

WebGL Nyan Cat



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Chapter 1

The Beginning

1.0.1 Creating a new Web Application

Let's create a new project "WebGL Nyan Cat".

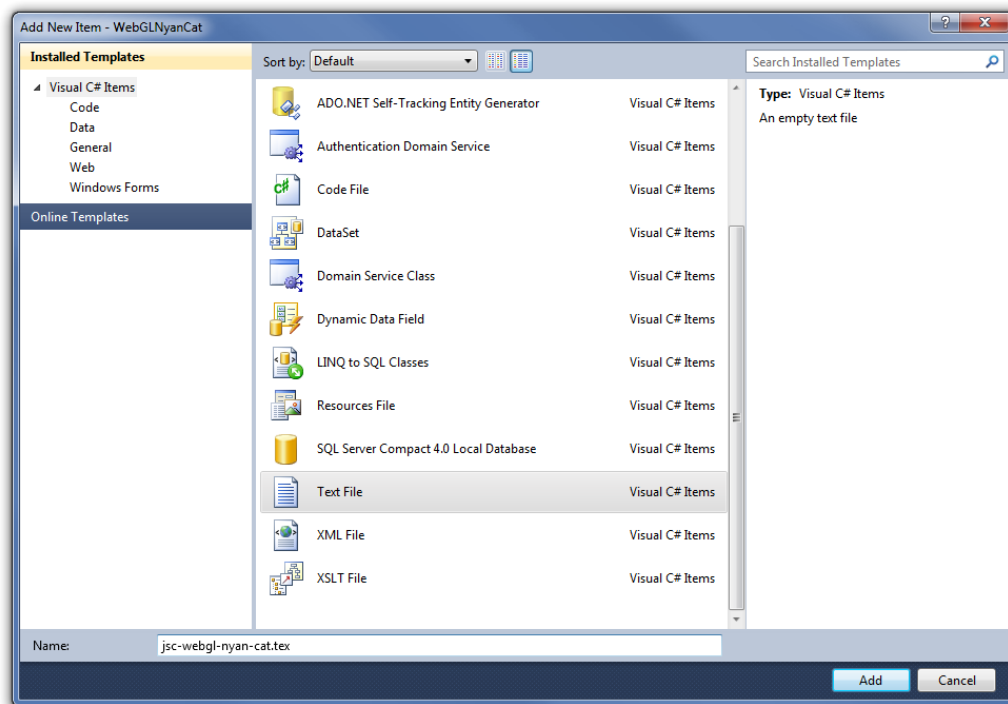


Figure 1.1: New Project

1.0.2 Creating a new preview image

In this document we shall port the example at <http://dl.dropbox.com/u/6213850/WebGL/nyan> to CSharp.

1.0.3 Setting up TeXworks for LaTeX documentation

Microsoft Visual Web Developer 2010 Express needs some additional configuration. While creating new commands in latex one needs to remember they cannot have numbers in the name.

1.0.4 Prebuild event

Just when our PDF is being generated we are ready to test run the project. First we should do a project rebuild. This is where JSC will generate the AssetsLibrary during the prebuild event.

At this time the most important type generated for us is the WebGLNyanCat.HTML.Pages.DefaultPage type. Essentially it will give us a typed access to all HTML elements within the HTML document with id attributes. We may however choose to ignore it and just attach to document instead.

1.0.5 Start Debugging

Now we should test JSC. Without changing anything else let's just run the project. A web browser will be started once the build is ready.

1.0.6 Inspecting the original

Now we are ready to start. JSC does not only support looking at .NET assemblies. It also supports looking at Web Applications. At this time however the HTML parser is unforgiving and does not help us. We need to do manual code review of the original Web Application to replicate it.

1.0.7 Adding fullscreen and dispose

xxx

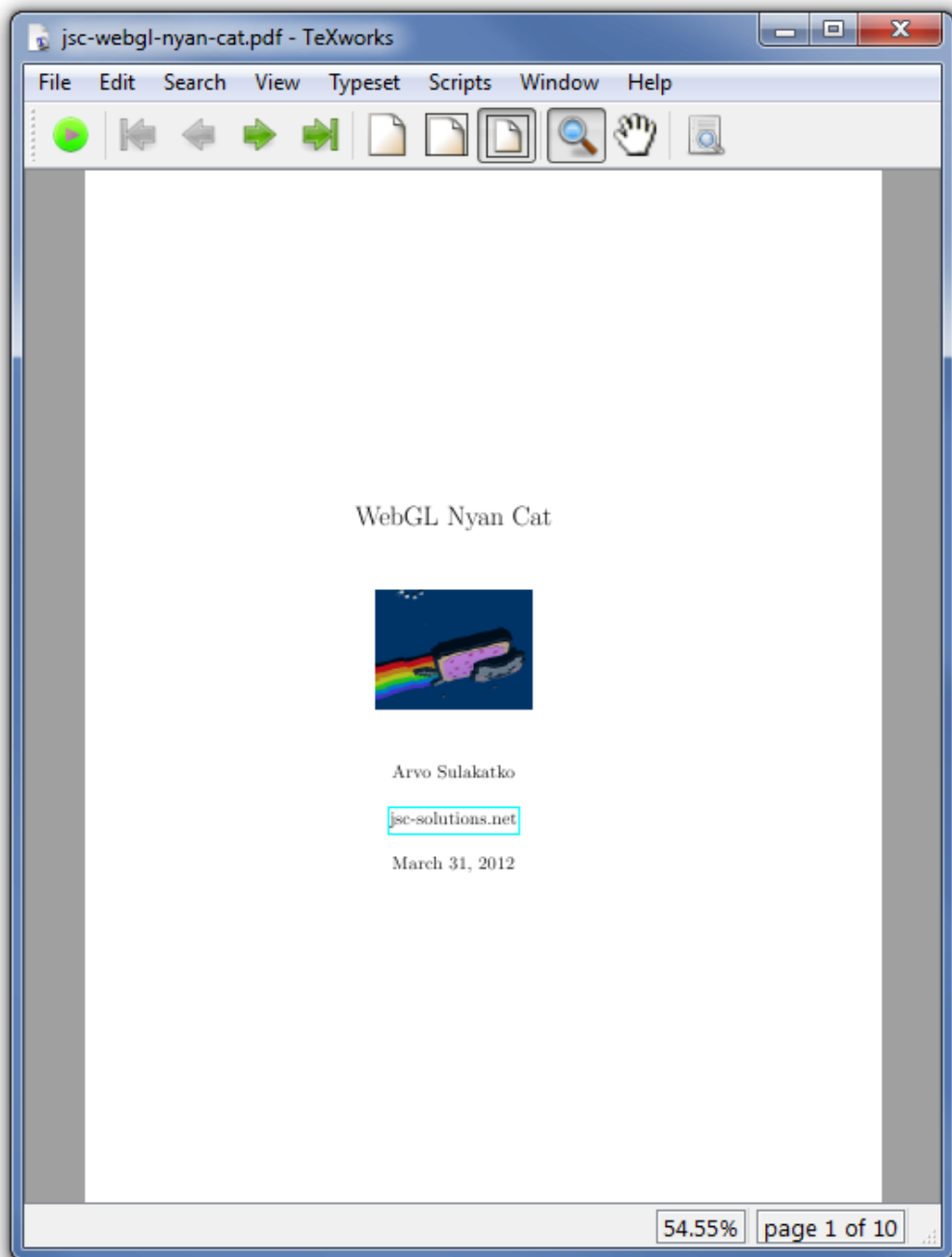
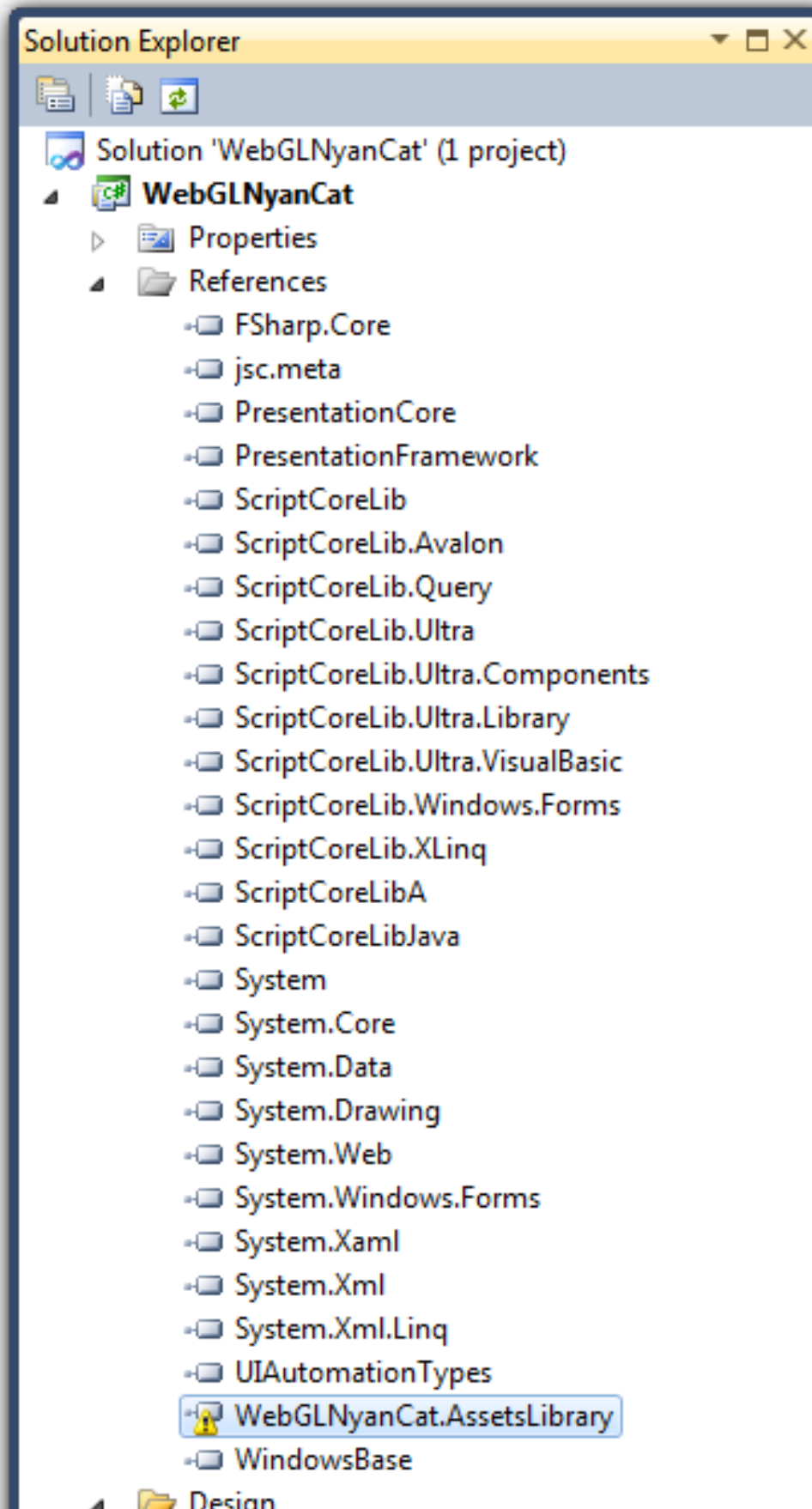


Figure 1.2: TeXworks



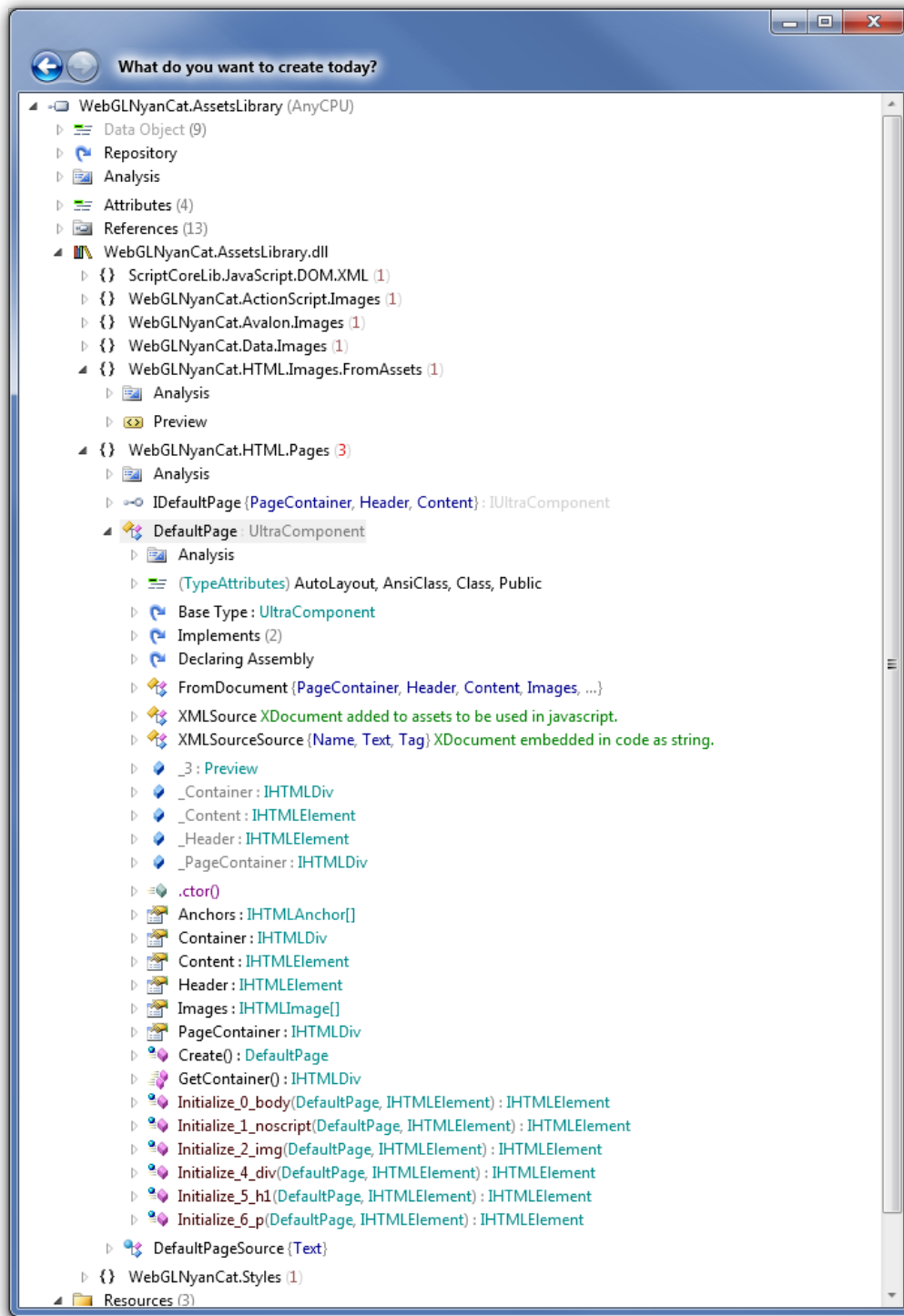


Figure 1.4: JSC eXplore - WebGLNyanCat.AssetsLibrary



Figure 1.5: Application running inside Chrome

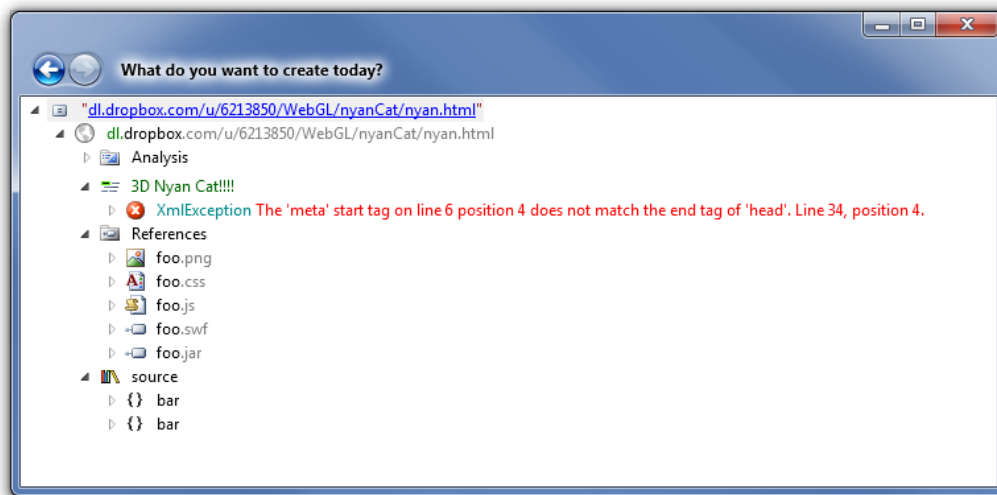


Figure 1.6: JSC eXplore - Web Application

Chapter 2

Notes for future work

2.0.8 Less references

Future versions of JSC shall consider merging ScriptCoreLibr assemblies to keep the number low.

2.0.9 Exclude from Project Template

Some files should be excluded from project template.

Chapter 3

References

3.0.10 Document Source

<https://jsc.svn.sourceforge.net/svnroot/jsc/examples/javascript/ArduinoSpiderControlCenter/SpiderModel/Documents/spider.tex>

3.0.11 Project Source

<https://jsc.svn.sourceforge.net/svnroot/jsc/examples/javascript/ArduinoSpiderControlCenter/SpiderModel/>

3.0.12 Video

<http://www.youtube.com/v/hKksAVmekAE>

3.0.13 JSC Web Installer

<http://download.jsc-solutions.net>

3.0.14 Website

<http://www.jsc-solutions.net>

3.0.15 Blog

<http://zproxy.wordpress.com>