Algodoo 3SatZ\_4L2:

Die „scene.my…“-Parameter werden per Konsole eingegeben (F10).

scene.my.Block1Start := -0.5;

scene.my.Block1End := -0.9;

scene.my.Block2Start := -1.5;

scene.my.Block2End := -3.15;

scene.my.Block3Start := 3.15;

scene.my.Block3End := 1.4;

scene.my.stop1 := false;

scene.my.stop2 := false;

scene.my.stop3 := false;

scene.my.angle1 := 0.0;

scene.my.angle2 := 0.0;

scene.my.angle3 := 0.0

Im Drehpunkt der Arme per Scriptmenue:

motorTorque = 10000

autobrake = {scene.my.stop1}

motorTorque = 10000

autobrake = {scene.my.stop2}

motorTorque = 10000

autobrake = {scene.my.stop3}

In den Balken der Arme per Scriptmenue:

controllerAcc = { scene.my.angle1 := (readable(owner)).angle};

update = (e) => {

{{scene.my.angle1 < scene.my.Block1Start && scene.my.angle1 > scene.my.Block1End} || {scene.my.angle1 < scene.my.Block2Start && scene.my.angle1 > scene.my.Block2End } ||

{scene.my.angle1 < scene.my.Block3Start && scene.my.angle1 > scene.my.Block3End }}

? {color = [1.0,0,0,1.0]; scene.my.stop1 := true} : {color = [0,1.0,0,1.0] ; scene.my.stop1 := false }}

controllerAcc = { scene.my.angle2 := (readable(owner)).angle};

update = (e) => {

{{scene.my.angle2 < scene.my.Block1Start && scene.my.angle2 > scene.my.Block1End} || {scene.my.angle2 < scene.my.Block2Start && scene.my.angle2 > scene.my.Block2End } ||

{scene.my.angle2 < scene.my.Block3Start && scene.my.angle2 > scene.my.Block3End }}

? {color = [1.0,0,0,1.0]; scene.my.stop2 := true} : {color = [0,1.0,0,1.0] ; scene.my.stop2 := false }}

controllerAcc = { scene.my.angle3 := (readable(owner)).angle};

update = (e) => {

{{scene.my.angle3 < scene.my.Block1Start && scene.my.angle3 > scene.my.Block1End} || {scene.my.angle3 < scene.my.Block2Start && scene.my.angle3 > scene.my.Block2End } ||

{scene.my.angle3 < scene.my.Block3Start && scene.my.angle3 > scene.my.Block3End }}

? {color = [1.0,0,0,1.0]; scene.my.stop3 := true} : {color = [0,1.0,0,1.0] ; scene.my.stop3 := false }}

Parameteranzeige:

Soll ein Parameter während der Simulation angezeigt werden, kann das in einem Objekt

geschehen, z.B. ein Rechteck erzeugen, an den Hintergrund fixieren, Text festlegen:

text = {"Start1 = " + scene.my. Block1Start

+ "\nEnd1 = " + scene.my. Block1End

+ "\nStart2 = " + scene.my. Block2Start

+ "\nEnd3 = " + scene.my. Block3End }