

# EWU CSCD445 Project

Conway games of life on a cubes surface

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## Team:

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## Conway games of life on a cubes surface

Each face of a cube will have a 2d grid of Conway games of life and their edges will interact with the connected face's

## Functions

1. OpenGL Cube
2. CPU Conway games of life but for cube surface
3. CUDA Conway, games of life but for cube surface

## Min Goal

At min, a cube with each face running Conway games of life on CUDA that has the edges interact with some start state to see it run (Ex have some Glider's)

## World Start (Test data)

In void GameOfLifeCube::cpuCreate(int size) (file [GameOfLifeCube.cpp](#)) for the CPU Code and in \_\_host\_\_ void cudaMainInitialize(int size\_set) (file [cudaMain.cu](#)) for the GPU Code

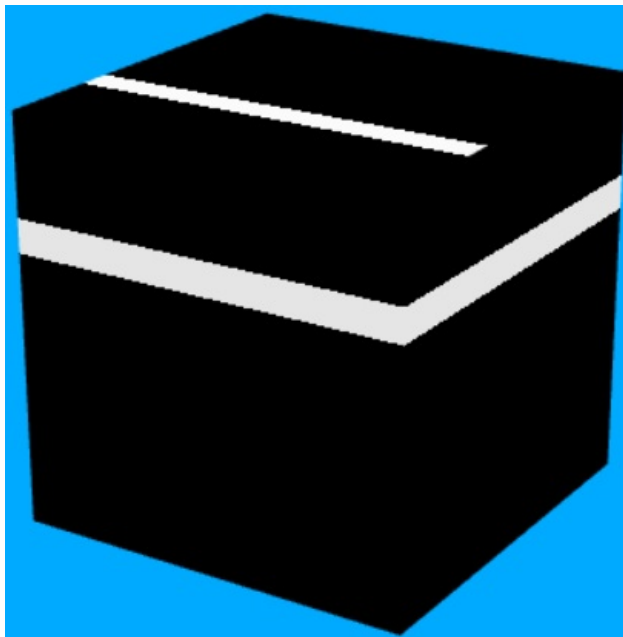
```
for (int i = 0; i < column; ++i) {  
    board[(3 * column) + i] = 1;  
}
```

Making a Line 3 from the top of all faces of the cube

## Example

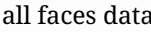
| World size of 12

Cube



3d Cube

Data of all faces (front, right, back, left, top, bottom)



## How to run/use

## Start

Take no arguments

A imgui state file will also be made to remember somethings about GUI last state (Ex where within the window GUI is at)

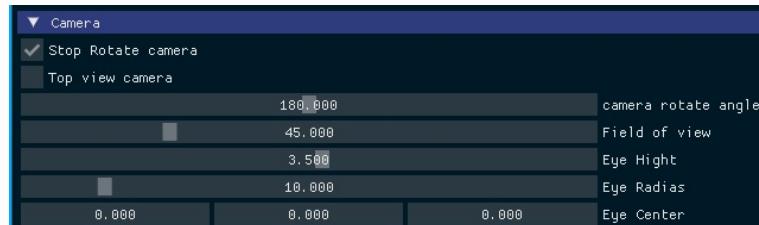
## Ruing after a bit

### The console of the Ruing after a bit imgage

## Using GUI

Using ImGui give you menus to control the program from.

### Camera



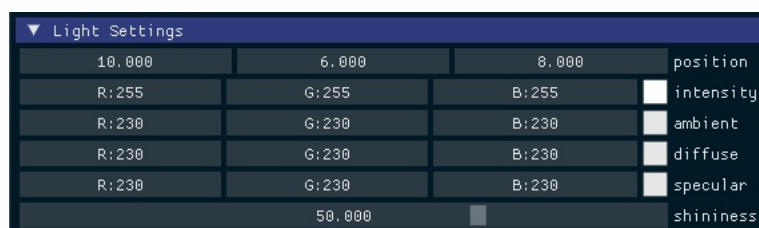
Camera GUI Menu

Gives control over the camera.

- Check box Stop Rotate Camera Auto rotate the camera (camera rotate angle value)
- Check box Top view camera when in default values move the camera to look from the top
- Slider camera rotate angle value rotate the camera around the Eye Center + Eye Hight at the Eye Radas
- Slider Field of view the “extent of the observable world seen at any given moment”
- Slider Eye Hight the hight of the eye above the Eye Center
- Slider Eye Radas the diastase the camera is from Eye Center
- Drag Eye Center where the camera looking at

Note: a cube (not game of life cube) exist at light Eye Center

### Light Settings

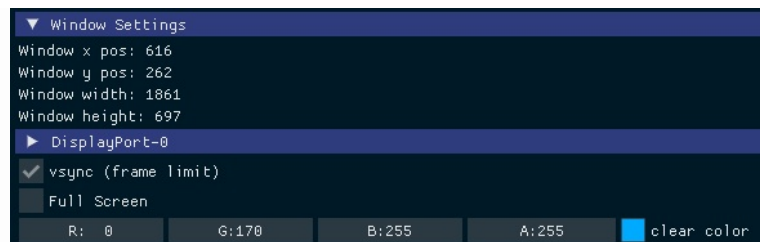


Light GUI Menu

No need to use from the project (Leave at defaults)

Note: a cube (not game of life cube) exist at light position

### Window Settings

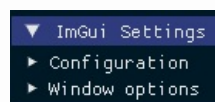


### Window GUI Menu

Gives control and info over the window

- Show info about the window and displays
- Check box vsync (frame limit) let you trune on and off the frame limit to the frame rate of your display.
- Check box Full Screen set the screen full screen
- Color Edit clear\_color set the background color

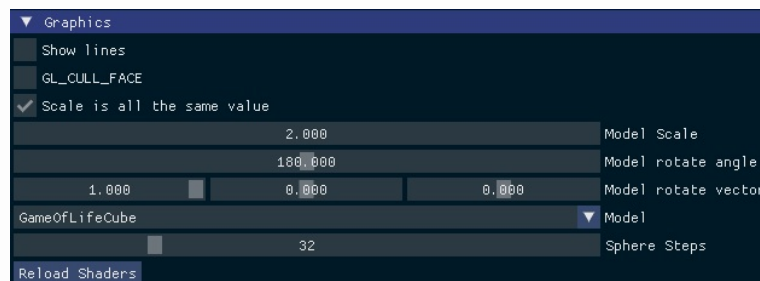
### ImGui Settings



### ImGui GUI Menu

No need to use from the project (Leave at defaults)

### Graphics

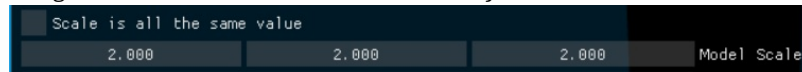


### Graphics GUI Menu

Gives control over the graphics settings

- Check box Show\_lines No need to use from the project (Leave at defaults)
- Check box CL\_CULL\_FACE No need to use from the project (Leave at defaults)
  - Check box CL\_CULL\_FACE back No need to use from the project (Leave at defaults)
- Check box Scale is all the same value Has the Model Scale be the same value for all axis

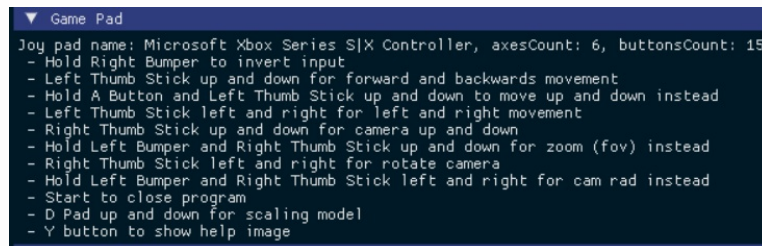
- Drag Model Scale scale of the model
  - Drag 3 Model Scale scale of the model x, y, z



Note: when change the scale using game pad will have all (x, y, z) be the same value

- Slider Model rotate angle the angle the model is rotated about (Model rotate vector)
- Slider 3 Model rotate vector the vector used when rotating the model
- Combo Model No need to use from the project (Leave at defaults of GameOfLifeCube)
- Slider Sphere Steps No need to use from the project (Leave at defaults) (used for the sphere model)
- Button Reload Shaders No need to use from the project (Leave at defaults)

## Game Pad



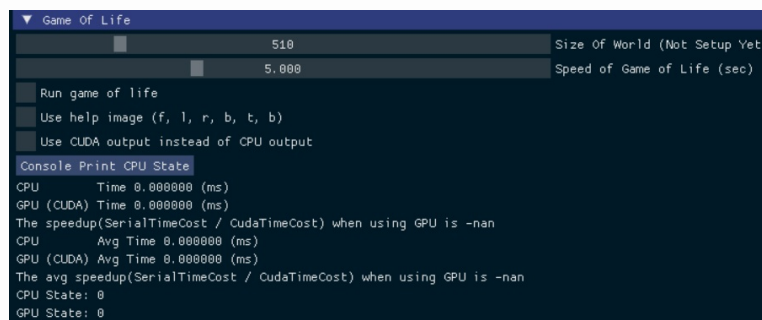
### Game Pad GUI Menu

Give info about use the game pad and how to use it

Note: only test with Xbox Series Controller over usb c cable on Linux

## Game Of Life

TODO: replace with update GUI screen shot



## Game Of Life GUI Menu

Gives control and info over the Game Of Life

- TODO: add about reset
- Slider Speed of Game of Life (sec) how much time need to pass before next state of current game of life (run update)
- Check box Run game of life if the game of life is ruining or not (Use to stop the game of life and look at it without changing)
- Check box Use help image (f, l, r, b, t, b) to use the help image to know what face we are looking at
- Check box Use CUDA instead of CPU to use CUDA or CPU code
  - Text Warring, Using Help Image when using the help image
  - Text Cuda not available when no Nvidia CUDA device found
- Button Console Print CPU State to print all 6 sides of Game Of Life from CPU to console and log files
- TODO: world info
- Time info
  - Time need to run last update
  - The speed up of the last update in cpu and gpu
  - Continuous average of time need to run update
  - The speed up of the Continuous average time in cpu and gpu
  - What state each are at (number of time update is called)

## Sample run

BLANK

Cuda/GPU	CPU
Cube	Cube
TODO MISSING IMG	TODO MISSING IMG
Data of all faces (front, right, back, left, top, bottom)	Data of all faces (front, right, back, left, top, bottom)
TODO MISSING IMG	TODO MISSING IMG

## SpeedUp

BLANK

TODO MISSING IMG

## Video

TODO Video Link

## Making the program

We only test on Linux

## For the program

Need OpenGL lib and dev

Need GLEW lib and dev

Need GLU lib and dev

Need GLM dev

Need git clone sub modules

## For Makefile

Need CMake

Need pandoc and wkhtmltopdf

Need nvcc

Wants clang

May Need gcc

## Fedora install commands

```
sudo dnf group install "C Development Tools and Libraries"
                        "Development Tools"
sudo dnf install cmake
sudo dnf install libXi libXi-devel
sudo dnf install glew glew-devel libGLEW
sudo dnf install clang clang-devel clang-libs clang-tools-extra
sudo dnf install glew glew-devel glfw glfw-devel glm-devel
sudo dnf install pandoc wkhtmltopdf
```

## Notes

- OpenGL Code base off