

VoxelEngine

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COLLABORATORS

	<i>TITLE :</i> VoxelEngine		
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Chapter 1

VoxelEngine

1.1 VoxelEngine 2.5

VOXELENGINE 2.5

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1.2 Description

DESCRIPTION

VoxelEngine is one of those 'Comanche'-like voxel-routines, which let you fly over a fractal-landscape. Version 2.5 looks mainly like version 2.0, the landscape is the same, but the engine itself was completely rewritten. It now uses less memory for the lookup-tables and the rendering is a bit faster. See History

1.3 Requirements

REQUIREMENTS

Hardware requirements

- 020-cpu or higher
- AGA chipset
- Joystick
- 32-Bit-FastMem recommended

Needed software

- AmigaOS 3.0 or higher

1.4 Usage

USAGE

Start VoxelEngine from the shell and select your preferred screenmode. Then use the joystick to fly around in the landscape. Press the fire button to ascend and release it to descend. To quit press the left mouse button.

1.5 Legal Stuff

LEGAL STUFF

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1.6 History

HISTORY

Version 1.0

- First release
- Uses copperscreen

Version 2.0

- Replaced copperscreen by 256-color-screen
- Landscape generator rewritten
- Improved mouse control

Version 2.5

- Engine completely rewritten
- Real perspective
- OS friendly
- Selectable screen modes
- Different heights

1.7 Future

FUTURE

- Bigger and more realistic landscape
- X/Z-Axis rotation
- Drawing sky using spherical mapping
- Reflections in the water
- Variable resolution
- Selectable detail levels
- Graphic card support

1.8 Author

AUTHOR

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