1. Purpose and steps

Our algorithm is developed on the 3D digital earth platform (Geobeans), I can’t upload all the platform source code here, so I pick up the relevant class and hlsl shader to upload.

The system requirements to run the program are:-

Microsoft DirectX SDK(June 2010) or above

Microsoft XNA Game studio 3.1

The steps involved are in principles straightforward:

* Load the 3D global digital earth environment and cache terrain data from the server
* Load models data into the environment
* Pick up a viewpoint in the platform and set the value of view range
* Press the viewshed analysis button and calculation