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**YAŞAR UNIVERSITY**

**FACULTY OF ENGINEERING**

**DEPARTMENT OF COMPUTER ENGINEERING**

**COMP4920 Senior Design Project 2, Spring 2020**

**Advisor: Gizem Kayar**

**POF: Performance Optimized Fluid System**

**Product Manual**

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# Revision History

|  |  |  |
| --- | --- | --- |
| **Revision** | **Date** | **Explanation** |
| 1.0 | 1.4.2020 | Initialization of the product manual. |

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1. **Installation**
   1. **Requirements and environment**

ekran görüntüsü içeren bir resim

Açıklama otomatik olarak oluşturuldu

**Figure 1: Nvidia Flex in asset store**

**ekran görüntüsü içeren bir resim

Açıklama otomatik olarak oluşturuldu**

**Figure 2: Nvidia**

After that, Assets->Import Package->Custom Package (figure 1)

Then click,NVIDIA-FleX unitypackage

ekran görüntüsü içeren bir resim

Açıklama otomatik olarak oluşturuldu

ekran görüntüsü, elektronik eşyalar, bilgisayar içeren bir resim

Açıklama otomatik olarak oluşturuldu

**The POF system’s hardware and software Requirements**

|  |
| --- |
| 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 |

**NVIDIA FleX Requirements:**

Windows 7 (64-bit) or newer.

DX11 or CUDA capable graphics cart

Unity 2017.3 or later version

* 1. **Set up of NfleX**
  2. **Set up of POF system**
  3. **other helpful resources**

1. **Welcome to POF!**
   1. **Creating particles**
   2. **Adjusting the particle attributes**
   3. **Start the simulation**

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**Acronyms&Abbreviations**