INSTALLING `graphicslib3D`

1. Download the latest version of graphicslib3D from the website, or get it from the disc accompanying the textbook (in the "Libraries" folder, or in the "Programs" folder). It will be in a single file called `graphicslib3D.zip`.

2. Make a directory where you will store graphicslib3D. Under Windows or Linux you can choose any directory you want. Under Mac OS/X you must use `/Library/Java/Extensions`. In the author's university instructional laboratory, graphicslib3D is stored in a folder inside of `c:/javagaming`.

3. Unzip the file in your graphicslib3D folder (the one you created in step 2, above).

4. The unzipped file contains a file named "`graphicslib3D.jar`". Add the full path name of this file to your **CLASSPATH** environment variable in the same manner as for JOGL (see the JOGL installation instructions).

5. Also inside the graphicslib3D folder is a folder named "javadoc". Go into that folder, and double-click **index.html**. This should open the graphicslib3D JavaDoc in a browser. It is recommended that you bookmark this – you will refer to it frequently.

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