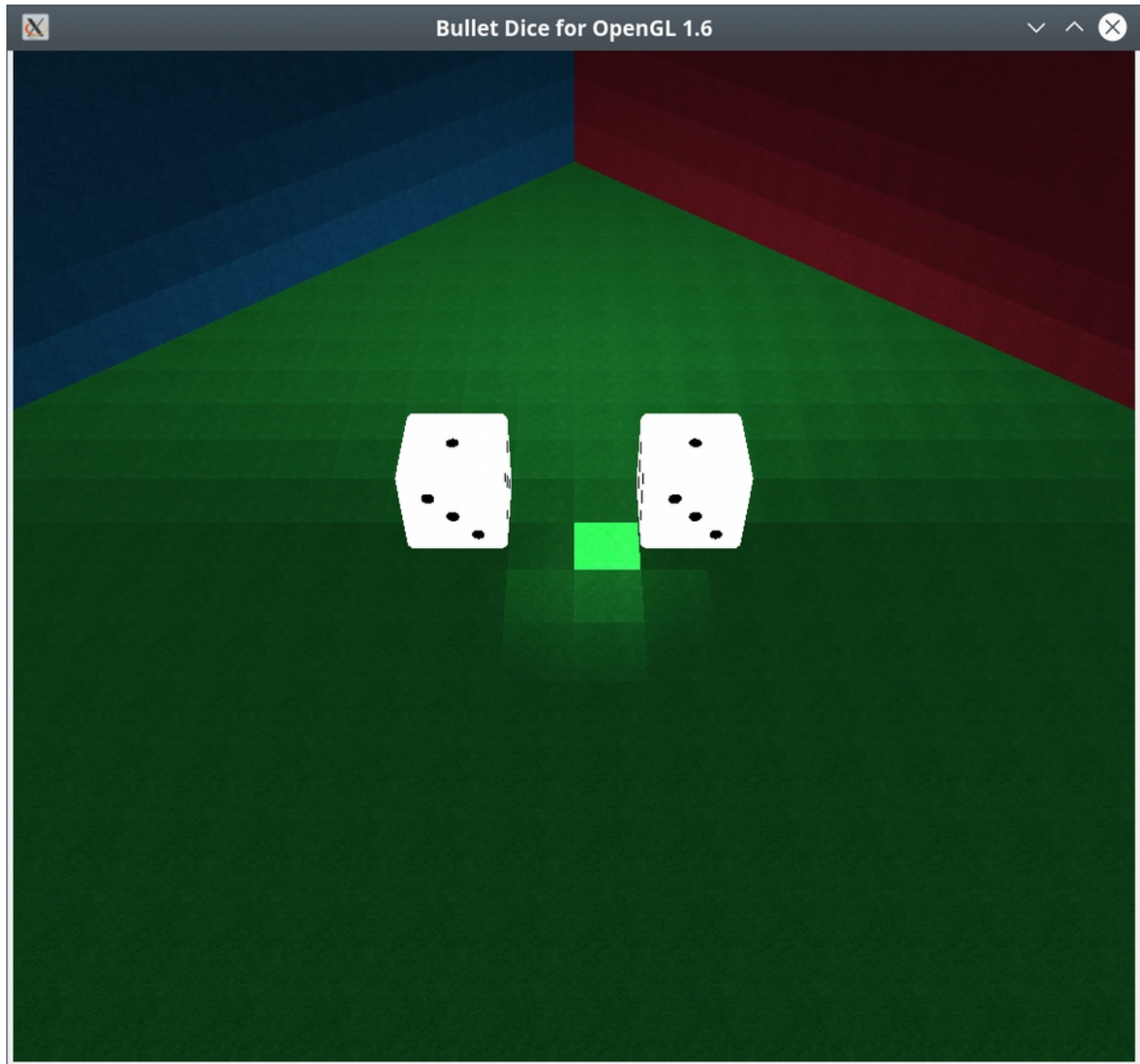
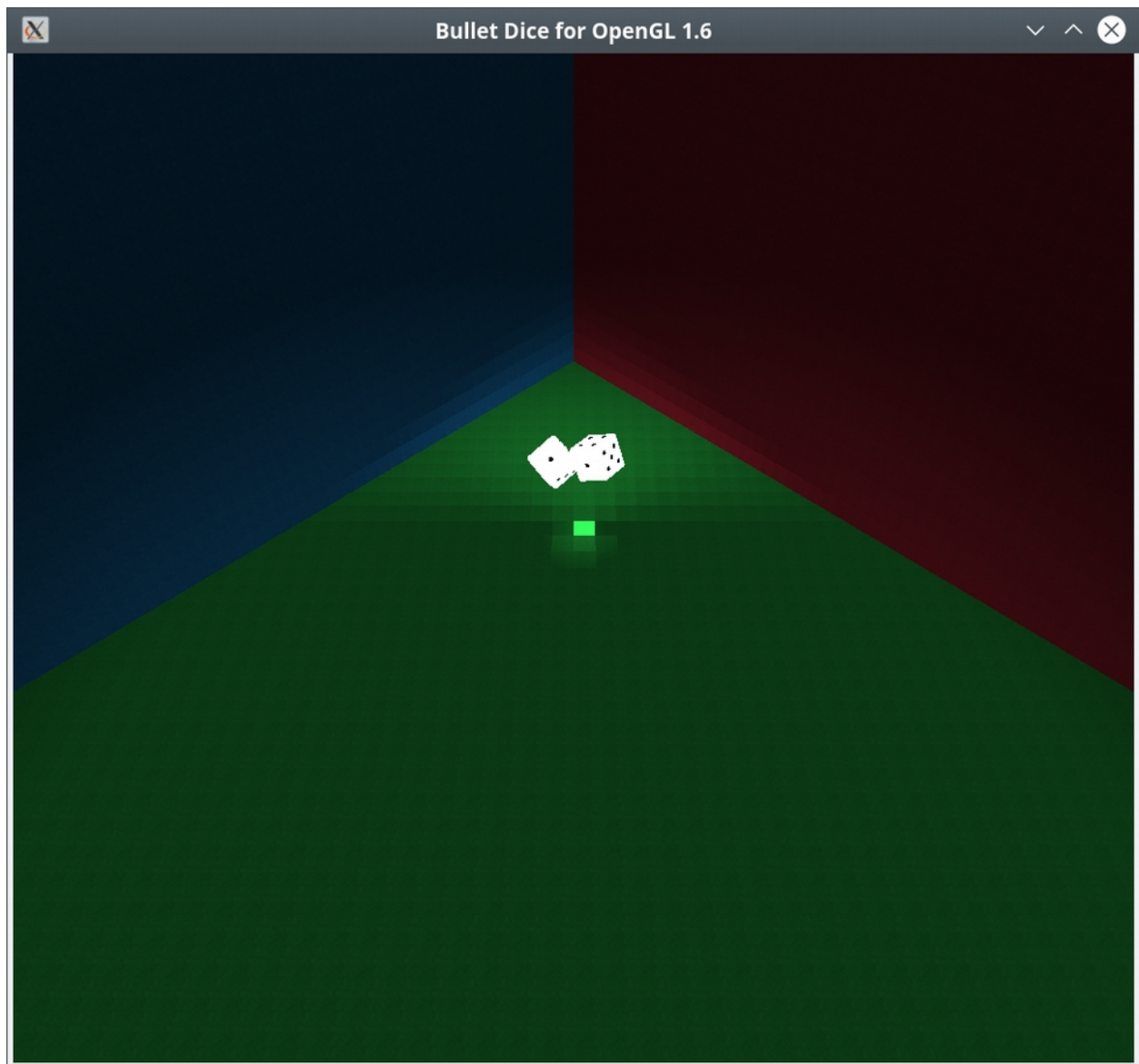


# Bullet Dice for OpenGL Version 1.6

A program to emulate the throwing of a pair of dice.





BulletDiceGL is a program that emulate the roll of a pair of dice in an OpenGL program. The program uses dice created in blender. Blender is an internationally known drawing program that can be downloaded for free from [www.blender.org](http://www.blender.org). This program relies on the assimp library, which is an

open source object conversion library and can be obtained at

[www.assimp.org](http://www.assimp.org).

Below is the contents of README.txt, documentation can be found in the documentation directories.

bulletdicegl-1\_6: A Program to emulate the roll of a pair of dice using the Bullet Physics library the SimpleDirect Media Layer and OpenGL.

This program requires:

The assimp library [www.assimp.org](http://www.assimp.org),

the boost library [www.boost.org](http://www.boost.org),

the freeimageplus library [www.sourceforge.net](http://www.sourceforge.net),

GLEW <http://glew.sourceforge.net>, and

CMAKE [www.cmake.org](http://www.cmake.org).

SDL2 <https://wiki.libsdl.org/FrontPage>

Bullet Physics <https://github.com/bulletphysics/bullet3>

OpenGL is generally available on any system as part of the underlying graphics subsystem and GLEW will get you access to it.

To compile the program:

```
cd build
```

```
sudo cmake ..
```

```
sudo make
```

```
sudo make doc
```

```
sudo make install
```

To run the program:

bulletdicegl-1\_6

The key layout is as follows:

wasd as usual motion keys.

Viewing direction:

Mouse: In order to change view direction mouse down to select start move and then mouse up to stop motion.

x reverse view.

z reset view.

p pauses the game.

Escape ends the program.

Mouse wheel forward zooms in.

Mouse wheel back zooms out.

Documentation is available after install at:

/usr/share/doc/bulletdicegl-1\_6-doc

The program was written and compiled on debian linux available at:  
[www.debian.org](http://www.debian.org).

You can reach me at <[eberdeed@eberdeed.net](mailto:eberdeed@eberdeed.net)>.

Edward Charles Eberle

San Diego, California United States of America

This program is licensed under the Lesser GNU Public license.  
It can be found in the assimpopengl/LGPL directory  
and once installed it will be also found at  
/usr/share/doc/bulletedicegl-1\_6-doc/LGPL. This  
program is given as an instructional aid for learning  
and using the libraries presented and is not to  
be considered fit for any particular use.