

3DViewer

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1 Introduction

Shit happens

2 Makefile

We have some target:

2.1 all

build project and run test with gcov

2.2 install

build project (.app file in your HOME directory) also you can do make install path="YOUR_PATH" This scrept install 3dViewer in your HOME directory + Your_path

2.3 uninstall

delete all files, that was built ad 'install', without .app

2.4 dvi

create this latex files how .dvi format (Macos pdf)

2.5 dist

create .tar.gz file with all files, what needed to build project

2.6 test

create test-files and run test

2.7 gcov_report

run gcov to show test coverage

2.8 rebuild

uninstall project, delete another files and than call 'all'

2.9 clean

delete another files

3 3D_Viewer

3.1 Viewer

to open .obj file push button "choose file" and choose file you want to observe in 3D_Viewer.app

to change the perspective touch box button lefter from "choose file" button

to change line type choose box button followed the text

to change line thickness type size in box followed the text

to change line color touch "choose color" button

to change points type push box followed the text

to change points color touch "choose color" button

to change points size type size in box followed the text

to change background color touch "choose color" button

to change size of projection touch "zoom" ball and move it to right to increase it and left to reduce it

to change the rotation of projection touch "x", "y", "z" balls of dimensions

to change the position of dimension scroll "x", "y", "z" balls under the "movement" text

to see the information of .obj file look at black box on left corner of app

3.2 Bonus

to make a screenshot touch "screenshot" button and choose file type to save the picture

to make a gif type a seconds of git and then push "gif" button