

# Geometric Tools Engine Version 4.0 Installation Manual and Release Notes

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# 1 Introduction

You are about to install the Geometric Tools Engine 4.0. The source code consists of

- a header-only mathematics library,
- a graphics library for DirectX 11 or OpenGL 4.5 on Microsoft Windows,
- a graphics library for OpenGL 4.5 on Linux,
- a GPU-based mathematics library (not fully featured yet),
- an application library that was written for the sample applications.

The Linux distribution will typically require you to install the graphics card manufacturer's proprietary driver in order to use the graphics engine, because Linux tends to ship with the Nouveau Open Source graphics drivers that are not yet running OpenGL 4.5 (if they do, the performance is usually substandard). Visit the [Geometric Tools](#) website for updates, bug fixes, known problems, new features and other materials.

## 1.1 License

The Geometric Tools Engine uses the [Boost License](#), listed next.

Boost Software License - Version 1.0 - August 17th, 2003

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## 1.2 Copying the Distribution to Your Machine

Unzip the distribution to a folder of your choice. The top-level folder of the distribution is GeometricTools and the subfolder for the distribution is named GTE. Some of the folder hierarchy is shown next.

```
GeometricTools
GTE                                     // Root folder for Geometric Tools Engine, set GTE.PATH to here.
  Applications                         // Platform-independent interfaces for the samples.
    GLX                               // Platform-dependent code for Linux GLX applications.
    MSW                               // Platform-dependent code for Microsoft Windows applications.
  Graphics                             // Platform-independent graphics files.
    DX11                             // DX11-specific graphics files.
    GL4                               // Platform-independent OpenGL-specific graphics files.
      GL                              // The standard OpenGL header files supported by the engine.
      GLX                             // Linux GLX graphics files.
      WGL                             // Microsoft Windows WGL graphics files.
  Mathematics                         // The bulk of the engine consists of mathematics support.
    GPU                               // GPU-based implementation for mathematics algorithms.
  Samples                             // Sample applications to illustrate parts of the code.
    Data                             // A small number of data files for the samples.
    Distance                         // Samples for distance algorithms.
    Geometrics                       // Samples for computational geometry.
    Graphics                         // Samples for graphics.
    Imagics                          // Samples for 2D and 3D image processing.
    Intersection                     // Samples for intersection algorithms.
    Mathematics                     // Samples for mathematical algorithms and numerical methods.
    Physics                          // Samples for 2D and 3D physics.
    SceneGraphs                     // Samples for scene-graph-based 3D graphics.
  Tools                              // Several convenient tools.
    BitmapFontCreator                // Generate .h/.cpp file to represent a graphics font.
    GenerateProject                  // Generate MSVS 2015/2017/2019 vcxproj, sln, h, cpp for applications.
```

The Samples subfolders are many. Listing them here would make the displayed hierarchy difficult to read. The projects all use paths relative to GTE and they do not rely on the top-level directory being located at the root of a hard drive. An environment variable GTE4.PATH is used to locate data files required by the application. How you set an environment variable depends on the operating system and/or shell you are using.

## 2 Development on Microsoft Windows

The code is maintained currently on an Intel-based computer with Microsoft Windows 10, Version 1903 using Microsoft Visual Studio 2015, 2017 and 2019. Microsoft Visual Studio 2013 and previous versions are no longer supported because they are past their Microsoft-deemed product life cycles.

### 2.1 Environment Variables

Create an environment variable named GTE4.PATH that stores the absolute directory path to the folder GeometricTools/GTE. For example, if you unzipped the distribution to the root of the C drive, you would set GTE4.PATH to C:/GeometricTools/GTE.

## 2.2 Compiling the Source Code

Microsoft Visual Studio 2015 is Version 14 (Platform Toolset v140) of the compiler, Microsoft Visual Studio 2017 is Version 15 (Platform Toolset v141) of the compiler and Microsoft Visual Studio 2019 is Version 16 (Platform Toolset v142) of the compiler. The solution, project and filter names have embedded in them v14, v15 or v16; that is, all three versions of the compiler are supported. The solution, project and filter files are in the root folder `GeometricTools/GTE` and are named

- `GTMathematics.{v14,v15,v16}.{sln,vcxproj,vcxproj.filters}`
- `GTGraphics.{v14,v15,v16}.{sln,vcxproj,vcxproj.filters}`
- `GTMathematicsGPU.{v14,v15,v16}.{sln,vcxproj,vcxproj.filters}`
- `GTGraphicsDX11.{v14,v15,v16}.{sln,vcxproj,vcxproj.filters}`
- `GTGraphicsGL45.{v14,v15,v16}.{sln,vcxproj,vcxproj.filters}`
- `GTApplicationsDX11.{v14,v15,v16}.{sln,vcxproj,vcxproj.filters}`
- `GTApplicationsGL45.{v14,v15,v16}.{sln,vcxproj,vcxproj.filters}`
- `GTBuildAllDX11.{v14,v15,v16}.sln`
- `GTBuildAllGL45.{v14,v15,v16}.sln`
- `GTBuildAll.{v14,v15,v16}.sln`

The `GTMathematics` library is header-only, so no output is produced by building these projects. The `GTGraphics` library contains the graphics-API-independent graphics classes and depends on `GTMathematics`. The `GTMathematicsGPU` library contains GPU-based implementations and depends on `GTMathematics` and `GTGraphics`; it does not have much in it yet, but as CPU-based algorithms are ported to the GPU, the library will be populated with these implementations. The `GTGraphicsDX11` library adds DirectX 11 support (for Microsoft Windows) and the `GTGraphicsGL45` library adds OpenGL 4.5 support (for Microsoft Windows via WGL and for Linux via GLX). The `GTApplicationsDX11` library provides common files for all samples plus DX11-specific code. The `GTApplicationsGL45` library has the same common files but also had GL45-specific code. The build-all solutions allow you to build everything with one press of the build button. One solution is for DX11 builds, one solution is for GL45 builds, and the last solution builds everything. WARNING: If you use build-all, the disk storage requirements are large.

## 2.3 Automatic Generation of Project and Solution Files

Creating a new Microsoft Visual Studio project and manually setting its properties to match those of the current sample applications is tedious. A tool is provided to generate a skeleton project, solution and source files, namely, `GeometricTools/GTE/Tools/GenerateProject`. You must specify whether the project is for a console application (c), a 2D windowed application (w2) or a 3D windowed application (w3). You must also specify a nesting level relative to the `GeometricTools/GTE` folder. For example, suppose you want to create a new 3D windowed project in the folder, `GeometricTools/GTE/Samples/Graphics/MySample` for a sample application. Copy `GenerateProject.exe` to that folder, and in a command window opened in that folder, execute

`GenerateProject w3 3 MySample`

The application type is specified by `w3`, which leads to generation of skeleton source code files for a 3D windowed application. The number 3 indicates the nesting of the `MySample` folder relative to the `GTE` folder. The tool creates solution files, project files and filter files for all three supported compilers. It also creates three source files: `MySampleWindow3.h`, `MySampleWindow3.cpp` and `MySampleMain.cpp`. You can open a solution, compile the project, and run the application (although it does nothing until you add your own code).

If you want the generated files to live in a folder outside the `GTE` hierarchy, you will need to modify the include path in the projects to `$(GTE4_PATH)/..`. You will also need to delete the `GTE` projects from the `Required` folder of the solution and re-add them so that the correct path occurs. This is necessary because the Microsoft Visual Studio reference system is used to link in the `GTE` libraries.

Also, it is not necessary to copy `GenerateProject.exe` to the project folder. If the executable can be found via the `PATH` statement, just execute it in any folder of your choosing and then copy the generated files to your project folder.

## 2.4 Running the Samples

You can run the samples from within the Microsoft Visual Studio development environment. Samples that access data files use the `GTE4_PATH` environment variable to locate those files; code is in place to assert when the environment variable is not set. If you run from Microsoft Windows, presumably double-clicking an executable via Windows Explorer, the environment variable is still necessary.

Many of the samples compile HLSL shaders at run time. This requires having `D3Dcompiler.*.dll` in your path, where `*` is the version number of the shader compiler. You might have to modify your `PATH` environment variable to include the path. With latest Windows, the DLL should be in a Windows Kit bin folder.

## 2.5 Microsoft Visual Studio Custom Visualizers

A file has been added, `GeometricTools/GTE/gtengine.natvis`, that provides a native visualizer for the `Vector` and `Matrix` classes. Copy this to

`C:/Users/YOURLOGIN/Documents/Visual Studio <VERSION>/Visualizers`

where `<VERSION>` is one of 2015, 2017 or 2019. More visualizers will be added over time. Feel free to suggest `GTE` classes for which you want specialized visualization during debugging.

## 2.6 Falling Back to Direct3D 10

For Microsoft Windows machines, the default settings for `GTE` are to use Direct3D 11.0 or later for rendering and to compile the shaders for the built-in effects (such as `Texture2Effect` and `VertexColorEffect`) using Shader Model 5. These settings are also used when compiling shaders that are part of the sample application or those you write yourself. If you do not have graphics hardware recent enough to support the default configuration, it is possible to modify the start-up code in the sample applications to fall back to Direct3D 10.0 (Shader Model 4.0) or Direct3D 10.1 (Shader Model 4.1).

Open the graphics sample named `VertexColoring`. The main function has the block of code

```
Window::Parameters parameters(L"VertexColoringWindow", 0, 0, 512, 512);
auto window = TheWindowSystem.Create<VertexColoringWindow>(parameters);
TheWindowSystem.MessagePump(window, TheWindowSystem.DEFAULT_ACTION);
TheWindowSystem.Destroy(window);
```

All the 2D and 3D windowed applications have similar blocks of code. The `Window::Parameters` structure has a member named `featureLevel` that defaults to `D3D.FEATURE_LEVEL_11_0`. The general list of values from which you can choose is

```
enum D3D.FEATURE_LEVEL
{
    D3D.FEATURE_LEVEL_9_1 = 0x9100, // 4_0_level_9_1
    D3D.FEATURE_LEVEL_9_2 = 0x9200, // 4_0_level_9_1
    D3D.FEATURE_LEVEL_9_3 = 0x9300, // 4_0_level_9_3
    D3D.FEATURE_LEVEL_10_0 = 0xa000, // 4_0
    D3D.FEATURE_LEVEL_10_1 = 0xa100, // 4_1
    D3D.FEATURE_LEVEL_11_0 = 0xb000, // 5_0
    D3D.FEATURE_LEVEL_11_1 = 0xb100, // 5_1
}
D3D.FEATURE_LEVEL;
```

The enumeration is found in `d3dcommon.h`. If you have a graphics card that supports at most Direct3D 10.0, then modify the main code to

```
Window::Parameters parameters(L"VertexColoringWindow", 0, 0, 512, 512);
#if defined(GTE_USE_DIRECTX)
    parameters.featureLevel = D3D.FEATURE_LEVEL_10_0;
#endif
auto window = TheWindowSystem.Create<VertexColoringWindow>(parameters);
TheWindowSystem.MessagePump(window, TheWindowSystem.DEFAULT_ACTION);
TheWindowSystem.Destroy(window);
```

Comments were added after the enumerates to indicate what to assign to `HLSLProgramFactory::defaultVersion`.

For non-windowed applications, the `DX11Engine` constructors allow you to specify directly the feature level.

## 2.7 Falling Back to Direct3D 9

This is not really possible, because GTE uses constant buffers and other concepts without equivalent DX9 representations. The best you can do is specify one of the feature levels mentioned in the previous section for which `LEVEL_9` is part of the name. Note that there is no shader profile with name `4_0_level_9_2`. If you set the version string to “3\_0”, the `D3DReflect` call will fail with `HRESULT 0x8876086C`, which is not listed in `winerror.h`. This is the code for the obsolete `D3DERR_INVALIDCALL`. The HLSL assembly instructions for Shader Model 3 do not contain constant buffer register assignments (because they did not exist then).

## 3 Development on Linux

The GTE source code and sample applications have been tested on [Ubuntu 18.04](#). As mentioned previously, your graphics driver must be capable of OpenGL 4.5.

### 3.1 Environment Variables

Create an environment variable named `GTE4_PATH` that stores the absolute directory path to the folder `GeometricTools/GTE`. For example, if you use a bash shell, you would define the environment variable in the file `.bashrc` by adding the line

```
GTE4_PATH=/home/YOURLOGIN/GeometricTools/GTE ; export GTE4_PATH
```

The actual path depends on `YOURLOGIN` and where you copied the GTE distribution. The `.bashrc` file is processed when you login; however, if you modify it after logging in, you may process it by executing

```
source .bashrc
```

from a terminal window whose active directory is your home folder. For other versions of Linux or other shells, consult your user's guide on how to create an environment variable.

### 3.2 Dependencies on Other Packages

Each of the five supported flavors of Linux was installed from Live distributions. GTE depends on development packages for X11, OpenGL, GLX and libpng. The latter package is used for a simple reader/writer of PNG files for the sample applications. Use the package manager for your Linux distribution to install the aforementioned dependencies.

### 3.3 Compiling the Source Code

The make files to build the GTE libraries are `GeometricTools/GTE/makegraphics.gte`, `GeometricTools/GTE/makemathematicsgpu.gte` and `GeometricTools/Gte/makeapplications.gte`. Both static and shared library builds are supported. From a terminal window execute

```
make CFG=configuration -f makegraphics.gte
make CFG=configuration -f makemathematicsgpu.gte
make CFG=configuration -f makeapplications.gte
```

where `configuration` is `Debug` or `Release` for static libraries and is `DebugDynamic` or `ReleaseDynamic` for shared libraries. If you prefer, you can use the Bash shell script

```
./makelibraries.sh configuration
```

The file attributes for the script need to be set before running the script the first time,

```
chmod a+x makelibraries.sh
```

so that the script is executable.

You can build all samples by changing directory to `GeometricTools/GTE/Samples` and executing

```
make CFG=configuration -f makeallsamples.gte
```

If you want to build a single sample application, change directory to the sample folder. For example, change directory to `GeometricTools/GTE/Samples/Graphics/VertexColoring` and execute

```
make CFG=configuration APP=VertexColoring -f ../../makesample.gte
```

### 3.4 Support for OpenGL via Proprietary Drivers

Many of the Linux distributions ship with Nouveau as the default graphics driver. If the driver does not support OpenGL 4.5 or later, the sample applications will terminate with a message *OpenGL 4.5 is required*. To execute the samples, You should install the proprietary drivers for your graphics hardware. How you install these drivers depends on the Linux distribution.

GTE uses a minimum of GLX functions in order to create windows that allow OpenGL accelerated rendering. All functions are included in the GLX packages for Linux, so there is no need for GLX extensions.

### 3.5 Running the Samples

For the static library builds, you can simply open a terminal window and change directory to the project directory. For example, if you built the static release library and the Graphics/BlendedTerrain sample application, the application can be launched by executing `./BlendedTerrain.Release`

For shared library builds, the libraries are stored in `GeometricTools/GTE/lib`. A simple way to launch the application is the following. Suppose you have a terminal window open and you have changed directory to `Samples/Graphics/BlendedTerrain` and that you have built the shared release versions of the engine and application. Execute the following

```
LD_LIBRARY_PATH=$GTE4_PATH/lib/ReleaseDynamic ./BlendedTerrain.Release
```

## 4 Accessing the OpenGL Driver Information

This section is applicable both to Microsoft Windows and to Linux.

The `GL45Engine` code is designed to allow you to write to disk information about the OpenGL driver. Extending the example for `VertexColoring` described in the previous sections, modify the `main` code

```
Window::Parameters parameters(L"VertexColoringWindow", 0, 0, 512, 512);
#ifdef GTE_USE_OPENGL
parameters.deviceCreationFlags = 1;
#endif
auto window = TheWindowSystem.Create<VertexColoringWindow>(parameters);
TheWindowSystem.MessagePump(window, TheWindowSystem.DEFAULT_ACTION);
TheWindowSystem.Destroy(window);
```

For now the only device creation flags for OpenGL are the default 0 or 1, the latter causing the OpenGL driver information to be written to a file named `OpenGLDriverInfo.txt`. The first several lines of the file show the vendor, the renderer (graphics card model and related) and the OpenGL version supported by the driver. The remaining lines list supported OpenGL extensions.