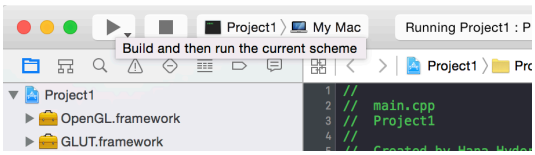
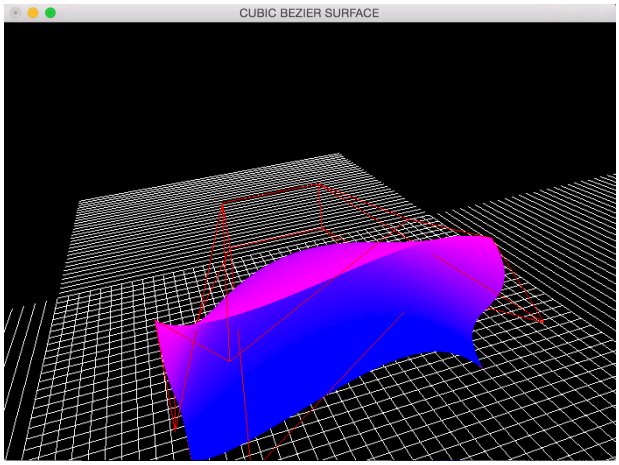
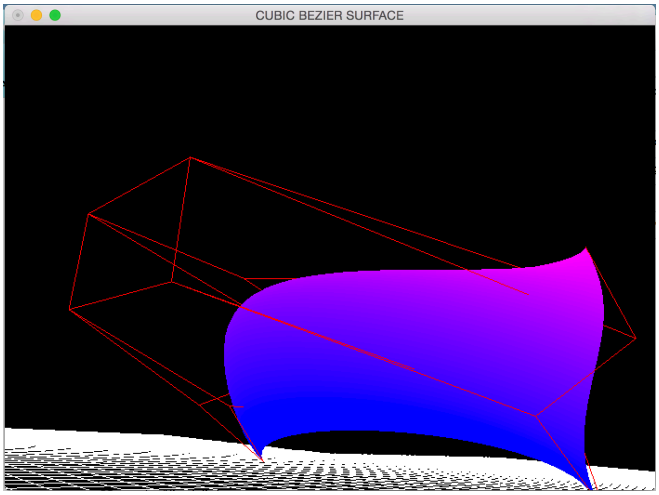
To run with Xcode:
Open the .xcodeproj file and click the play button up in the top bar as shown in the diagram to the right.



To run in terminal:
Using the makefile, type “make” then run the executable with “./a.out” Also update the aforementioned path name.

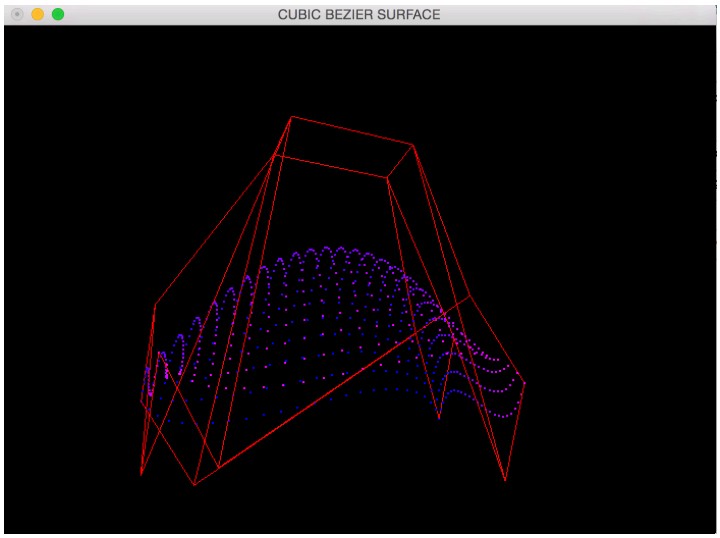
Entering values:
Upon running the program the console will ask for the following values to be inputted: the orders, number of control points, control point values, knot values, and the real weights. To change input press ‘E’ or ‘e’. A recommended test input file for control points is in the file testinput.txt.





Maneuvering in the world:
When the program is first run your view may be too zoomed in or too zoomed out. It is recommended not to use the zoom in/zoom out menu option but actually to use the ‘Z’ key and drag to pull the camera out. An example is in the two figures above.

Lighting has not been added to the surface, so you can press the buttons ‘D’ or ‘d’ to view in dot mode. To view the surface with holes to see how the surface works, press ‘h’ and make sure not to be in dot mode. Figures show dot mode (shown on the left) and hole mode (shown on the next page). The grid can also be removed/added by pressing ‘g’. Pressing ‘x’ or ‘y’ or ‘z’ enables movement of the screen in that direction. You can then use the mouse and drag in the model in that direction. The number of calculated points can be increased or decreased by pressing ‘j’ or ‘f’. Figures are located below.



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