

The folder includes make files.

Cd to the folder and use `make -B` to compile.

The built binary will save in build folder.

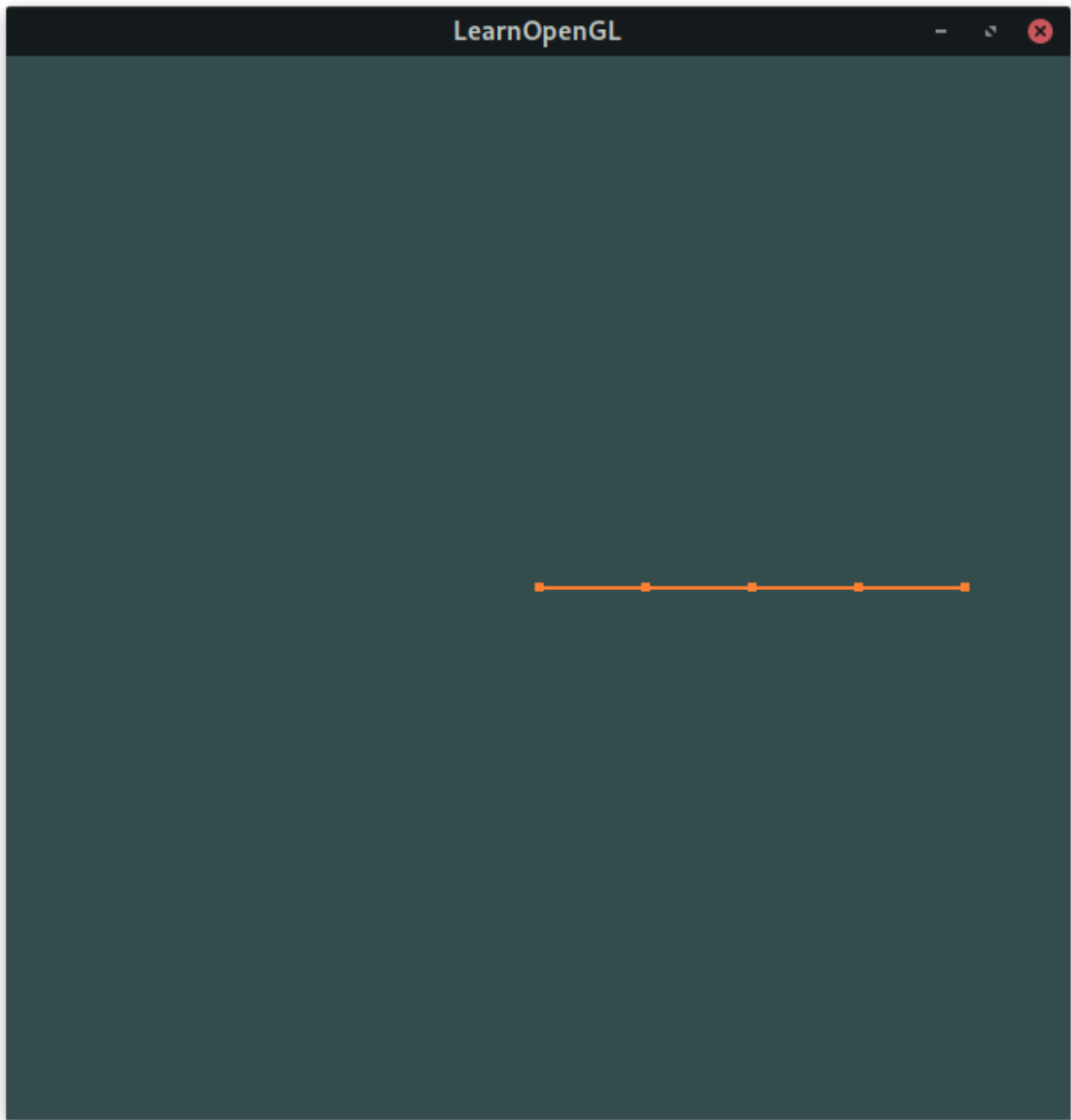
Cd to build folder and use `./fileName` to run.

```
~/Game Development/game >>> cd Bones
~/.../game/Bones >>> make -B
mkdir -p build
mkdir -p build/inter
gcc -I ./glad/include ./glad/src/glad.c -c -o ./build/inter/glad.o
g++ -g -I ./glad/include -I ./glm/include bones.cpp ./build/inter/glad.o -lglfw -ldl -o build/bones
~/.../game/Bones >>> cd build
~/.../Bones/build >>> ls
bones  inter
~/.../Bones/build >>> ./bones
DEBUG :: selected bone : 0x555c8f0e3eb0 is_forward 0
DEBUG :: selected bone : 0x555c8f0e3f00 is_forward 0
DEBUG :: selected bone : 0x555c8f0e3f00 is_forward 0
DEBUG :: selected bone : 0x555c8f0e3f00 is_forward 0
DEBUG :: selected bone : 0x555c8f0e3f50 is_forward 0
DEBUG :: selected bone : 0x555c8f0e3fb0 is_forward 0
DEBUG :: selected bone : 0x555c8f0e3fb0 is_forward 0
DEBUG :: selected bone : 0x555c8f0e3fb0 is_forward 1
DEBUG :: selected bone : 0x555c8f0e3f50 is_forward 1
DEBUG :: selected bone : 0x555c8f0e3f50 is_forward 1
DEBUG :: selected bone : 0x555c8f0e3fb0 is_forward 0
DEBUG :: selected bone : 0x555c8f0e3eb0 is_forward 1
DEBUG :: selected bone : 0x555c8f0e3eb0 is_forward 0
DEBUG :: selected bone : 0x555c8f0e3f00 is_forward 1
DEBUG :: selected bone : 0x555c8f0e3fb0 is_forward 1
```

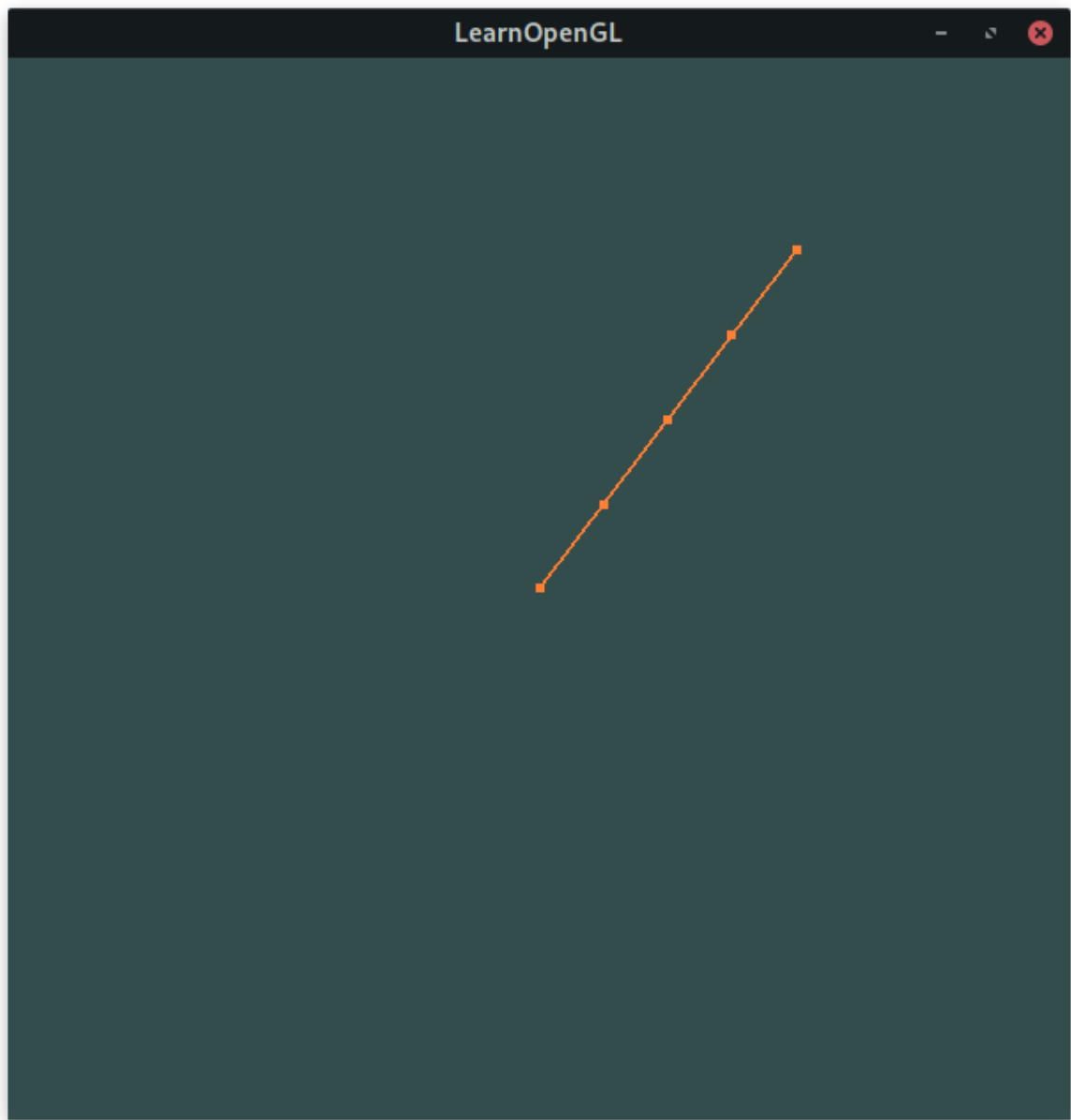
(**is_forward 1** means **forward kinematic** is chosen,

is forward 0 means **inverse kinematic** is chosen)

The first window you see after running the code:



Put the cursor on vertices and move for **inverse kinematic**:



Put the cursor at the middle of the edges and move to see **Forward kinematic**:

