

The Frog3d Handbook "Free Rendering Objects Graphics"

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This Handbook describes Frog3d Version 0.1

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1 Introduction

1.1 What's Frog

Frog say "Free Rendering Objects Graphics". Is's an API tha allow you to view some 3ds file. It's a quick API, tha is programming in C++ and use QT and OpenGL.

Frog3D run under Linux and Windows system (I do'nt have test it under another system).

1.2 To do...

Probably read material information, color, textures... Read Light, Camera and animation...

2 Installation

2.1 How to obtain Frog3d

You can Obtain Frog3d by downloading on the we or send me an e-mail if you can't find it.

2.2 Requirements

You need OpenGL and QT library to compile the API.

2.3 Compilation and installation

In order to compile and install Frog3d on your system, type the following in the base directory of the Frog3d distribution:

```
% ./configure
% make
% make install
```

Since Frog3d uses

```
autoconf
```

you should have not trouble compiling it. Should you run into problems please report them to the the author at *Thomas Alexandre*

3 Another Section

3.1 Windows

I've Made a Release of the version 0.1 under windows. I just have test it under Windows ME. In the release you have the exe file and dll's file for qt and msvc developement. If a dll or something else don't work, thanks to write me an e-mail at *Thomas Alexandre* to inform me.

3.2 Toolbar

See here a description of differents buttons of the main toolbar.

```
OPEN : Open a 3ds file into the viewer.
MERGE: Merge another 3ds file into the current 3d mesh.
SHOOT: Realize a screen shoot of the 3d view, you can save the picture on a bmp file.
MODE : Rendering mode (fill or line).
INFO : Show info about the file (vertex, faces...)
ABOUT: About this API.
```

4 Questions and Answers

Q : Why the models are all white? A : The program doesn't read material information on the file, do it just render a white material (light gray).

...

5 Copyright

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