Note that, the following ReadMe instructions were prepared for the PCs in CSSE Labs. These instructions may change slightly for your personal PCs and laptops. You can still use these instructions as a reference in your project though. Nevertheless, it is not expected that you will have to follow every single step as-it-is on your personal machines. These instructions are there only to be used as a reference now.

Please see the README file in the ../MAC\_VERSIONS subdirectory for more

detail. Compared to the files in the ../MAC\_VERSIONS subdirectory, the

differences for the code in this directory are:

libassimp.so.3.1.1 - assimp was compiled as a shared library (or shared

object). The setup-once file is therefore different.

Makefile - this file has to be different, of course.

vStart.glsl and fStart.glsl - Unlike the lab exercises, the project

requires using the OpenGL 'menus' widget

setup - instead of setting up the environment variable DYLD\_LIBRARY\_PATH,

we set up the environment variable LD\_LIBRARY\_PATH instead.

However, you might not need to set up this environment variable.

setup-once - similar to the setup-once in the ../MAC\_VERSIONS subdirectory.

However, since in the system directory /usr/lib64, there is

no file with the name libGLEW.so, I have added a command to

create a symbolic link to this shared library.

scene-start.cpp - if you use your own laptop or desktop to do the project,

you may need to experiment a little bit to see if you need to

uncomment the following lines:

glutInitContextVersion( 3, 2);

glutInitContextProfile( GLUT\_CORE\_PROFILE );

in the main() function. On the Mac, these lines are not needed.

I found that these lines are not needed on the Linux platform

in the CSSE Lab either.

You do need the line

glewInit();

on Linux.

Du Huynh