normal MIMe is needed, please define NORMALMIME in main.c as follows:

```
#define NORMALMIME
```

o To preview in the 640x480 high resolution mode, please define HIRESOLUTION in main.c as follows:

```
#define HIRESOLUTION
```

This mode may result in failing to draw a frame in 1/60 second especially for a large model.

o Lights and the background color can be changed; see light\_init() and GsSortClear().