Algodoo Motus\_3SatZ\_6L3:

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 := 1.0;

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 = [1.0,0,0,0.5]; scene.my.stop1 := true} : {color = [0,1.0,0,0.5] ; 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 = [1.0,0,0,0.5]; scene.my.stop2 := true} : {color = [0,1.0,0,0.5] ; 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 = [1.0,0,0,0.5]; scene.my.stop3 := true} : {color = [0,1.0,0,0.5] ; scene.my.stop3 := false }}

Anzeige der Steuerparameter und des Verstellwinkels:

Notwendige Variable in der Konsole anlegen:

scene.my.angle\_c1 := 0;

scene.my.angle\_c2 := 0;

Winkel verfügbar machen beim großen Zahnrad:

controllerAcc = { scene.my.angle\_c1 := (readable(owner)).angle};

Winkel verfügbar machen beim türkisen Rad:

controllerAcc = { scene.my.angle\_c2 := (readable(owner)).angle};

Im Anzeige-Rechteck:

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

+ "\nEnde1 = " + scene.my. Block1End

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

+ "\nEnde3 = " + scene.my. Block3End

+ "\nAngle = " + math.toint(180 \* (scene.my.angle\_c1 - scene.my.angle\_c2) / math.pi )

 };

Anmerkung: die Winkelanzeige springt zwischen zwei Werten, Ursache ist die sonderbare Definition des Winkels in Algodoo von 0 bis Pi und von 0 bis –Pi.