

Worldscape Engine

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This is a very early demo of my Worldscape engine.

- Updated 2007.06.10 : first version of streaming grass
- Updated 2007.06.09 : added 2 sliders to UI. Improved texture for the house.
- Updated 2007.06.07 : first version of streaming terrain
- Updated 2007.06.02 : added bump mapping to the house
- Updated 2007.05.27 : first version of HDR rendering
- Updated 2007.05.25 : changed fresnel term a bit
- Updated 2007.05.21 : house V3 (c) void256, now using vertex attributes
- Updated 2007.05.20 : added a sun and precalculated shadows to the terrain
- Updated 2007.05.17 : terrain picking fully implemented, fixed visual artifact with water
- Updated 2007.05.12 : new house model from Void256, first terrain picking
- Updated 2007.05.06 : improved water in the BTT demo
- Updated 2007.05.05 : fixed a GLSL issue on ATI cards
- Updated 2007.05.05 : added trees from Reiner Prokein
- Updated 2007.05.03 : added water with reflection to BTT demo

All demos require Java 1.6 or newer. Note that Java Webstart 1.5 or older can't decompress the 1.6 Pack200 format. The minimum OpenGL version is 1.3 plus the following extension:

- ARB_point_sprites
- ARB_shader_objects

Start the BTT Terrain demo per Java Webstart. A HDR version of the demo is also available.

The following extension must be present in order for water reflections to work:

- EXT_framebuffer_object

Under water objects are clipped with Oblique near plane clipping

Distribution uses now Pack200 for all files - take a look on the ANT task that I use to create all this .jar.pack.gz files
VFS stands for Virtual File System. It reduces download size and startup time.
A PAK file is a set of files that are already parsed and can be accessed through the VFS.
LZMA is used to compress the PAK files for a smaller download size.

A port of Lua 5.1 to 100% pure Java is used for the UI in the BTT terrain demo. This Lua library features automatic binding/proxy generation for seamless Java <-> Lua communication.

Have fun

If the demo should crash then it will write a log file in ~/.Worldscape/log.html (on Windows the ~ represents the user home directory eg "C:\Documents and Settings\\"). This logfile contains all information that the engine could gather. You should upload this log complete in order to help me solve the issues.