

RENDER 3D REALISTIC IMAGES OF MEGAPOV

If you want to follow Jaime Vives Piqueres *Experiments with Eagle3D* tutorial, you'll need MegaPOV. This is a custom build of POV-Ray 3.6 (which did not have HDRI support) and as POV-Ray 3.6 is not a multithreaded application.

There are Linux binaries on its website, but to be able to run that install script, you need to have POV-Ray 3.6 installed on your system, which may conflict with 3.7 on a Linux OS. There is no problem on Windows machines, as 3.6 and 3.7 install in different locations.

If you compile MegaPOV and use the *include* folder from POV-Ray 3.6 there is no need for a full POV-Ray 3.6 installation. Here is how to compile MegaPOV.

After you downloaded the archive and you extracted it to a folder, go to that folder and:

```
cd megapov-1.2.1

sudo apt-get install build-essential libx11-dev libxmu-dev libsvga1-dev

./configure COMPILED_BY="name <email>" --with-x --disable-io-restrictions --
with-svgalib --disable-lib-checks
```

```
make
```

```
sudo make install
```

MegaPOV is based on POV-Ray 3.6 and it lacks some of its files. You'll have to download a v3.6 archive and add the required file to MegaPOV. Extract the include folder to a location you want (the location is mentioned below as *include_folder_from_povray*). Now, link that and Eagle3D to MegaPOV. Run:

```
gksu gedit ~/.megapov/1.2.1/povray.ini
```

Add the following *absolute* paths (replace with your configuration):

```
Library_Path="Eagle3D_povray_folder"
```

```
Library_Path="include_folder_from_povray"
```

On Windows, you'll have to install first an old version of POV-Ray (recommended v3.6 with exe installer, not msi - see this). You can have both POV-Ray 3.6 and 3.7 installed at the same time.

Source: <http://onetransistor.blogspot.in/2014/07/render-3d-realistic-images-of-pcbs.html>