

# LT3D06\_print's Code

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world

Methods

```
world.my first method ( )
```

```
pathMAX = 10
```

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

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

```
While ( world.abCNTR < pathMAX )
```

```
( item world.abCNTR from world.abPath ) set localTransformation to position: 0, 0, 0; orientation: (0, 0, 0) 1 duration = 0 seconds
```

```
( item world.abCNTR from world.abPath ) turn forward 0.25 revolutions duration = 0 seconds
```

```
( item world.abCNTR from world.abPath ) turn to face camera duration = 0 seconds
```

```
( item world.abCNTR from world.abPath ) resize 0.02 duration = 0 seconds
```

```
( item world.abCNTR from world.abPath ) set vehicle to v1 duration = 0 seconds
```

```
increment world.abCNTR by 1 duration = 0 seconds
```

```
While ( world.acCNTR < pathMAX )
```

```
( item world.acCNTR from world.acPath ) set localTransformation to position: 0, 0, 0; orientation: (0, 0, 0) 1 duration = 0 seconds
```

```
( item world.acCNTR from world.acPath ) turn forward 0.25 revolutions duration = 0 seconds
```

```
( item world.acCNTR from world.acPath ) turn to face camera duration = 0 seconds
```

```
( item world.acCNTR from world.acPath ) resize 0.02 duration = 0 seconds
```

```
( item world.acCNTR from world.acPath ) set vehicle to v2 duration = 0 seconds
```

```
increment world.acCNTR by 1 duration = 0 seconds
```

```
While ( world.bcCNTR < pathMAX )
```

```
( item world.bcCNTR from world.bcPath ) set localTransformation to position: 0, 0, 0; orientation: (0, 0, 0) 1 duration = 0 seconds
```

```
( item world.bcCNTR from world.bcPath ) turn forward 0.25 revolutions duration = 0 seconds
```

```
( item world.bcCNTR from world.bcPath ) turn to face camera duration = 0 seconds
```

```
( item world.bcCNTR from world.bcPath ) resize 0.02 duration = 0 seconds
```

```
( item world.bcCNTR from world.bcPath ) set vehicle to v3 duration = 0 seconds
```

```
increment world.bcCNTR by 1 duration = 0 seconds
```

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

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

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

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

camera set pointOfView to position: 0, 0, 0; orientation: (0, 0, 0) 1 style = gently duration = 1 second

camera move to world ( right = 0 , up = 0 , forward = 10 ) style = gently duration = 1 second

camera turn to face axes duration = 0 seconds

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

Do in order

v1 move to world ( ( ( ( ( ( subject = triangle 's width ) \* 1 ) ) / 2 ) ) , up = 0 , forward = 0 ) duration = 0 seconds

v2 move to world ( ( ( ( ( ( subject = triangle 's width ) \* -1 ) ) / 2 ) ) , up = 0 , forward = 0 ) duration = 0 seconds

v3 move to world ( right = 0 , ( subject = triangle 's height ) , forward = 0 ) duration = 0 seconds

Do in order

v1 move right 1 meter duration = 0.5 seconds

v2 move right 2 meters duration = 0.5 seconds

v2 move backward 3 meters duration = 0.5 seconds

v3 move right 3 meters duration = 0.5 seconds

v3 move forward 2 meters

world.abCNTR set value to 0 duration = 0 seconds

world.acCNTR set value to 0 duration = 0 seconds

world.bcCNTR set value to 0 duration = 0 seconds

While ( world.abCNTR < pathMAX )

( item world.abCNTR from world.abPath ) set vehicle to world duration = 0.01 seconds

( item world.abCNTR from world.abPath ) move ( ( ( v1 distance to v2 ) \* ( ( world.abCNTR / 10 ) ) ) ) toward target = v2 duration = .01 seconds

increment world.abCNTR by 1 duration = 0 seconds

While ( world.acCNTR < pathMAX )

( item world.acCNTR from world.acPath ) set vehicle to world duration = 0.01 seconds

( item world.acCNTR from world.acPath ) move ( ( ( v2 distance to v3 ) \* ( ( world.acCNTR / 10 ) ) ) ) toward target = v3 duration = 0.01 seconds

increment world.acCNTR by 1 duration = 0.01 seconds

While ( world.bcCNTR < pathMAX )

( item world.bcCNTR from world.bcPath ) set vehicle to world duration = 0.01 seconds

( item world.bcCNTR from world.bcPath ) move ( ( ( v3 distance to v1 ) \* ( ( world.bcCNTR / 10 ) ) ) ) toward target = v1 duration = 0.01 seconds

increment world.bcCNTR by 1 duration = 0.01 seconds

camera turn left 0.12 revolutions asSeenBy = axes duration = 0.25 seconds

camera turn forward 0.12 revolutions asSeenBy = axes duration = 0.25 seconds

print THE END