Installing WebGL Samples

Estimated Time: 30-60 minutes

Liquid Galaxy isn't limited to only Google Earth. WebGL can be used to extend Liquid Galaxy functionality and create different immersive experiences for users.

Step 1: Get Source Code

Download or clone the WebGL Samples from here.

Once the download is done, navigate into the directory named server inside the downloaded folder. Here, run npm install to install any dependencies. Then, run node server.js.

Open localhost:8080 on the computer running server.js or [IP_ADDRESS_OF_THE_COMPUTER]:8080 to access the homepage for WebGL samples. From there, any of the samples can be used.

Step 2: Set Up Multiple Screens

The following process has been shown to work for the following samples:

- Aquarium
- Field

Open this link as the right half of the screen:

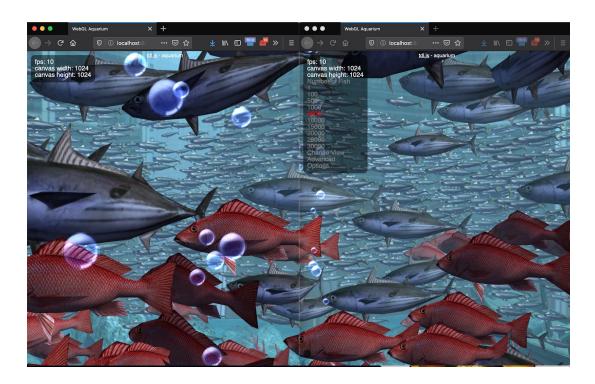
http://localhost:8080/aquarium/aquarium.html?settings={net:{sync:true,ui:true,slave:false,fovMult:1.0,rotY Mult:0}}

and this link as the left half:

http://localhost:8080/aquarium/aquarium.html?settings={net:{sync:true,ui:false,slave:true,fovMult:1.0,rotY Mult:-1}}

The word aquarium can be replaced with the name of whatever sample you are using as it is in the directory (field for Field, etc)

You should get something like this:



Further displays can be accessed by decrementing the rotY variable by 1 to go one screen left, and incrementing it to go one screen right.

For example, this



can be achieved by also opening

http://localhost:8080/aquarium/aquarium.html?settings={net:{sync:true,ui:false,slave:true,fovMult:1.0,rotY Mult:-2}} and placing it to the left of the already opening screens.

Kripa Kini

By placing one of each of multiple Liquid Galaxy Screens, an immersive experience can be achieved. For the other samples, I do not see a way to integrate having different screens into viewSync, but you can still sync displays across machines by opening http://localhost:8080/aquarium/aquarium.html while replacing aquarium with the desired sample.