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Comp 3900 Project

HANDY WEBSITES AND SOFTWARE SOURCES

1) Mesa:
http://www.mesa3d.org/

This links to the download site, as well as having lots of documentation. The version of the software I'm giving you runs on version 4.0.1 (I should upgrade), but there shouldn't be any big problems with using the latest version (5.0.1). (You'll notice somewhere in my Makefiles, I've installed in /usr/Mesa-4.0.1/ - you'll probably want to put it somewhere like that, and alter the Makefiles to look at 5.0.1). If there are problems with running on 5.0.1, there's another project...

2) GLOW:
http://glow.sourceforge.net/

This also gives the download site, and all the GLOW documentation: demos, tutorials, reference. There's only been one version (1.0.4), so no problems there. You'll notice from some of my Makefiles, I installed this in /usr/glow_src/

http://www.animats.com/papers/graphics/glowaux.html
is an add-on I saw on the net, but I haven't used it. Run a search on GLOW to see more code and commentary.

3) OpenGL:
http://www.opengl.org/
This is the main site, with discussion boards, etc.

4) Glut (windowing system hooked onto basic OpenGL API – may be only X specific?):
http://www.opengl.org/developers/documentation/glut/spec3/spec3.html
a piece of the opengl site...

Linux Instructions **September 27, 2004**

My Linux software is on a floppy, the file is Growth_Simulator_Linux.tar.gz This must be gunzipped and untarred. Look at the ReadMe files in the resulting directories. The graphics (cvers means C, cppvers means C++ (fancier)) requires the OpenGL (Mesa) libraries. I have included these on an accompanying CD, though they can be downloaded from the web, too. I have used Mesa 5.0.1, but the latest version 6.0.1 is also included. The Makefiles in my software directories must be pointed to where Mesa gets installed on your own system. The cppvers of the graphics requires the GLOW toolkit. This is also included on the CD, but can be downloaded from the web, too. There will probably be the usual Linux setup problems getting everything installed in the proper directories before it will work properly. Once the libraries are installed and working, typing 'make' in any of my software directories will compile the software. To run a computation (in /numcrunch), type 'source TEST', where TEST is a parameter file, which you can edit with something like emacs, vi, etc. Good luck, and please contact me if you have questions.

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