inVRs - Feature #43
OpenSceneGraph support

12/01/2010 09:36 AM - sam g

Status:	New		**Start date:**	12/01/2010
Priority:	Normal		**Due date:**	
Assignee:	sam g		**% Done:**	90%
Category:	OutputInterface		**Estimated time:**	0.00 hour
Target version:				
Resolution:				

Description

http://www.openscenegraph.org/projects/osg

branch: source:branches/inVRs_OSG

History

#1 - 06/12/2011 04:10 PM - sam g

- % Done changed from 0 to 90

implemented in own project: http://trac3.xp-dev.com/inVRsLocal

todo: reintegrate into inVRs repository

features:

- own scenegraph interface
- own application base, based on native osg window management
- general wrapper for desktopinputdevice (mouse & keyboard) + osg + glut implementation
- ported libraries:
  - avatarawrapper
  - heightmap
  - collisionmap
  - skybox
- new libraries:
  - ppu -> e.g. for HDR Rendering
  - hud -> for HUD menus
  - volume -> wrapper for loading volumes as entities
- ported applications:
  - MedievalTown