

Physics Simulator

Wouter Buddingh'
<http://wosabi.com>

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This program tries to simulate the behaviour, of a sphere, a beam, a tetrahedron built from springs, and a rope built from springs. Use the mouse and the W,A,S,D keys to move. Left-click on an object to manipulate it.

This program uses ImageMagick and GLFW. The licence of ImageMagick is inherited and included below.

The file is can be downloaded at:

http://wouterbuddingh.nl/projecten/physics_simulator/physics_simulator.zip

The windows executable is self-contained. Under linux ./box.test2 links dynamically to:

- libGL.so.1
- libGLU.so.1
- libglfw.so.2
- libMagick++.so.3

You have to make sure that that the corresponding packages are present. This program was tested under Ubuntu 11.10. In Ubuntu, the corresponding non-default packages should be installed:

- libglfw2
- libmagick++3

It should be noted that the executable is for the AMD64 architecture.

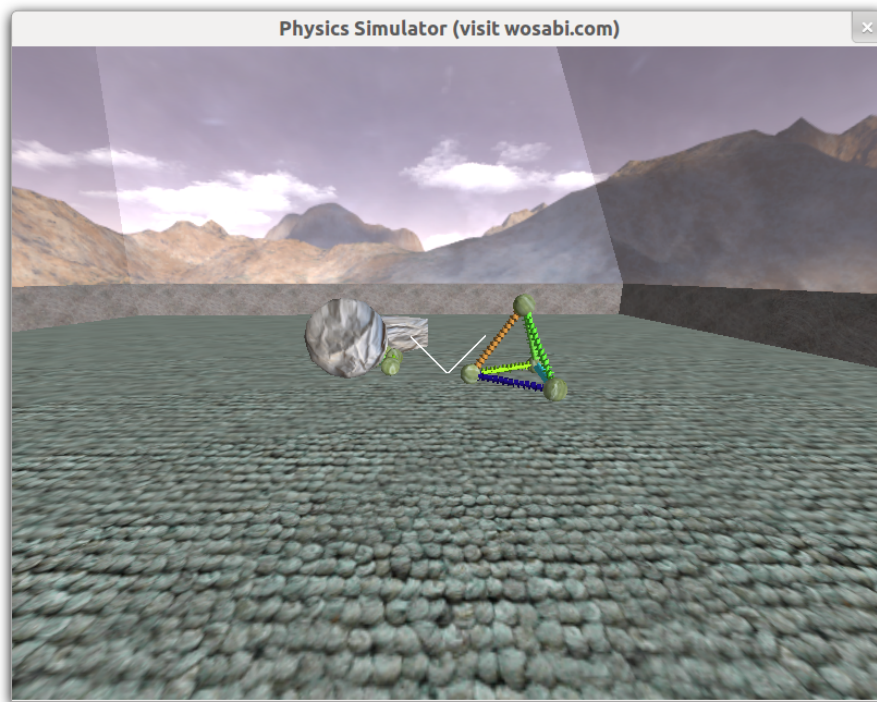


Figure 1: A screenshot of the demo

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<http://www.imagemagick.org/script/license.php>

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