Equalizer

Quickstart and Demonstration Guide

Latest version at http://www.equalizergraphics.com/documents/EqualizerGuide.pdf

Building the code

- Get source tree from svn repository
- Linux, Mac OS X:

```
cd src; make
```

  - set library path as printed by make
  - see also src/README
- Windows:
  - Build src/VS2005/Equalizer.sln

Running the server

- Linux:

  `./server/eqServer.<arch> [configfile]`

- Mac OS X:

  `./server/eqServer [configfile]`

- Windows:
  - debug ‘Equalizer Server’
  - OR: `build\VS2005\win32\debug\eqServer`

Running the eqPly example

- Linux:

  ```
  cd src/examples/eqPly;./eqPly.<arch>
  ```

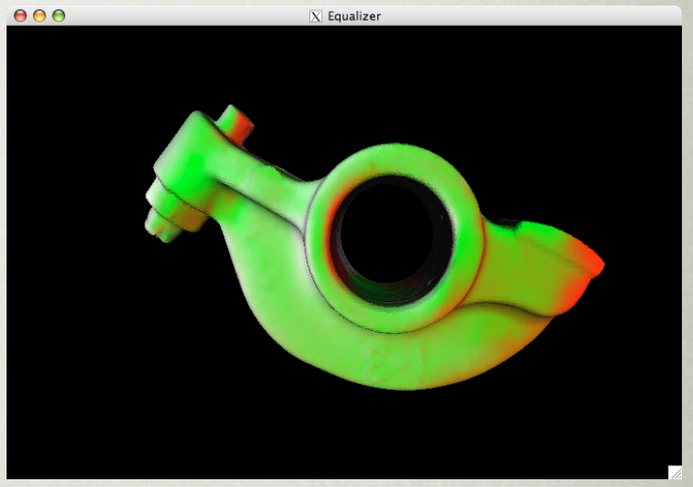
- Mac OS X:
  - start X11

    ```
    cd src/examples/eqPly;./eqPly
    ```

- Windows:
  - debug ‘eqPly Example’
  - OR: `build\VS2005\win32\debug\eqPly Example`

Running the eqPly Example

- eqPly runs now with default config
  - one window, one pipe thread, one process
- Left mouse button rotates
- Middle mouse button zooms
- Right mouse button moves
- Exit by pressing <Esc>, all three mouse buttons or using window close button



Exploring Equalizer

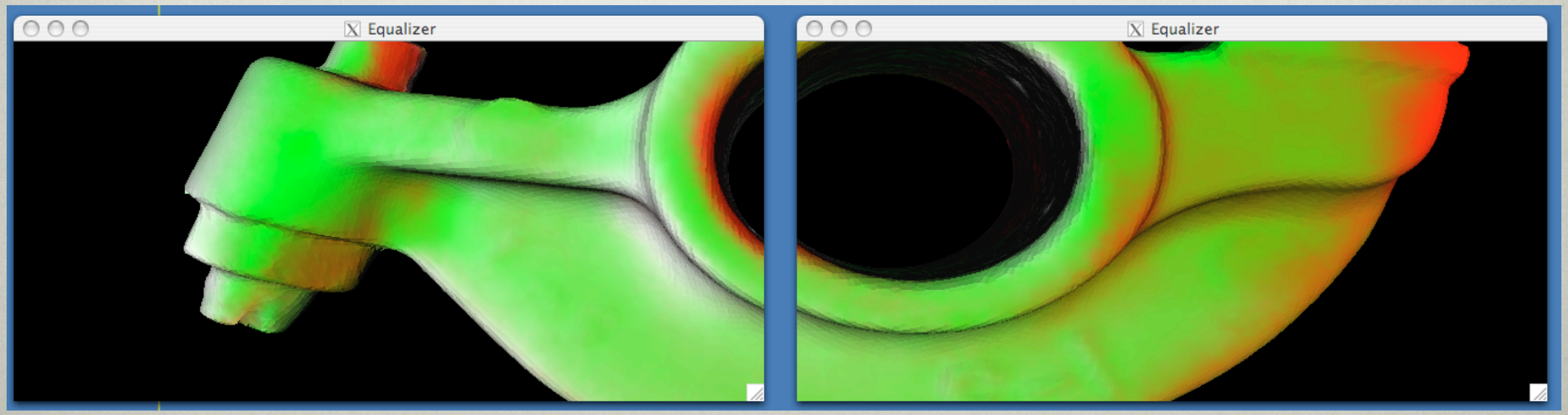
- Use a different config:
  - Exit eqPly; stop server
  - Start server with new config:

```
./server/eqServer examples/configs/2-window.eqc
```

  - Run eqPly again
- Load model with '--model <name>'
- Sample Models at www.cyberware.com

2-window

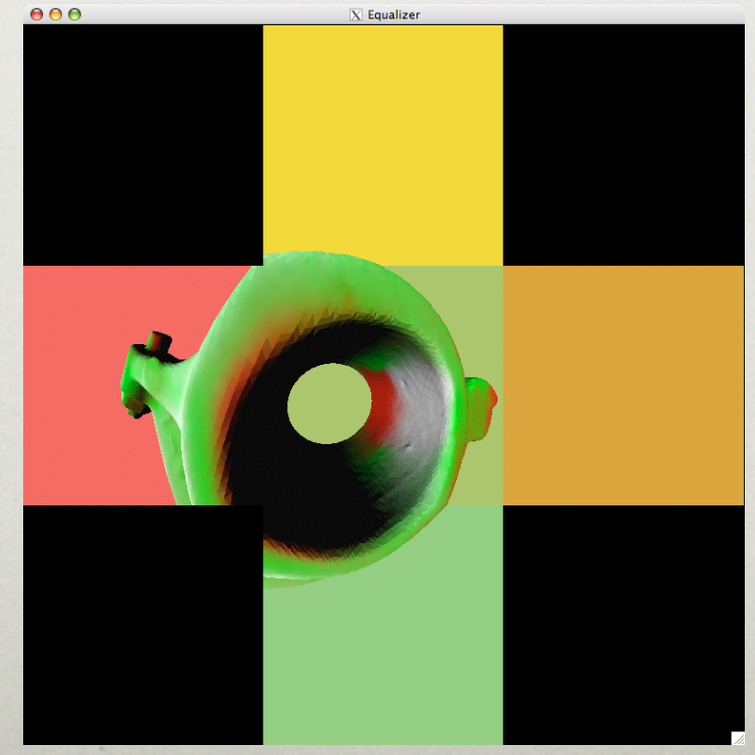
- Two windows, one pipe thread
- Compound wall description to produce side-by side image



2-window

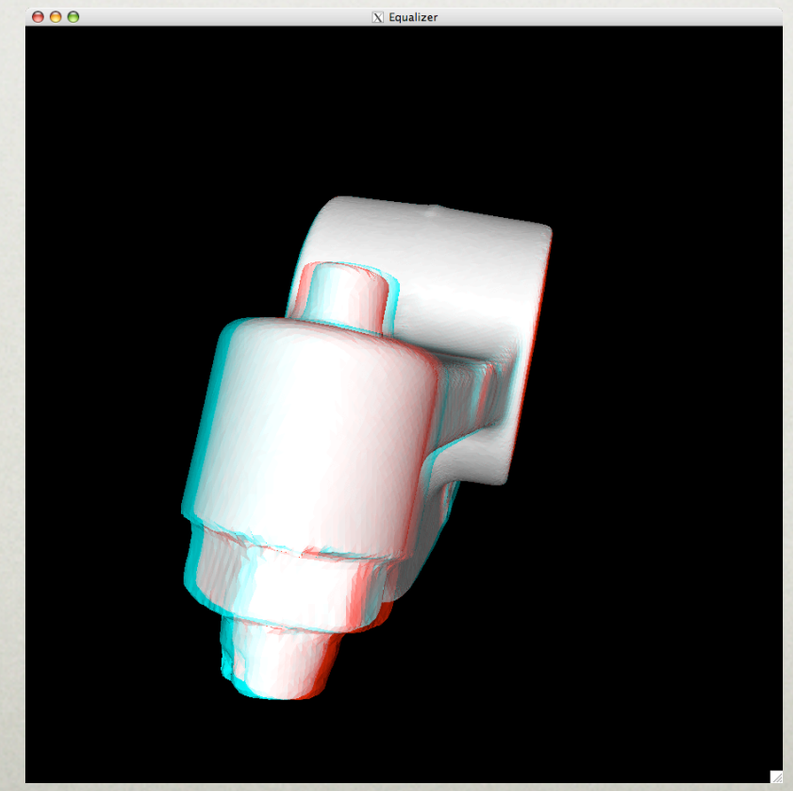
- Set EQ_TAINT_CHANNELS to get channel background color
- One window, five channels

- Simulate a CAVE™ on a single PC



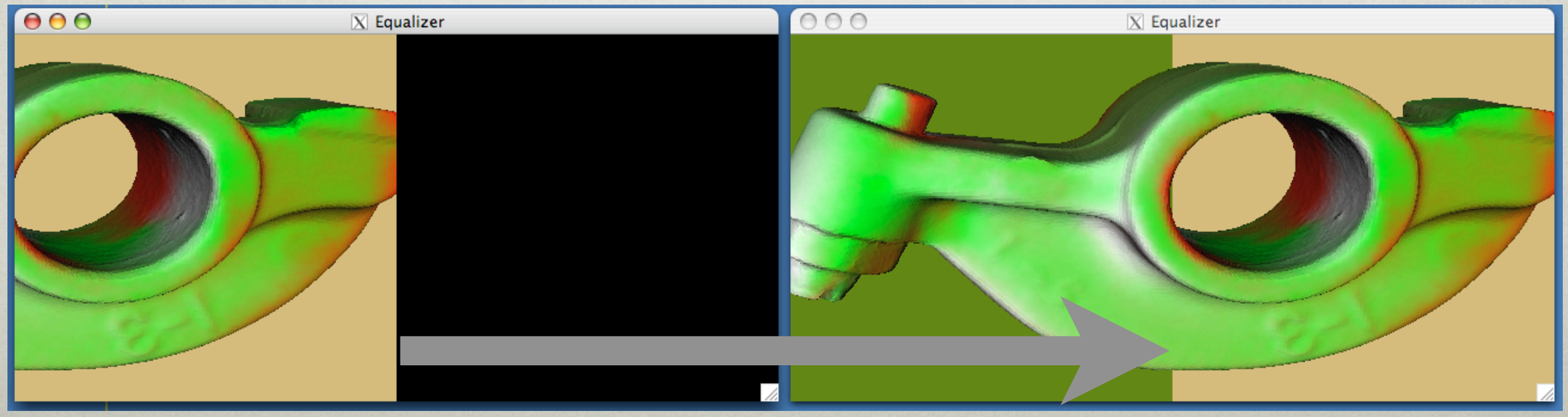
1-pipe.stereo.anaglyph

- Start eqPly with option -b
- Use anaglyphic (colored) glasses
- Two sequential eye passes on the same channel



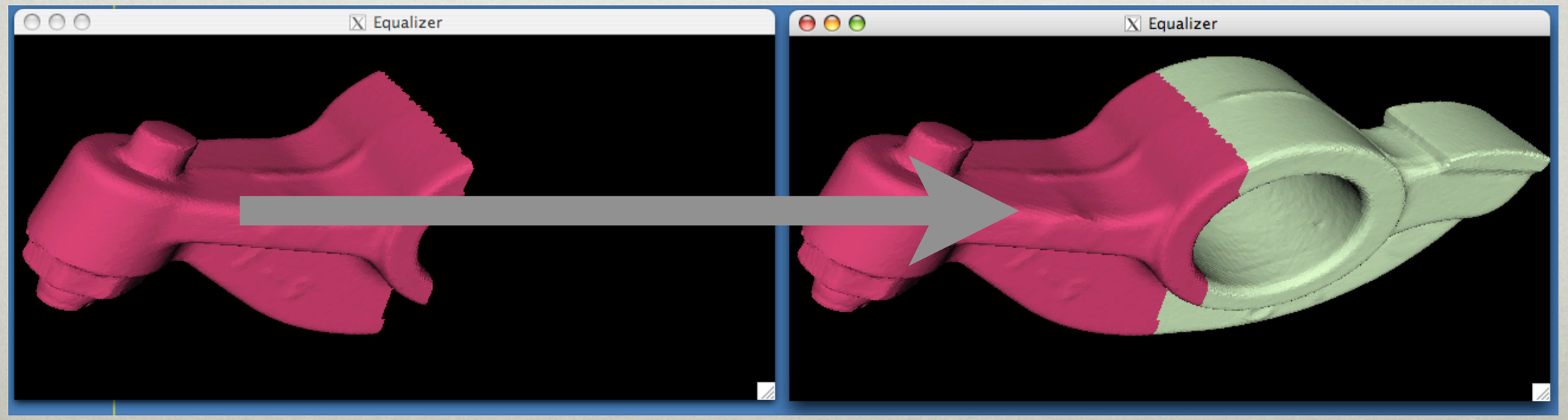
2-window.2D

- Left window renders half of the viewport for right window
- For deployment, windows are on separate pipes (GPUs) for scalability



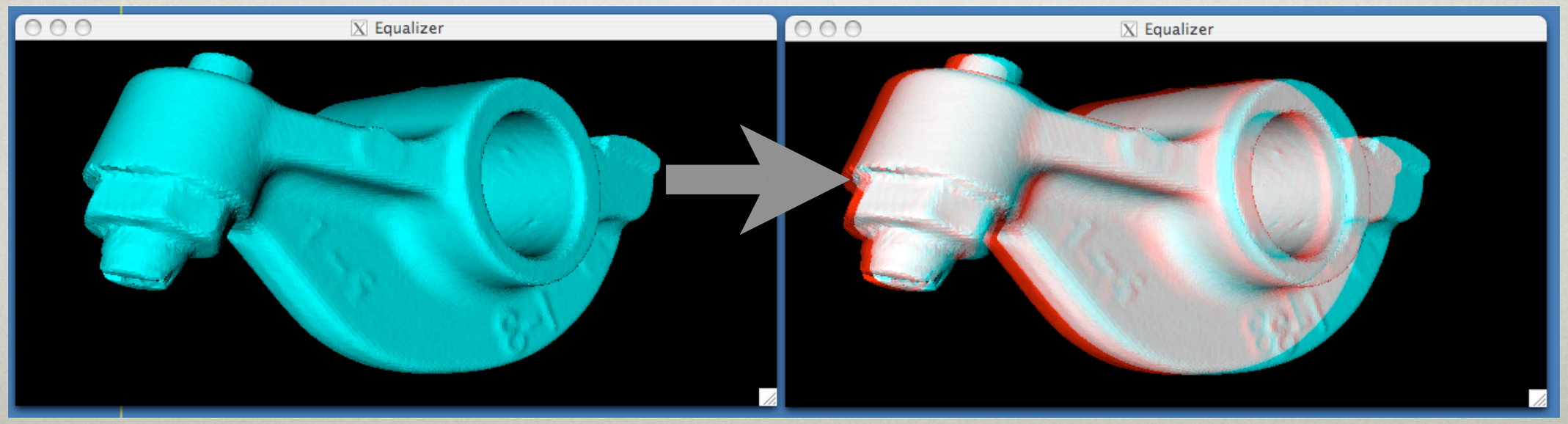
2-window.DB

- Left window renders part of the data for right window
- Coloring is automatic and intended
- Data is combined using Z-Buffer information



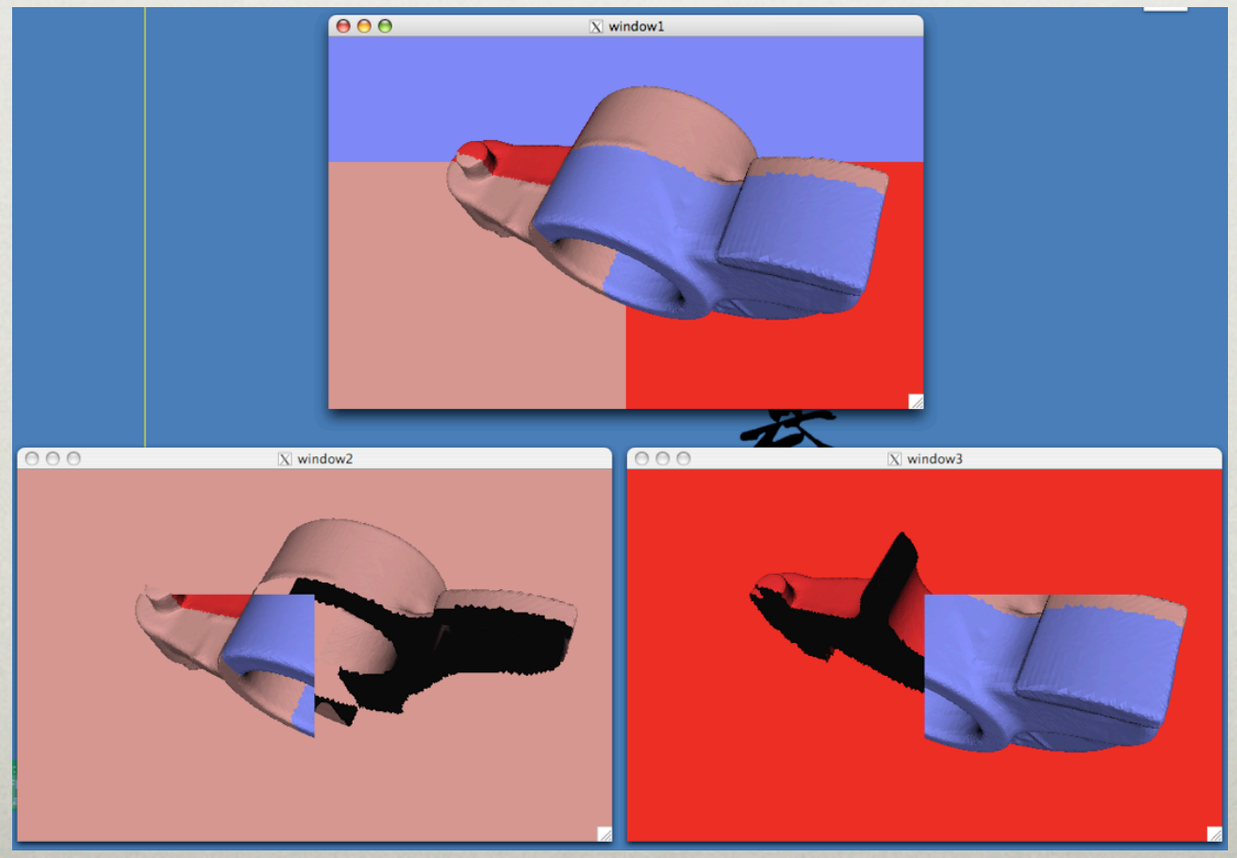
2-window.EYE.anaglyph

- Left window renders right eye
- Right window renders left eye
- Very good scalability on two pipes



3-window.DB.ds

- Parallel compositing (direct send)
- Each channel renders and composites
- Run 4-window.DB.bs for binary swap



Next Steps

- Multi-node configurations need password-less ssh setup
- Change hostnames to reflect your setup
- Active stereo configs require stereo visuals, i.e., high-end graphic cards
- Config file specification is available online