

JFreeChart is a library for displaying interactive charts. It supports a wide range of axes, the most common types of charts and a variety of plot types, including pie charts, bar charts, line charts, scatter plots and stem and leaf charts. JFreeChart further offers the possibility to customize many aspects of a chart, such as the axis labels, titles, annotations and axis configuration, through simple API calls. It is possible to create charts by using the JFreeChart API, the JFreeChart packages or the Java applet viewer and embed them into an application. The open source API has been designed to be compatible with the Sun Microsystems JDK, while the packages come with implementations for the OS X, Windows and Linux platforms. The libraries were installed into the 'JFreeChartLibrary' folder which is located in the platform directory. The application was developed and debugged in C#. You can also get to the same site by using the IP address '70.179.207.130'; the corresponding URL is 'JFreeChart is freely distributed as source code. It is written in Java, so the source code of JFreeChart is distributed for all the general Java platforms, from Java 1.1 to the latest version of Java 2 Enterprise Edition. Sample project: 'DynamicMapDemo' The application was developed and debugged in C#. JGLViewer is a Java wrapper for the independent Open Source Image Viewer (www.viewimage.sourceforge.net), designed to make it easier to build web applications that display images. JGLViewer makes it easier to perform file operations in your web application, because the Java code of JGLViewer handles all the file operations. You only need to implement the layout of the web pages and write the events to interact with the image viewer. Furthermore, JGLViewer acts as a filter between the image and the Java application, so you don't need to worry about image dependencies or image file formats. JGLViewer will take care of this for you. Sample project: 'AnimatedImagesDemo' JGLViewer is freely distributed as source code; it is written in Java, so the source code of JGLViewer is distributed for all the general Java platforms, from Java 1.1 to the latest version of Java 2 Enterprise Edition.

What's New in the Planets?

- ☑ Give your own planets, choose from a selection of preset designs
- ☑ Design rotation speed and direction, including free rotation
- ☑ Templates
- ☑ Save planet presets
- ☑ Save planet design to file and load it later
- ☑ Save planet design as a template
- ☑ Save as a.mas file
- ☑ Design Spherical orbits for planets
- ☑ Designer drag and drop functionality
- ☑ Split planets
- ☑ Flatten and extrude each planet
- ☑ Rotate, trim, and position planets
- ☑ Show text and geometric labels on planets
- ☑ Erase and edit labels
- ☑ Rotate and flip planets
- ☑ Adjust planet rotation speed and direction
- ☑ Adjust the length of the rotation sphere to make the planet follow a circular orbit
- ☑ Scale planets to adjust planet density
- ☑ Switch planet types to different designs
- ☑ Take snapshot of current planet design
- ☑ Export planet as a.mas file
- ☑ Import planet from a.mas file
- ☑ Add star to planet orbit
- ☑ Add planet as a star
- ☑ Add a ring around each planet
- ☑ Reduce the scale of each planet
- ☑ Adjust the rotation speed and direction of each planet
- ☑ Add vertical and horizontal lines to each planet
- ☑ Add a legend to each planet
- ☑ Save a planet as a.new.xml file
- ☑ Import a planet from a.new.xml file
- ☑ Edit the.new.xml file
- ☑ Delete a planet from your design
- ☑ Edit the.xml file for each planet
- ☑ Design planets as a part of an object
- ☑ Create an object with multiple planets
- ☑ Add spherical and elliptical orbits to planets
- ☑ Spin and rotate multiple planets
- ☑ Scale each planet individually
- ☑ Add a ring to each planet
- ☑ Let multiple stars line up to form a constellation
- ☑ Place stars in a configuration of your choosing
- ☑ Use a real, standard astronomical coordinate system (e.g. J2000), or leave it as it is
- ☑ Include Earth in rotation model
- ☑ Add individual rotation speeds to planets, planets in orbits, and stars
- ☑ Add realistic planet

System Requirements:

Intel® Core™ i3/i5/i7 (Ivy Bridge, Sandy Bridge, etc.) or AMD Phenom/Athlon processor NVIDIA® GeForce GTX 460 (1024Mb graphics card) Intel® HD Graphics 4000 or AMD Radeon HD 6570 or better Windows 7, Windows 8 or Windows 8.1 For a better gaming experience, increase the resolution to 1080p or better. [Click here to read the official review.](#) Not required to play this game. © 2015 Xt

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