

POLYPORT

by D3CRYPT3D

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BETA v2.0.0.51 User Guide
8/8/2017

polyport.io
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This product is based on a technology that is the subject matter of a number of pending patent applications.

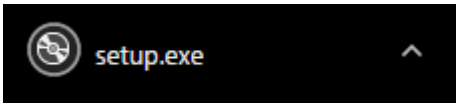
PolyPort by D3CRYPT3D BETA v.2.0.0.51 BETA USER GUIDE

Table of Contents

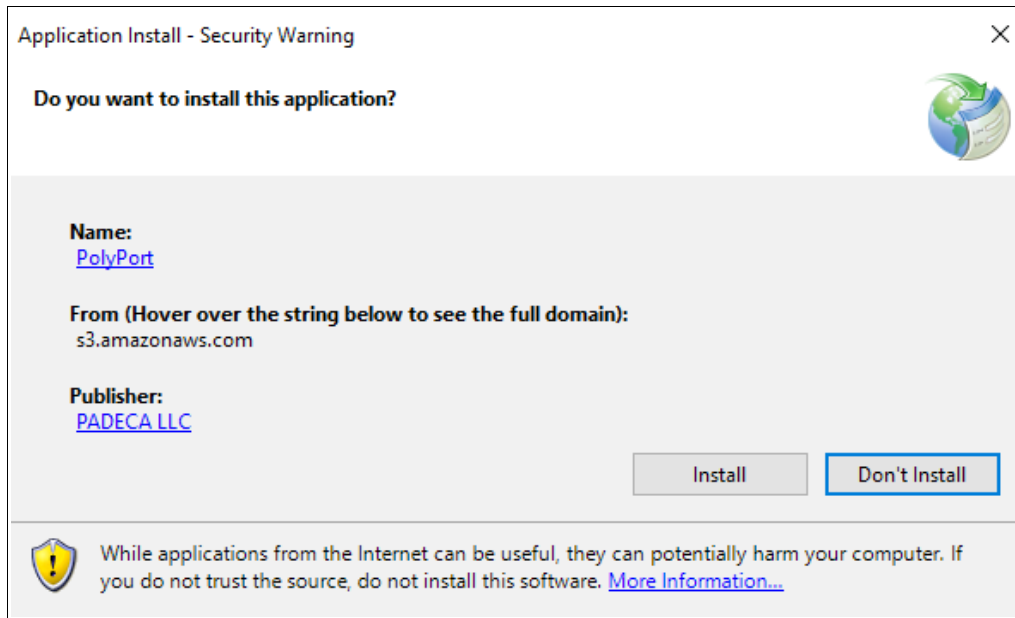
1. Download and Installation
2. Registering
3. Logging In
4. Setting Up Your Calling Card
5. Importing files into your library
6. Manage Shares
7. Files Shared With Me
8. Sharing Files With Others
9. Editing Files in Maya
10. File Format Conversion

1. Download and Installation

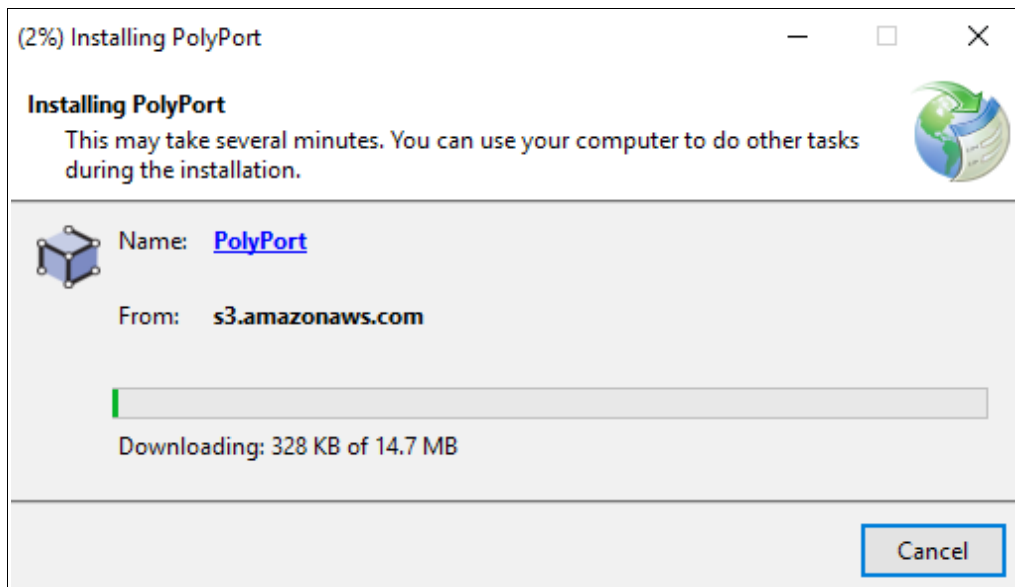
Navigate to <http://d3crypt3d.net/downloadnow> to download the installation package. Please read the End User License Agreement. After reading, click I Agree to start your download. Once the download completes, double click on it to install.



On the application security warning screen, click install



The install progress screen will appear:



After the install completes, the login window will appear where you can start the registration process.

2. Registering

Upon launching the software the login screen will appear.

To register, click the Register link at the bottom center of the Login dialog.

In the Register window:

1. Enter a valid email address
2. Enter a password
3. Confirm your password
4. This step is optional however will prove very useful when creating your calling card.
5. Click send activation key; Then check your email for the activation code. It may take a few minutes to receive the email depending on your service provider. If you don't see the email after 5 minutes make sure to check your spam folder. If your issue persists, double check that you have entered your email address correctly. If all else fails please email us at info@d3crypt3d.net or check out the D3CRYPT3D forum for answers from other users along with our staff administrators.
6. Make sure to highlight all the text in this box and clear it before pasting your activation key.
7. After pasting your key click Register.

Now you can begin using the platform. The next step is creating your calling card.

3. Calling Card Creation

Upon logging in for the first time, you will be prompted to create a calling card. This is what any hacker or unauthorized person will see if they somehow gain access to your file outside of the platform. The premise is, no matter how much you protect your walls, someone will find a way in. So we assume that will happen and use it as a promotional tool. Steal it. All you are doing is promoting me at the end of the day. Unauthorized users will only see your calling card along with whatever information you choose to place on it. If they really want legitimate access, they can contact you and make proper arrangements and very soon pay you for your creations.

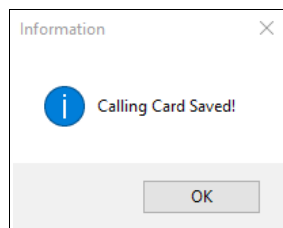
Click OK on the prompt to create a calling card.

On the calling card form which appears, make changes to your information and preview them in real-time in the preview panel on the right hand side of the screen appearing in gold. You can click on the calling card and view it from all angles before you are satisfied with its appearance.



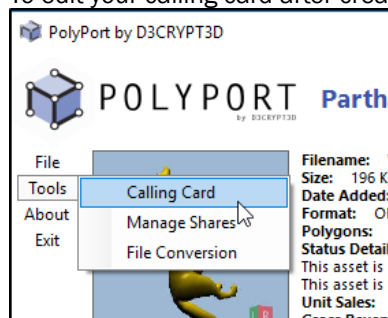
After you are satisfied with your calling card, click save.

Clicking save will prompt you with a confirmation message letting you know that your custom changes have been saved.



Click OK and you are all set to use the platform.

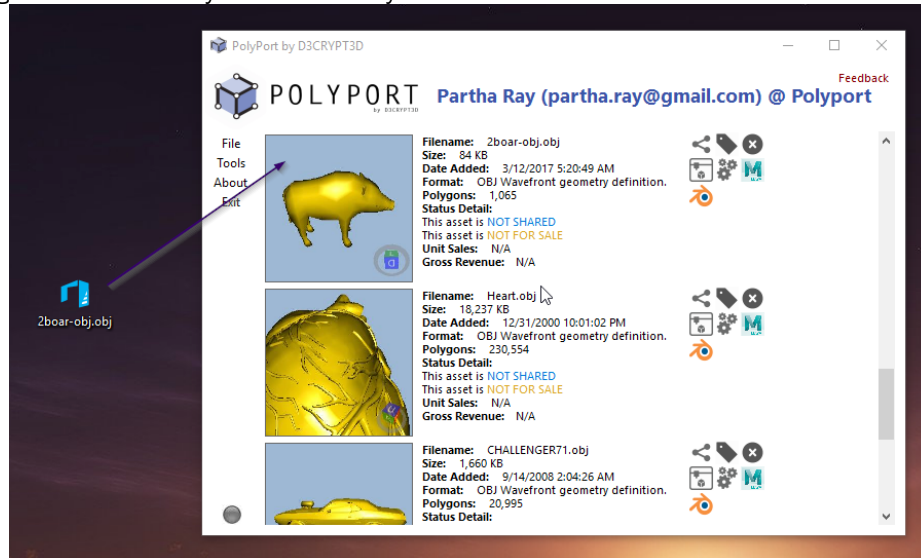
To edit your calling card after creation, click Tools > Calling Card



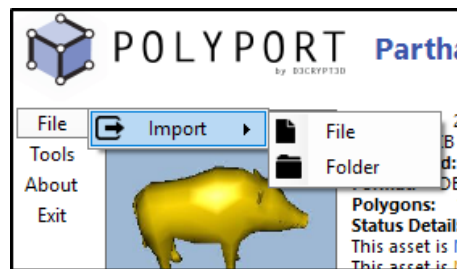
4. Importing Files Into Your Asset Library

There are several ways to import files into your asset library:

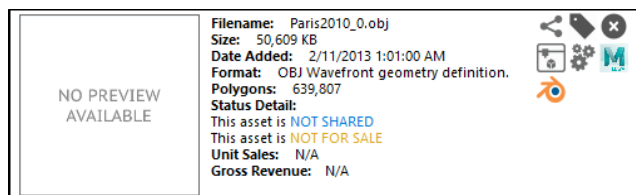
1. Drag a file or folder to your asset library



2. Or import a file or folder using the File > Import menu



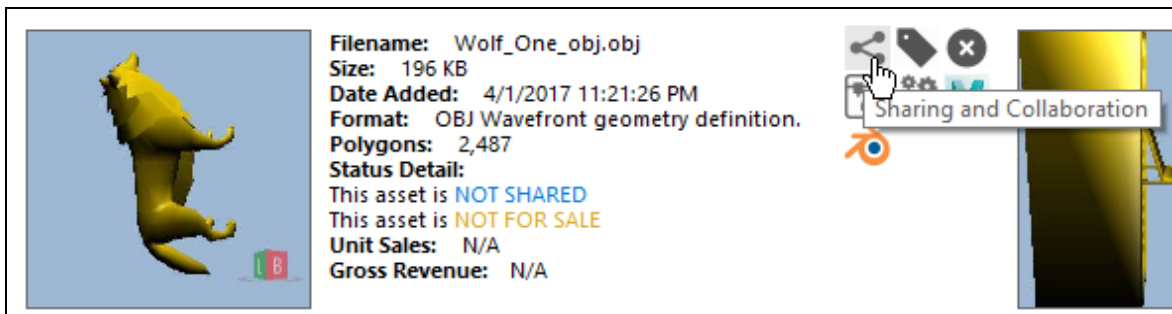
3. After importing a new asset or making changes to an asset, the preview box will display IMAGE NOT AVAILABLE. Double click on the asset to launch the viewer and adjust the positioning to find the best preview angle. Right click on the image and choose "Set preview". This will create a preview image of the asset which will then be used to represent it in the library.



After importing, your files will appear in your asset library. These files are now fully encrypted and will present your calling card on any unauthorized or hacked access. You can review the content of a particular file by right clicking on it and selecting View. The files in your library are always encrypted on the fly so you can rest easy, that after import, all files are protected by D3CRYPT3D's NSA & Military Standard, 256 bit RIJNDAEL encryption and can now be tracked for the remainder of their life cycle. Now that you have the assets you want in your library, its time to collaborate on, send, manufacture or otherwise share your genius creations!

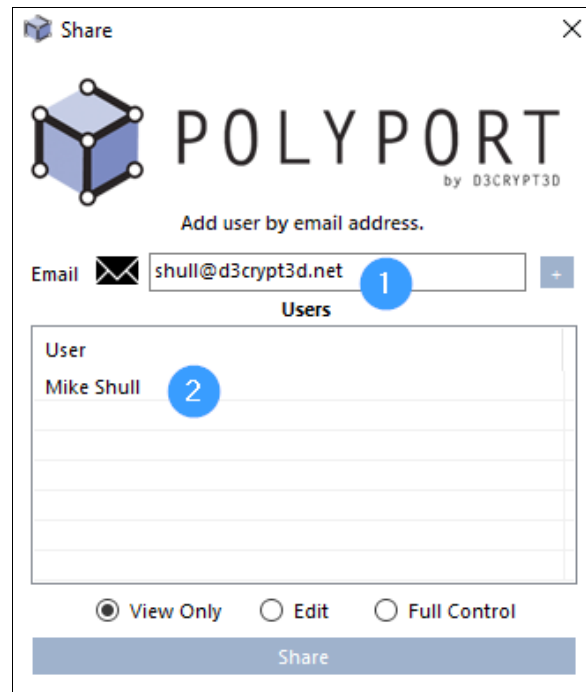
5. Sharing Files

To share a file from your asset library, click the Sharing and Collaboration icon.



This will bring up the sharing window.

- (1) Enter the email address for another D3CRYPT3D user and click the + button.
- (2) If the email you entered belongs to a current D3CRYPT3D user, their name will appear in the users column on the right hand side of the window
- (3) Carefully select the permission level you wish to grant to the user you are sharing with.



The permission levels are defined below:

Permission Level



View Only

Rights Granted

View file in D3CRYPT3D viewer



Edit

Open in Maya, make edits and send back to owner

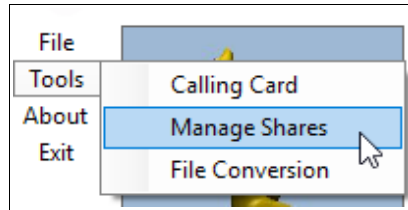


Full Control

This gives the user you share with, full control over your file. Please be sure you want this option when you select it. Choosing it will allow the file to exit the platform which can lead to your file being pirated.

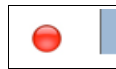
6. Manage Shares

To manage files you have shared or files which have been shared by you, click Tools > Manage Shares
In the manage shares window there are two tabs.

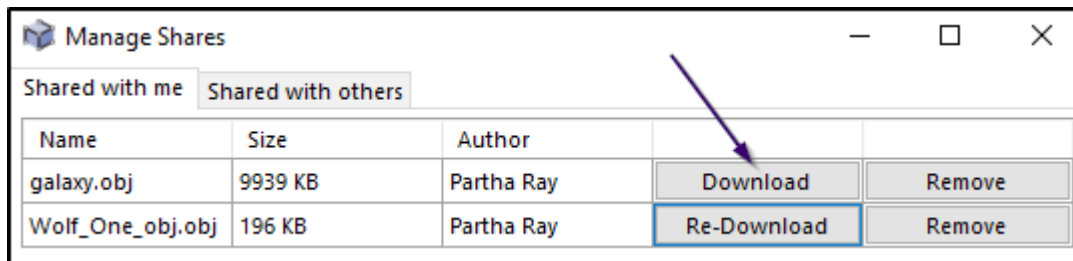


7. Files Shared With Me:

1. When new file shares are available to you, the indicator light located at the bottom left of the PolyPort window will appear red.



2. To accept and begin working on a file which has been shared with you, click on the red light and then click on the download button which corresponds to the file you wish collaborate on in the Manage Shares window which appears.



3. If you do not want a file which has been shared with you, click the remove button.
4. If you are running into issues with the file which has been downloaded, click the Re-Download button.

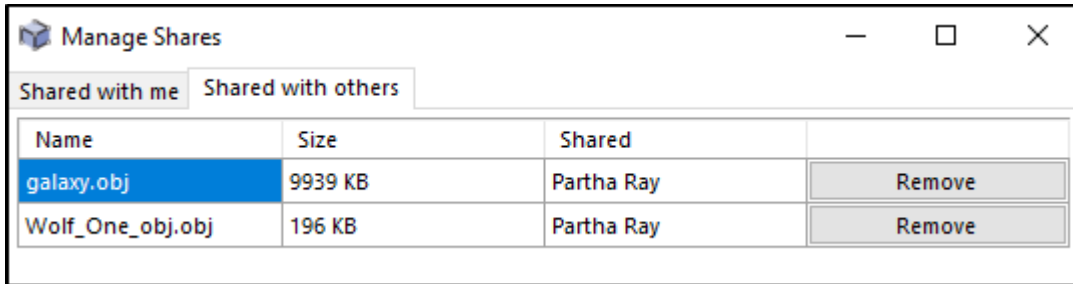
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8. Sharing Files With Others:

To manage files you have shared with others, click on the “Shared with others” tab in the manage shares window.

Here you can revoke a users access to your file in near real time allowing you to have powerful control over your assets and revoke sharing quickly.

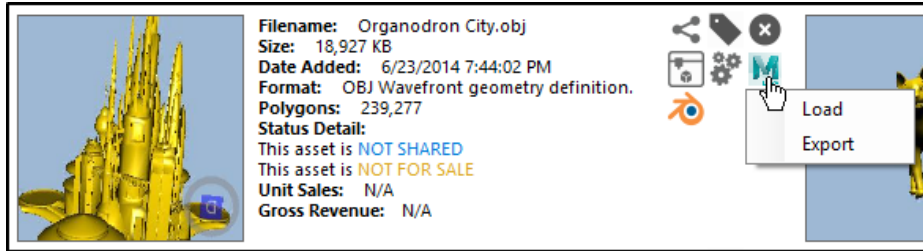
To revoke a users access to a file, click the Remove button next to the asset you no longer want to share:



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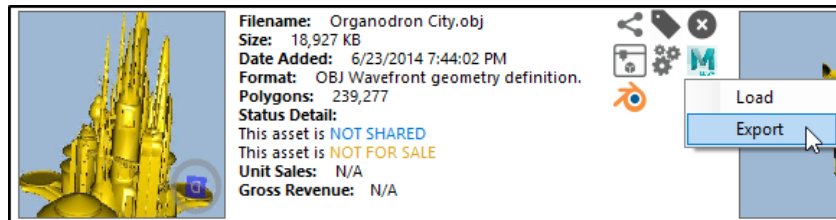
9. Editing Files in Maya

To edit a file shared with you which you are granted edit permissions on, right click the Maya icon on the asset panel and choose Load.



Maya will launch with a limited capability set, and allow you make edits and then send them back to the file creator. To do this follow the steps below:

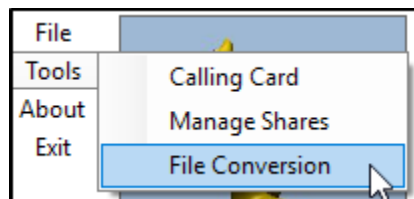
1. After making changes to the file in Maya, return to the asset window, click the Maya icon and select export. This will send the edited version back to its original owner to allow them to view and manipulate your edits.



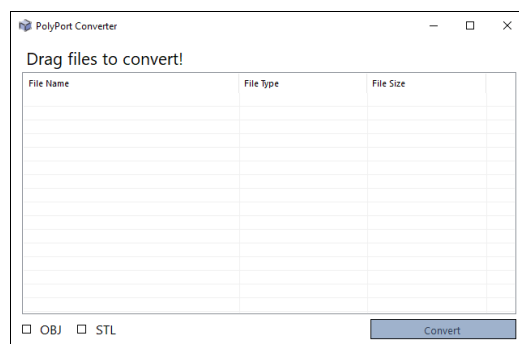
10. File Format Conversion

In this beta, you can convert files you own from OBJ to STL and STL to OBJ. OBJ to Collada / DAE will be available in the next update.

To convert files, click Tools, File Conversion.



Drag and drop files into the window that appears and choose what format to convert to and click Convert. You will then be prompted for an export location.



THANK YOU FOR TRYING THE BETA!
YOUR FEEDBACK IS PRICELESS TO US

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PLEASE TAKE A MOMENT AND REGISTER IN OUR FORUM WHERE YOU CAN SPEAK DIRECTLY WITH US AND OTHER
USERS AND MANY TIMES FIGURE OUT ANY ISSUE WHICH MAY ARISE.

<https://d3crypt3d.net/forum>

The logo features the text 'SXSW' in large white letters, with the 'W' stylized as a downward-pointing arrow. Below this, 'INTERACTIVE INNOVATION AWARD' is written in smaller white capital letters. At the bottom, the word 'WINNER' is written in large, bold, yellow capital letters, with '2017' in white capital letters inside a black rectangular box to its right.

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