GRAPHICS1

FDF

What is FDF:

- In plain and simple terms it's a wireframe visualiser.

How to run FDF *(if applicable)*:

- ./fdf maps/(map location and name eg. good/42.fdf)

Important to note on input:

- Be Careful of errors that could arise in the map files, some of them have strange values that shouldn't be there. Some files will have hex that handles predefined color.

Your output:

- Should show a wireframe model with height values of your map data.

First steps:

- Install minilibx (mlx) via managed software centre, or use github repos, or use the library folder provided by the intra.
- Create a mlx instance, then a window. Use 'man mlx' its convoluted but should help you in the end to get the basics. Once you have a window, setup keyhooks to handle quitting the program.

Next steps:

- Read and load your map, save the data.
- Display the data in a grid on your screen.
- If you haven't done it yet, add lines between the points.
- Add the necessary functions to handle some degree of rotation.
- Use your imagination for the rest. Remember we are peer to peer, someone might have some ideas of what you could do.

Notes:

- Use images. There is little to no information on it, so you will have to do research on how to use it. Someone will be able to help you most likely.