RMA and 3D Annotations

Using the 3D feature of rmannot, 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 button illustrates 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,

```javascript
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).