Customising Types in Latticemaker.

LatticeMaker allows the addition of new types not currently defined in this version. All the information about each atom type is stored as a STR# resource in the LatticeMaker Preferences File. They are made up of 10 strings in the following format.

1).
Ball & Stick or Chem-3D String eg. Ti, Si, or O.

2).
MacMolecule Character. eg T,S(Limited to only one letter by MacMolecule)

3).
String representing the atom radius in Angstroms. Used by MacMolecule and B&S.

4).
String representing a Red value for the atom colour   Used by MacMolecule.

5).
String representing a Green value for the atom colour Used by MacMolecule.

6).
String representing a Blue value for the atom colour   Used by MacMolecule.

7).
A number between 1 and 8 which represents the colour used for the Ball in B&S.

8).
A number between 1 and 8 which represents the colour used for the lines in B&S.

9).
A number between 0 and 100 which represents   Shade 1 used by B&S.

10).
A number between 0 and 100 which represents   Shade 2 used by B&S.

The ID of the STR# resource is the same as the atom type, so to define a new type make a new STR# resource containing the relevant information for the new type.