

GUI DOCUMENTATION

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Computer Graphics Assessment

The GUI (Graphic User Interface) I have chosen to use is Ant Tweak Bar. It is a small and easy to set up and use library that is designed to easily allow programmers to modify variables while in program.

The way I have chosen to set out the GUI is quite simple. I have my 'Lighting' category and my 'Ground' category.

In the Lighting category you have two options, one to change the direction of the light on either the 'x' or 'z' axis and the other to change the colour of the lighting. For the light direction option you change the value of either or both of the values between 0 and 1 to just the direction the light points at. As for the light colour option you change the RGB (Red, Green, Blue) values between 0 and 255 to create whatever colour you wish.

The Ground category is also as simple as the lighting where you have the 'Seed', 'Amplitude' and 'Ice Level' options.

The Seed value is a value that will be multiplied during the creation of the terrain, it will affect the way it is made, if you use the same seed you will get the same terrain.

The Amplitude option is a value also multiplied during the creation of the terrain and will create more hills if the value is higher and a more flat terrain if the value is lower.

The Ice Level option is a value calculated when the texturing is done, make the ice level higher and the map will contain more ice.

For all of these options you simply add a positive value to the box provided and it will regenerate the terrain with the seed, amplitude or ice level you have entered. Take note a 6 digit or higher number works best for the seed.

Diagram next page....



If you look to the diagram on the left you will see the categories and the values you are able to change. The boxes that the numbers are in need to simply be clicked on and you can then enter a new value of your choice.