

## WildTangent and Genesis3D

*WildTangent Announces the Release of Genesis3D version 1.1 to the Open Source Community*

**Redmond, WA, November 15, 1999** - WildTangent announced today the release of Genesis3D version 1.1 game engine to the open source community. Developers can download version 1.1 source code at <http://www.genesis3d.com>. This incremental Open Source release includes bug fixes as well as feature enhancements. New version features include:

- Far-clipping plane support
- Enhanced MIP-mapping
- 'Texture lock' added to Editor
- Distance fog
- Support for 3D Studio Max R3

Total file size is approximately 29 MB and includes WildTangent's web driver SDK for those developers interested in playing, promoting, selling, or distributing games via the Internet.

**Special Thanks** The Genesis3D Open Source Team here at WildTangent would like to extend its gratitude to the people who submitted code, posted helpful hints or reported bugs. A special thanks to those folks whose help was particularly useful: Davilex Software, Dennis Tierney, "Bobtree," and Tim Brengle.