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**YAŞAR UNIVERSITY**

**FACULTY OF ENGINEERING**

**DEPARTMENT OF COMPUTER ENGINEERING**

**COMP4920 Senior Design Project II, Spring 2020**

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**POF: Performance Optimized Fluid System**

**Product Manual**

**Revision 1.0**

**13.04.2020**

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# Revision History

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| --- | --- | --- |
| **Revision** | **Date** | **Explanation** |
| 1.0 | 13.04.2020 | Initial Product Manual |

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**1. Introduction**

The purpose of this product manual is to document the implementation, testing, installation and operation of the POF system as a software product.

The POF system is implemented and tested as it is described in Design Specification Document, Revision 2.0 [2], satisfying the requirements in POF system Requirements Specification Document, Revision 1.0.

Implementation, testing and operation details are given in the following sections of this document.

# 2. POF System Software Subsystem Implementation

This section describes the implementation of the POF system and its subsystems.

# 2.1. Source Code and Executable Organization

* Structure and organization of source code, including related source code filenames. Source code main program/main object, any subprogram/object names together with their methods and interface parameters, including related filenames especially if in different files.
* Structure and organization of executables, main executable and DLL if any, including related filenames.
* Properties and structure of configuration files, if any.
* Description of any scripts to install, diagnose, analyze etc, including related filenames.
* Explanation of diversions from DSD, if any.

Additional Notes About Source Code/Executables Delivery:

* **You MUST NOT list your source code in this Product Manual**.
* Your source code MUST include COMMENTS in a professional manner…!
* Source Code and executables are to be delivered as soft-copy only. Your delivery should also include any log file detailing events related to your execution of software.
* Full source code, executables, test files and log files could be zipped/rar’ed as a **single file**, not **as multiple files**, where filename starts with your project code. You must organize all of your implementation files in a reasonable and self-explanatory directory structure.   
  Example: XYZAPP-Code-2020-05-15-Rev-1.0.
* You will upload the zipped/rar’ed single code file into COMP4920 area in sakai.yasar.edu.tr.

# 2.2. Software Development Tools

In this following section, we describe software tools that we have used in the POF system project.

***2.2.1 Unity***

Unity is a game engine program which is used to obtain the visual output. Another program with the same function such as Unreal Engine 4 can be used. We decided to use Unity because learning speed is faster compared to the Unreal Engine. Besides, some of the members of our project team have experience with Unity engine so we have turned this into an advantage to accelerate the process in the project.

Details: Unity 3D version 2018.3.11 (29 March 2019), Unity Technologies.

***2.2.2 Visual Studio 2017***

Visual Studio is an integrated development environment (ide). We write our code in C# by using Visual Studio. The reason we use Visual Studio is we are developing project in Windows operating system and Unity has Visual Studio support. You can import Unity library to Visual Studio.

Details: Visual Studio 2017 v15.9.15 (13 August 2019), Microsoft.

***2.2.3 Github***

GitHub, Inc. is a company that provides hosting for software development version control using Git. We used Github in our project for storing in a safe way. Keeping our data in local is not an efficient way and it causes confusion in version order. Besides, the importance of tools as Github vastly shows its importance in telecommuting.

Details: GitHub Inc., Subsidiary to Microsoft.

***2.2.4 Gitkraken***

GitKraken is another Git GUI client is used from developers to increase productivity. It has the same operation as Github. However, Gitkraken has a reasonable advantage when it comes to code handling. Gitkraken shows the changing parts of the code and it makes easier to reduce confusions and accelerates the project speed.

Details: Gitkraken, Axosoft.

***2.2.5 NVIDIA FleX***

We used NfleX as a third-party software which is created by NVIDIA Corporation. Flex used in as an asset for Unity. The software operates on Windows or Linux, but it is expected to operate on windows in our project. It can be executed on Unity or Unreal Engine 4 platforms, but we use unity for the reasons that we mentioned before.

NVIDIA FleX Requirements:

* Windows 7 (64-bit) or newer.
* DX11 or CUDA capable graphics cart
* Unity 2017.3 or later version

Details: NVIDIA FleX v1.0 (19 July 2018), NVIDIA company.

# 2.3. Hardware and System Software Platform

The minimum specifications are listed below:

|  |
| --- |
| D3D11 capable graphics card. |
| NVIDIA: GeForce Game Ready Driver 372.90 or above. |
| AMD: Radeon Software Version 16.9.1 or above. |
| Microsoft Visual Studio 2013 or above. |
| G++ 4.6.3 or higher |
| CUDA 8.0.44 or higher |
| DirectX 11/12 SDK |
| Windows 7 (64-bit) or higher |
| Unity 3D 2017.3 version or higher |

Table 1: Minimum Requirements of software Platform

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* Operating System: Windows 10 (64-bit)
* Processor: Intel Core i7-4700 HQ CPU
* Memory: 16 GB RAM – DDR3L-1600 Mhz
* GPU: NVIDIA GeForce GTX850M 4GB DDR3

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# 3. POF System Software Testing

This section must describe how you have tested the correct operation of your software system. It must include:

* Details of module/object-method test cases
* Details of system integration test cases.
* Details of test case logs.
* Amount of effort (time and other hardware and software resources, etc.) spent for testing

Also, clearly specify,

* which parts/functions of your software have been implemented, tested sufficiently and **operating correctly** according to the most recent RSD and DSD,
* which parts/functions of your software have been implemented, tested sufficiently and **NOT operating correctly** according to the most recent RSD and DSD,
* which parts/functions of your software have been implemented but not tested at all,
* which parts/functions of your software **have not been implemented at all**, perhaps left as future work.

# 4. POF system Installation, Configuration and Operation

This section describe how user installs, configures and operates the POF system. Firstly, user must have required system mentioned before.

Assuming that a normal user has the POF system digital copy. User should open an empty 3D project from Unity. You can download Unity from the official website [6]. Firstly, you should import the NVIDIA Flex asset, you can download from the Unity asset store as the figure below. Access the NVIDIA Flex asset page in the Unity asset store. Click download. When download finished, import button will appear. Click import. Also, you can import the POF system so you do not necessarily need to import NVIDIA FleX from the Unity asset store. However, importing from the Unity asset store is shown here.

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Açıklama otomatik olarak oluşturuldu

**Figure 2:** Nvidia Flex in Unity asset store

Another window will appear, and you select all files and click import again.

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Açıklama otomatik olarak oluşturuldu

**Figure 3:** Import Unity package window

NVIDIA Flex is imported, the next step is making ready our scene by setting up the Flex. Make right-click on the project files which positioned below of the screen. Select create, from the new window select Flex and then select flex container.A screenshot of a computer

Description automatically generated

**Figure 4:** Creating Flex container in Unity

We have created flex container and a new table of flex container should appear as figure below.

A screenshot of a cell phone

Description automatically generated

**Figure 5:** Flex container table

Next step is making a right click in the hierarchy window and select create empty and Game object is created. Make right click and change its name to Flex array actor. Click the Flex array actor and at the inspector menu click add component. Write Flex Array Actor to the search bar and press enter. On the new open menu, we need to specify flex container which is not assigned right now. Drag and drop Flex Container to the space across Container of the Container title in the Flex Array Actor inspector menu. It should look like this in the figure below.

A screenshot of a cell phone screen with text

Description automatically generated

**Figure 6:** Assigning Flex container to the Flex Array Actor table

Make right click and select flex and from there select flex array asset. We create Flex array asset from the same place that we created flex container, so this step is similar to the previous one.

A screenshot of a cell phone

Description automatically generated

**Figure 7:** Make right click and select create

A screenshot of a cell phone

Description automatically generated

**Figure 8:** Select Flex Array Asset

Click the small button to select boundary mesh as shown in the figure. You can select different boundary meshes however, it is preferred to select a cube.

A screenshot of a computer

Description automatically generated

**Figure 9:** Selecting Boundary Mesh

Next, we click our flex array actor and assign flex array asset by drag and dropping to the array asset row. Enable the Fluid checkbox so our particles can act as fluid. This is a method of creating particles to our scene. There are particles which is stored like an array in somewhere. When you play the scene, it acts as fluid. Another way is creating Flex source asset. Flex source asset operates a kind of tap or fountain. Here is how you can set up Flex source asset into your scene.

Right click in project file window and create a flex source asset as shown in the figure.

A screenshot of a cell phone

Description automatically generated

**Figure 10:** Creating Flex Source Asset

Change the value of mesh tessellation to 1 and then click flex source actor and select surface mesh as shown in the figure.

A screenshot of a cell phone

Description automatically generated

**Figure 11:** Selecting surface mesh of flex source asset

Select mesh from the new opened menu. We prefer quad mesh however you can prefer different meshes such as cylinder. It will change the way of release of the particles.

A screenshot of a cell phone

Description automatically generated

**Figure 12:** Surface mesh type menu

Create empty game object in scene hierarchy and rename it as flex source actor. Then, click add component and add Flex source actor script to our game object. Flex source actor script has not assigned parts so we should assign Flex container to the container row by drag and drop. Assign the flex source asset to relevant row in flex source actor script as shown in the figure with red square and an arrow.

A screenshot of a cell phone

Description automatically generated

**Figure 13:** Creating Flex Source Actor and adding component

Click flex array actor and click add component. Write flex fluid renderer and press enter. Do this part again for the flex source actor. Particles look like a water or fluid-like because of the fluid renderer.

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//SSlerle kurulumu anlat, çok karışıksa ayrı bir user manual yap appendix olarak ekle. Tüm hata kodlarını ve mesajları açıklayabilirsin alınan en yagın hataları vs gibi.

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// Flexin tutorial videoya referans gönderebilirsin. Sonra da bizim POF systemini nasıl koyacağımızı ve active edeceğimizi gösterirsin.

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Açıklama otomatik olarak oluşturuldu**Now, you can import the POF system. Click assets, from the opening menu please click import package. Click custom package and then find POF system file in your computer.

**Figure 4:** Import POF system to Unity.

# References

1. Final Report revision 1.0
2. Requirement Specification Document revision 2.0 (RSD 2.0)
3. Design Specification Document revision 2.0 (DSD 2.0)
4. NVIDIA FleX manual

<<https://docs.nvidia.com/gameworks/content/gameworkslibrary/physx/flex/manual.html#manual>> (Last review: 4.4.2020)

1. Unity 2018.3 manual

<<https://docs.unity3d.com/2018.3/Documentation/Manual/index.html>>

(Last review: 4.4.2020)

1. Unity download web page <<https://unity3d.com/get-unity/download>> (Last review 4.4.2020)

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Other references to additional documents, like other internal organizational documents, software project management documents, software design tool documents, etc

References to additional bibliographic sources, like professional books, textbooks, handbooks, patents, standards, technical reports, journal/conference papers, etc.

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Açıklama otomatik olarak oluşturuldu