Simple and Fast Fluids Demos
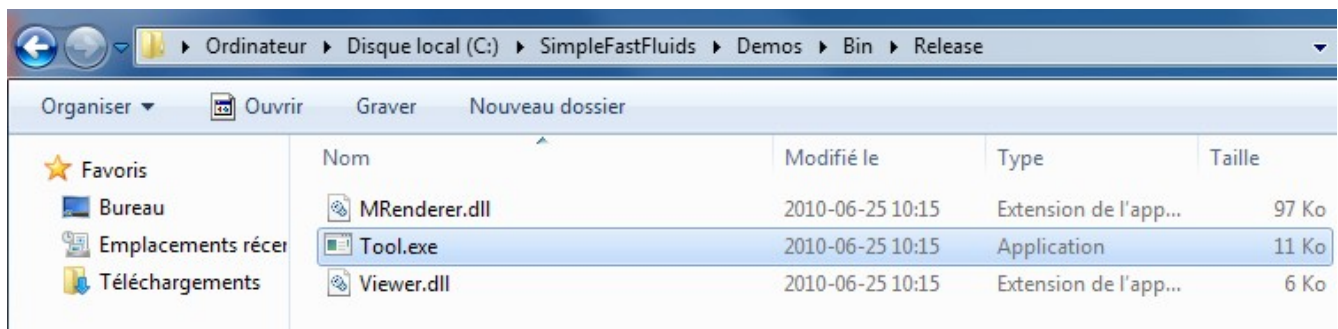
Compiled executable:

Requirements:

-Visual Studio 2008
-DirectX SDK June 2010.

Steps:

Launch the Tool.exe in Bin\Release.

Build Project:

Requirements:

-Visual Studio 2008
-DirectX SDK June 2010 or see note to link with your own version of the DirectX SDK.

Steps:

-The visual studio 2008 solution Tool.sln is located in the directory : Dev/.

Note:

The DirectX libraries declarations are at the top of the DX10SolverImpl.cpp file which also holds the source code of the 2D and 3D solvers.

FxComposer demos:

Make SURE to open FxComposer and <mark>set the desired DirectX version (9 or 10) BEFORE</mark> loading the project file as it seems to bug when changing DirectX versions on the fly and mostly when using the DX10 version.

To animate:

-Press the "Play" button located at the top right of your screen.
-Select the Solver Material in the Assets panel.
-Set the Initialize Domain value to true in the Properties (normally to the right of your screen).
-Set the Initialize Domain value to false.

Note:

We use the fact that it is possible to read&write to the same texture in directx9 but it is not good practice.
We do texture copies in the Dx10 FxComposer project but swap textures in the stand alone demo application.

Questions or comments:

Martin Guay