

README

Aviral Jain : 2013CS10215
Rakshak Satsangi : 2013CS10250

January 25, 2015

1 Compile and run

Use the command `make execute NUMTHREADS=n` (n is the number of balls) in the submission directory to compile and run the source codes.

Use `make` or `make all` to compile the source codes and generate the executable file `makea`.

Use `make maindebug NUMTHREADS=n` to run the gdb debugged version.

Use `make debug NUMTHREADS=n` to run the debugged version made by us.

Use `make 3dim` to run the 3D model made by us.

Use `make doc` to generate all PDF Files.

2 Use the application

Press `SPACEBAR` to freeze the position of the balls.

Press `ESC` to get menu screen.

On the menu screen, click on `SHOW PAUSED SCREEN` to get the screen in frozen position. (same as using `SPACEBAR`)

To increase speed of any ball, left click on the ball on either the frozen or running screen.

To decrease speed of any ball, right click on the ball.

To stop a ball, click with the middle mouse button or wheel on the ball.

Click on `INSTRUCTIONS` in the menu to get the instructions screen.

Click anywhere or press `ESC` on the instructions screen to get the menu screen.

Click `RESUME` on the menu screen to get back to the main screen with running balls.

Press `'f'` to enter/exit `FULL` screen Mode.

Press `'q'` to Exit the Window.

Keep `'w'/'a'/'d'/'x'` pressed to enforce gravity in top/left/right/bottom walls