MoveInXYZ08_print's Code

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world

Methods

```plaintext
world.my first method ( )
FunctionPoints = , bcCNTR = 0 , bcMAX = 20
```

Do in order

// PLOTTING PROGRAM FOR SIMPLE ALGEBRAIC EQUATIONS

// PLANNED EXTENSION: TRIG, LOG & EXPONENTIALS + 3D

// ASK USER FOR COEFFICIENTS

world.CubicCoefficient set value to ( ask user for a number question = Enter Cubic Term Coefficient (Default=0): )

world.QuadCoefficient set value to ( ask user for a number question = Enter Quadratic Term Coefficient (Default=0): )

world.LinearCoefficient set value to ( ask user for a number question = Enter Linear Term Coefficient (Default=0): )

world.ConstantCoefficient set value to ( ask user for a number question = Enter Constant Term Coefficient (Default=0): )

Do in order

Do in order

// Set Up Camera Focus.

// Looking at point (0,0,0).

camera set pointOfView to position: 0, 0, 0; orientation: (0, 0, 0) 1 duration = 0 seconds

world.PlaceAtPoint xx = 0 yy = 0 zz = 10 Obj = camera

// Negative x quadrants on left, pos on right

camera turn right 0.5 revolutions asSeenBy = axes duration = 0 seconds

Do in order

// Set up Coordinate Plane Billboard

// Note: Grid Texture already resized to match metric distances

// Note: each grid line = .5 meter

world.SetObjOrientation Obj = CoordinatePlane

CoordinatePlane turn to face camera duration = 0 seconds

world.PlaceAtPoint xx = 0 yy = -5 zz = 0 Obj = CoordinatePlane

camera turn to face axes duration = 0 seconds

Do in order
world.SetObjOrientation  Obj = circle2

circle2 turn to face camera duration = 0 seconds

circle2 turn forward 0.25 revolutions duration = 0 seconds

world.PlaceAtPoint ( round 0 ) ( round 0 ) ( round 0 )  Obj = circle2

Do in order

world.SetObjOrientation  Obj = circle

circle turn to face camera duration = 0 seconds

circle turn forward 0.25 revolutions duration = 0 seconds

world.PlaceAtPoint ( round 0 ) ( round 0 ) ( round 0 )  Obj = circle

While ( bcCNTR < bcMAX )

( item bcCNTR from FunctionPoints ) set localTransformation to position: 0, 0, 0; orientation: (0, 0, 0) 1 duration = 0 seconds

( item bcCNTR from FunctionPoints ) turn to face camera duration = 0 seconds

( item bcCNTR from FunctionPoints ) turn forward 0.25 revolutions duration = 0 seconds

( item bcCNTR from FunctionPoints ) set vehicle to circle2 duration = 0 seconds

world.PlaceAtPoint ( round 0 ) ( round 0 ) ( round 0 ) ( item bcCNTR from FunctionPoints ) increment bcCNTR by 1 duration = 0 seconds

world.wBCcntr set value to ( round 0 ) duration = 0 seconds

camera move backward 10 meters

While ( world.wX > -2.5 )

Loop 1 time time

world.wY set value to ( world.MyFunction ) duration = 0 seconds

world.PlaceAtPoint  xx = world.wX yy = world.wY zz = 0  Obj = circle2

world.wX set value to ( ( world.wX - 0.25 ) ) duration = 0 seconds

( item world.wBCcntr from world.wBC ) set vehicle to circle duration = 0 seconds

( item world.wBCcntr from world.wBC ) set color to black duration = 0 seconds

increment world.wBCcntr by 1 duration = 0 seconds


Obj move to world ( right = xx , up = yy , forward = zz ) duration = 0 seconds style = abruptly

world.SetObjOrientation ( [Obj] Obj)  No variables

Obj turn to face camera duration = 0 seconds

Obj stand up duration = 0 seconds
Number `world.MyFunction()`

LocalY = 0

LocalY set value to (((`world.CubicCoefficient` * (`world.wX` raised to the 3 power))) + (((`world.QuadCoefficient` * (`world.wX` raised to the 2 power))) + (((`world.LinearCoefficient` * (`world.wX` raised to the 1 power))) + (((`world.ConstantCoefficient` * (`world.wX` raised to the 0 power)))))))))

Return LocalY