

---

Subject: Vetuware.com updates: 2015-10-09

Posted by [vetus@vetuware.com](mailto:vetus@vetuware.com) on Fri, 09 Oct 2015 00:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

### ARTool 1.3

<http://vetuware.com/download/ARTool%201.3/?id=11812>

With ARTOOL you can create sophisticated graphic displays that you can use in your own applications. ARTOOL skips the tedious "edit, compile, and run" phase of writing most graphics applications, by allowing you to directly manipulate the graphics on the screen until it looks perfect. Then ARTOOL can produce 'C' code that you can embed directly into your own Borland code for the fastest graphics ever. Documentation and Help-File included

### Recursive Realm 3.0

<http://vetuware.com/download/Recursive%20Realm%203.0/?id=11813>

- \* Mandelbrot set exploration. - Includes "warped" Mandelbrots. \* Julia set exploration.
- Five functions, including sin, cos, and exponential. - Ability to select Julia set of Mandelbrot function by "pointing" to an area while viewing a Mandelbrot picture. \* Newton's Method exploration. - Fourteen functions. \* Models of Magnetism exploration. - Two functions. \* Two levels of integer routines making Recursive Realm one of the fastest fractal explorers available anywhere. \* Supports Mariani's algorithm for Mandelbrot/Julia pictures. \* Easy-to-use front-end menu system. \* Unattended multiple-picture development. \* Help screens available at every step. \* Save pictures at any point and continue building at a later time. \* On-screen "zooming". \* Mouse support. \* 3-D block, plate, or sphere projection, and convolution. \* Jigsaw puzzles (just for the fun of it). \* Rapid expansion. \* Pictures saved in PCX format. \* Escape sequence tracking. \* Query iteration value for any pixel on the screen.
- \* One of the best coloring systems available. \* Easy multi-color or smooth-color palette selection + written in assembler

### VIVID Ray Tracer 2.0

<http://vetuware.com/download/VIVID%20Ray%20Tracer%202.0/?id=11814>

VGA Ray Tracer req. 286+ // mathprocessor is supported

---