

### Getting Started with Homework 11

1. Start Eclipse (There should be an icon on the desktop).
2. It will ask you to select a workspace. Choose a directory where you want the files to be located. I would recommend mapping your torque account on the machine and choosing a directory there.
3. Select File→New→Project...
4. Select SVN→Checkout Projects from SVN
5. Select “Create a new repository location” and click Next.
6. Specify the URL as <http://svn.hope.edu/CSCI/extra/225RayTracer/branches/student> and click Next.
7. It will ask for a username and password—Use your torque username and password, and check the box that says “Save Password” (Or you will be asked for it several times) and click “OK.”
8. On the next screen it might ask you to select a folder to check out. Select the first line, which should just be a repeat of the URL you entered. Click Finish.
9. Toward the right side of the screen there is an icon that looks like an arrow—click on it to get to the workbench.
10. On the left you should see **225 Ray Tracer** with a “+” next to it. Click on the “+” and it should show you several directories. Click on the “+” next to *src* and then the one next to *mcfall.raytracer*.
11. Right-click on RayTracer.java and select “Run as→Java Application”
12. If Windows pops up a dialog, select “Unblock”.
13. In the Ray Tracer Application, click on the “Open...” button.
14. Navigate to the directory you selected for above for the workspace.
15. In that directory, navigate to **225 Ray Tracer/Example Scenes** and select **SingleScaledSquare.xml**.
16. Click the “Start” Button. It should draw a black rectangle.
17. Quit the application and double click on the “+” next to *mcfall.raytracer.objects*.
18. Double-click on **GenericPlane.java**.
19. Copy the code from the *genericHitTime* method from the version of this on the Homework 11 page into the one in Eclipse. Type CTRL-S to save the file.
20. Repeat the above for **GenericSquare.java**. If the compiler gives an error (A red X to the left of the code), type CTRL-SHIFT-M.
21. Run the application as you did above (Actually, after doing the above steps, you should be able to run it by clicking on the green “play” button from now on). Load the same scene as before. This time you should see a light green trapezoid-looking object. This is actually a square that has been tilted back so you are not looking straight at it.
22. Now you can implement the *genericHitTime* method in **GenericSphere.java** and **GenericCylinder.java** and test them using scenes like **SimpleScene.xml**, **GenericCylinder.xml**, **ScaledAndRotatedSphere.xml**, and **ScaledAndRotatedSphereWithSquare.xml**.
23. The next time you open Eclipse, you will open it by specifying the same workspace as you did above. If you want to work elsewhere, you can copy your files to another computer. Make sure you copy the workspace directory—that is, the directory which **225 Ray Tracer** is in—since it contains some important files in a directory called *.metadata*.