

## Changes for Firefox

One of my students (Tomas Alejandro Mondragon) pointed out the following changes were necessary for some of the code to run on Firefox. I made all these changes to the code for the class and I am pretty confident that all the code now runs on Chrome, Firefox and Safari.

Line 55 of

<http://cs.unm.edu/~angel/WebGL/7E/03/rotatingSquare2.js> should read  
`switch( event.target.index ) {`

Similarly, line 59 of

<http://cs.unm.edu/~angel/WebGL/7E/03/rotatingSquare3.js> should read  
`switch( event.target.index ) {`  
and lines 51 through 53 should read

```
document.getElementById("slider").onchange = function(event) {?           speed =  
100 - event.target.value;?    };
```

Line 28 of

<http://cs.unm.edu/~angel/WebGL/7E/03/square.js> should read  
`canvas.addEventListener("mousedown", function(event){`

Line 54 of <http://cs.unm.edu/~angel/WebGL/7E/03/triangle.js> should read  
`canvas.addEventListener("click", function(event){`

Line 66 of <http://cs.unm.edu/~angel/WebGL/7E/03/cad1.js>  
should read

```
canvas.addEventListener("mousedown", function(event){
```

Line 46 of

<http://cs.unm.edu/~angel/WebGL/7E/03/cad2.js> should read  
`canvas.addEventListener("mousedown", function(event){`

Lines 171 to 185 in

<http://cs.unm.edu/~angel/WebGL/7E/07/textureSquare.js> should read

```
    document.getElementById("zFarSlider").onchange = function(event) {?  
far = event.target.value;?    };;?  
document.getElementById("zNearSlider").onchange = function(event) {?  
near = event.target.value;?    };;?  
document.getElementById("aspectSlider").onchange = function(event) {?  
aspect = event.target.value;?    };;?  
document.getElementById("fovSlider").onchange = function(event) {?           fovy  
= event.target.value;?    };;?    document.getElementById("Texture  
Style").onclick = function( event) {?           switch(event.target.index) {
```

Line 147 of

<http://cs.unm.edu/~angel/WebGL/7E/07/pickCube.js> should read  
`canvas.addEventListener("mousedown", function(event){`

Line 183 of

<http://cs.unm.edu/~angel/WebGL/7E/07/pickCube2.js> should read  
`canvas.addEventListener("mousedown", function(event){`

Line 217 of

<http://cs.unm.edu/~angel/WebGL/7E/07/pickCube3.js> should read  
`canvas.addEventListener("mousedown", function(event){`

Line 187 of

<http://cs.unm.edu/~angel/WebGL/7E/07/pickCube4.js> should read  
`canvas.addEventListener("mousedown", function(event){`

Lines 146 though 154 of

<http://cs.unm.edu/~angel/WebGL/7E/09/robotArm.js> should read  
`document.getElementById("slider1").onchange = function(event) {?  
theta[0] = event.target.value;? };?  
document.getElementById("slider2").onchange = function(event) {?  
theta[1] = event.target.value;? };?  
document.getElementById("slider3").onchange = function(event) {?  
theta[2] = event.target.value;? };`

Lines 330 to 375 of <http://cs.unm.edu/~angel/WebGL/7E/09/figure.js> should read

```
document.getElementById("slider0").onchange = function(event)
{?      theta[torsoId] = event.target.value;?
initNodes(torsoId);?      };?      document.getElementById("slider1").onchange
= function(event) {?      theta[head1Id] = event.target.value;?
initNodes(head1Id);?      };??      document.getElementById("slider2").onchange =
function(event) {?      theta[leftUpperArmId] =
event.target.value;?      initNodes(leftUpperArmId);?      };?
document.getElementById("slider3").onchange = function(event) {?
theta[leftLowerArmId] = event.target.value;?
initNodes(leftLowerArmId);?      };?      ?
document.getElementById("slider4").onchange = function(event) {?
theta[rightUpperArmId] = event.target.value;?
initNodes(rightUpperArmId);?      };?
document.getElementById("slider5").onchange = function(event) {?
theta[rightLowerArmId] = event.target.value;?
initNodes(rightLowerArmId);?      };?
document.getElementById("slider6").onchange = function(event) {?
theta[leftUpperLegId] = event.target.value;?
initNodes(leftUpperLegId);?      };?
document.getElementById("slider7").onchange = function(event) {?
theta[leftLowerLegId] = event.target.value;?
initNodes(leftLowerLegId);?      };?}
```

```

document.getElementById("slider8").onchange = function(event) {?
theta[rightUpperLegId] = event.target.value;?
initNodes(rightUpperLegId);?    };?
document.getElementById("slider9").onchange = function(event) {?
theta[rightLowerLegId] = event.target.value;?
initNodes(rightLowerLegId);?    };?
document.getElementById("slider10").onchange = function(event) {?
theta[head2Id] = event.target.value;?        initNodes(head2Id);?    };

```

Lines 65 through 76 of <http://cs.unm.edu/~angel/WebGL/7E/10/mandelbrot2.js> should read

```

document.getElementById("Center X").onchange = function(event) {?
cx = event.target.value;?        gl.uniform1f( gl.getUniformLocation(program,
"cx"), cx);?    };?    document.getElementById("Center Y").onchange =
function(event) {?        cy = event.target.value;?
gl.uniform1f( gl.getUniformLocation(program, "cy"), cy);?    };?
document.getElementById("Size").onchange = function(event) {?        scale =
1.0/event.target.value;?        gl.uniform1f( gl.getUniformLocation(program,
"scale"), scale);?    };

```

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Change to ortho.js in MV.js (10/5/2014)

The entries in the last column of of the matrix need minus signs in front

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Chapter 6 examples (11/29/2014)

November 29, 1014

All the shaded sphere examples have been updated. There were errors in the JS html files due to not forcing the w component of normals to be 0.0. Also one of the transformations in the html files needed to be changed.

Note that in these examples, the light source position is not changed when theta and phi are moved. Thus the viewer is fixed and the object is rotated. The light source position should be interpreted as the position of the light source in eye coordinates.