

WebGL Nyan Cat



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Chapter 1

The Why

1.0.1 Creating a preview image

See also: <http://dl.dropbox.com/u/6213850/WebGL/nyanCat/nyan.html>

1.0.2 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.

1.0.3 Build and launch

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.

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.

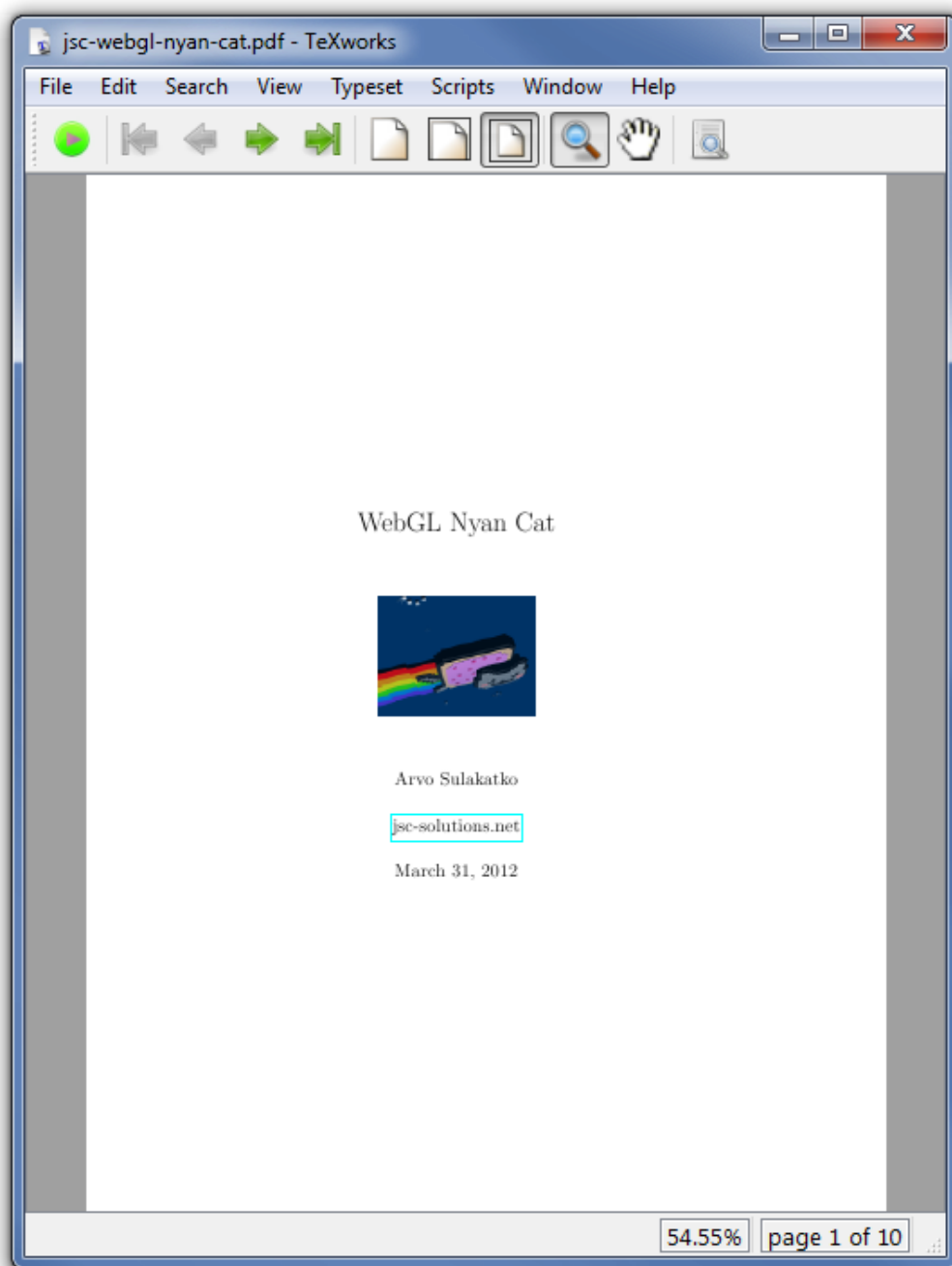
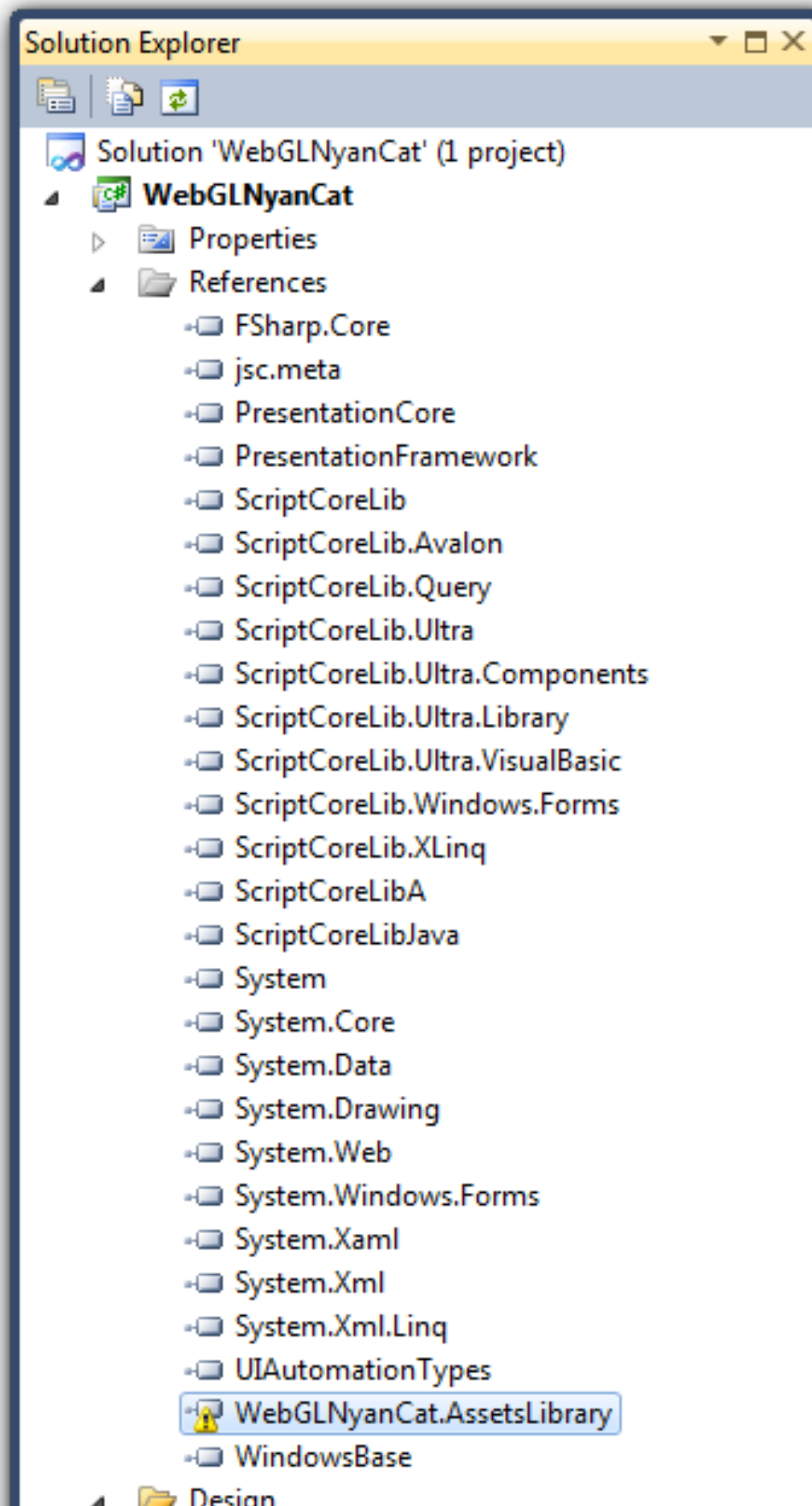


Figure 1.1: TeXworks



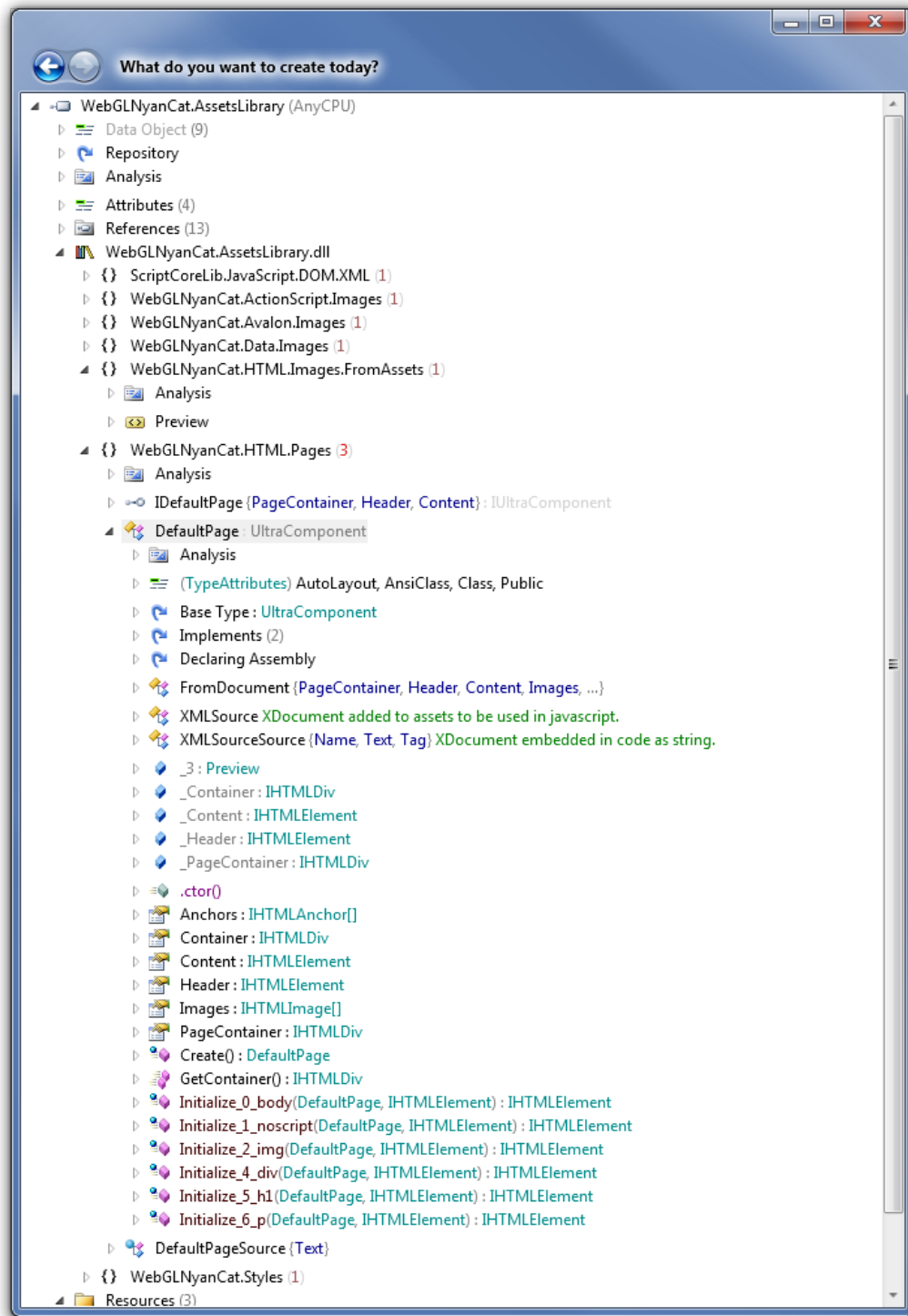


Figure 1.3: JSC eXplore - WebGLNyanCat.AssetsLibrary

Chapter 2

References

2.0.4 Document Source

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

2.0.5 Project Source

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

2.0.6 Video

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

2.0.7 JSC Web Installer

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

2.0.8 Website

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

2.0.9 Blog

<http://zproxy.wordpress.com>