Visualize Indoor Objects in Secondo

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1. Get the Java3D library from the following website:

   $https://cds.sun.com/is-bin/INTERSHOP.enfinity/WFS/CDS-CDS_{Developer}-Site/en_US/-/USD/ViewProductDetail-Start?ProductRef = java3d-1.5.1-oth-JPR@CDS-CDS_{Developer}.$
   or

   $http://java3d.java.net/binary-builds.html$

   You can select the library according to your system platform, e.g., Linux, Windows, Mac OS X. (Currently, I only test on Linux (32bit) and Windows (32bit). In the attachment, I put the two libraries)

2. Install Java3D library.

   First, unpack/execute the library file and it generates a directory "lib". There are two subdirectories in lib/, named "ext" and "i386".

   Second, locate the Java directory where the system or Secondo uses, for example, $/usr/java/jdk1.6.0\_10$, or $secondo-sdk/jdk1.6.0\_10$. Then,

   1) copy all files in Java3D directory lib/ext into $/usr/java/jdk1.6.0\_10/jre/lib/ext/$;

   2) copy all files in Java3D directory $lib/i386$ into $/usr/java/jdk1.6.0\_10/jre/lib/i386/$.

3. Add IndoorViewer into Secondo.

   (a) Edit file "makefile.viewers" in secondo/Javagui/viewer. Add the following two lines:
       VIEWER_CLASSES += IndoorViewer.class
       VIEWER_DIRS += indoorviewer

   (b) Put file "IndoorViewer.java" into secondo/Javagui/viewer.

   (c) Unpack file "indoorviewer.tar.gz" in secondo/Javagui/viewer.

4. Compile java files in secondo/Javagui. Please add the newviewer (IndoorViewer) in Javagui if you want to visualize 3D Indoor objects.