Installing the basecode

If you adapted any of the provided classes, just copying the basecode might break your project.

Changes on distributed files:

meshes/HalfEdgeStructure.java

The HalfEdgeStructure.java class has a new copy constructor, to create a deep copy of the half-edge structure. It is enough to copy this constructor or to implement deep copying for your HalfEdgeStructre.

openGL/GLRenderer.java

The method draw(RenderItem) is adapted to update opengl VAOs and the method updateArrayBuffer(GLUpdateable) was added.

openGL/gl/GLVertexArrayObject.java

This class was slightly adapted to support the update of VAOs

openGL/TrackballListener.java

Added if() statements such that no rotation occurs when ctrl is pressed.

Test your setup

Run Assignment6_interactive.java and enjoy the beautiful bunny. If you run the picking demo you should be able to select mesh portions with ctrl+ mouse drag, and after switching the mode to move or rotate you should be able to move and rotate the selected mesh portions.