

# **SpotsGenerator**

**COLLABORATORS**

	<i>TITLE :</i> SpotsGenerator		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 12, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>SpotsGenerator</b>	<b>1</b>
1.1	SpotsGenerator.guide . . . . .	1
1.2	Window on Workbench . . . . .	1
1.3	Example . . . . .	2
1.4	Colors of the Objects . . . . .	2
1.5	Registratiopn and Author . . . . .	2
1.6	Author of Spots . . . . .	2
1.7	Version and History . . . . .	3

## Chapter 1

# SpotsGenerator

### 1.1 SpotsGenerator.guide

```
Window on Workbench
Colors of the Objects
Example
Version and History
Registration and Author
Spots-Author
```

### 1.2 Window on Workbench

After you started the program, it will open a Window on the ↔  
Workbench.

The Gadgets, you can push or enter are:

```
Frames --- must be greater or equal to 1
Mode --- SaveMode in the Script (HAM or RGB)
Point --- Enter Coordinates of the Point, you have to click on the
Coordinates on an extra screen.
Line --- Enter Start- and Endcoords of the line
/* NOT INCLUDED
lCircle --- First click to set the middle of the circle, than to
enter the startpoint, the lightpoint will move to the left
rCircle --- First click to set the middle of the circle, than to
enter the startpoint, the lightpoint will move to the right
*/
Save --- Save Scripts
Display --- Displays the points, lines, ... on the screen, press
left mousebutton to get back to the workbench.
Quit --- SIMPLE!
```

---

After setting one of the objects (point, line, circle, ...) on the screen, a colorrequester will follow.

Colors of the Objects

### 1.3 Example

After you started the program, it will open a Window on the Workbench.

- 1.) Enter 10 in <Frames>
- 2.) Enter HAM in <Render>
- 3.) Click <Point>, the in the right top corner, enter  
Starting-color red 100 Ending-color red 200  
Starting-color blue -100 Ending-color blue 100  
Starting-color green 100 Ending-color green 000
- 4.) Click <Point>, the in the left bottom corner, enter  
Starting-color red 000 Ending-color red 200  
Starting-color blue 000 Ending-color blue 200  
Starting-color green 000 Ending-color green 200
- 5.) Click <Line>, the in the left top corner, then in the right bottom corner, enter  
Starting-color red 255 Ending-color red 000  
Starting-color blue 000 Ending-color blue 000  
Starting-color green 000 Ending-color green 255

This examples is in the Directory "EXAMPLE", as scripts, pics and anim.

### 1.4 Colors of the Objects

You have to enter the Starting und Ending color of Object.  
In the first script the lightpoint will have the Starting-color,  
in the last script the lightpoint will have the Ending-color,  
between it will change linear from Starting to Ending.

### 1.5 Registratiopn and Author

registration costs are 10.-DM or 10 (USDollar)  
to registrate the program, send a letter to  
Thomas Reinhardt  
Lehnerzer Str. 31  
36039 Fulda  
cyber@cip.informatik.uni-wuerzburg.de

### 1.6 Author of Spots

Spots was written by  
ASWare,  
Ekke Verheul

Postbus 2521  
3000 CM Rotterdam  
The Netherlands

## 1.7 Version and History

- version 0.7 : creates a sequence of scripts for SPOTS. the moving of the points are only linear. all inputs are done in the shell.
  - version 0.8 : the color-cycling of this points are implemented
  - version 0.9 : little bug was eliminated
  - version 1.0 : first full version, demo-version public
  - version 1.1 : circles included
  - version 2.0 : inputs are done in a window or on the screen.
-