

Jogl World Theater

This manual helps to control the demo of OpenGL by Java.

Manual

1. Start programm
2. Select window size. (If too big then too slow. Finish by ESC!).
3. Mouse Control: Toggled by M: Overview ↔ 1st Person-View ↔ 3rd Person-View
 - a) Mouse in Overview-Mode
 - Left button: shift left – right, up – down.
 - Right button: Turn
 - Both buttons: Zoom
 - b) Mouse in 1st, 3rd Person-View, toggled by Z:
 - <alters direction and view of player (at least one button must be pressed)>
 - or <alter position of camera as in a)>
4. Keyboard:
 - a) ESC: Finish Program
 - b) M: Toggle Overview ↔ 1st Person-View ↔ 3rd Person-View
 - c) Moving of Player:
 - a) W: faster,
 - b) S: slower,
 - c) A: turn left
 - d) D: turn right
 - e) Q: move left
 - f) E: move right
 - g) shift left: break
 - h) space: jump, up (flying, swimming)
 - i) <ctrl>, <strg>: down (flying, swimming)
 - k) C: Toggle crawling ↔ standing
 - d) 0,1,2,3: Lighting
 - e) Toggle: slow motion ↔ normal, +: quick motion, – : slow motion
 - f) Toggle: Occlusion Culling: Off ↔ full sector ↔ only invisible blocks
 - g) Toggle: Replace farther objects by simpler ones (or do nothing).
 - h) 0,1,2,..7: Light on/off, 8: All light on!
 - i) 9: Music stop!
 - j) F: Toggle Fog ↔ No Fog, +: increase Fog ↔ – : decrease Fog
 - k) L: change level
 - l) F8, F10: Edit-Functions (not yet completely sustained)

Install Jogl on Windows and Linux

There should be installed an actual java 2-Version! (Java 5 has problems with *.wav)

Install at

C:\Programme\Java\j2re1.4.2_03\lib\ext

file jogl.jar from

<https://jogl.dev.java.net/servlets/ProjectDocumentList?folderID=2343&expandFolder=2343&folderID=1045>

From the same URL install

jogl.dll und jogl_cg.dll

at System directory

C:\WINDOWS\SYSTEM32

With Linux install instead files

libjogl.so und libjogl_cg.so
at system directory /lib/ext.
A java-Archiv jwt.jar can be executed by
java -jar jwt.jar
respectively by assigning executable .jar to javaw.