

TAGE

Viewports

(based on ex.04b)

...

public class MyGame extends VariableFrameRateGame

{ ...

@Overridepublic void **createViewports()**{ (engine.getRenderSystem()).addViewport("LEFT",0,0,1f,1f);
(engine.getRenderSystem()).addViewport("RIGHT",.75f,0,.25f,.25f);

Viewport leftVp = (engine.getRenderSystem()).getViewport("LEFT");

Viewport rightVp =

(engine.getRenderSystem()).getViewport("RIGHT");

Camera leftCamera = leftVp.getCamera();

Camera rightCamera = rightVp.getCamera();

rightVp.setHasBorder(true);

rightVp.setBorderWidth(4);

rightVp.setBorderColor(0.0f, 1.0f, 0.0f);

leftCamera.setLocation(new Vector3f(-2,0,2));

leftCamera.setU(new Vector3f(1,0,0));

leftCamera.setV(new Vector3f(0,1,0));

leftCamera.setN(new Vector3f(0,0,-1));

rightCamera.setLocation(new Vector3f(0,2,0));

rightCamera.setU(new Vector3f(1,0,0));

rightCamera.setV(new Vector3f(0,0,-1));

rightCamera.setN(new Vector3f(0,-1,0));

}

@Overridepublic void **initializeGame()**

{ ...

Camera c =

(engine.getRenderSystem()).getViewport("LEFT").getCamera();

orbitController =

new CameraOrbitController(c, avatar, gpName, engine);

...

}

...

}

