

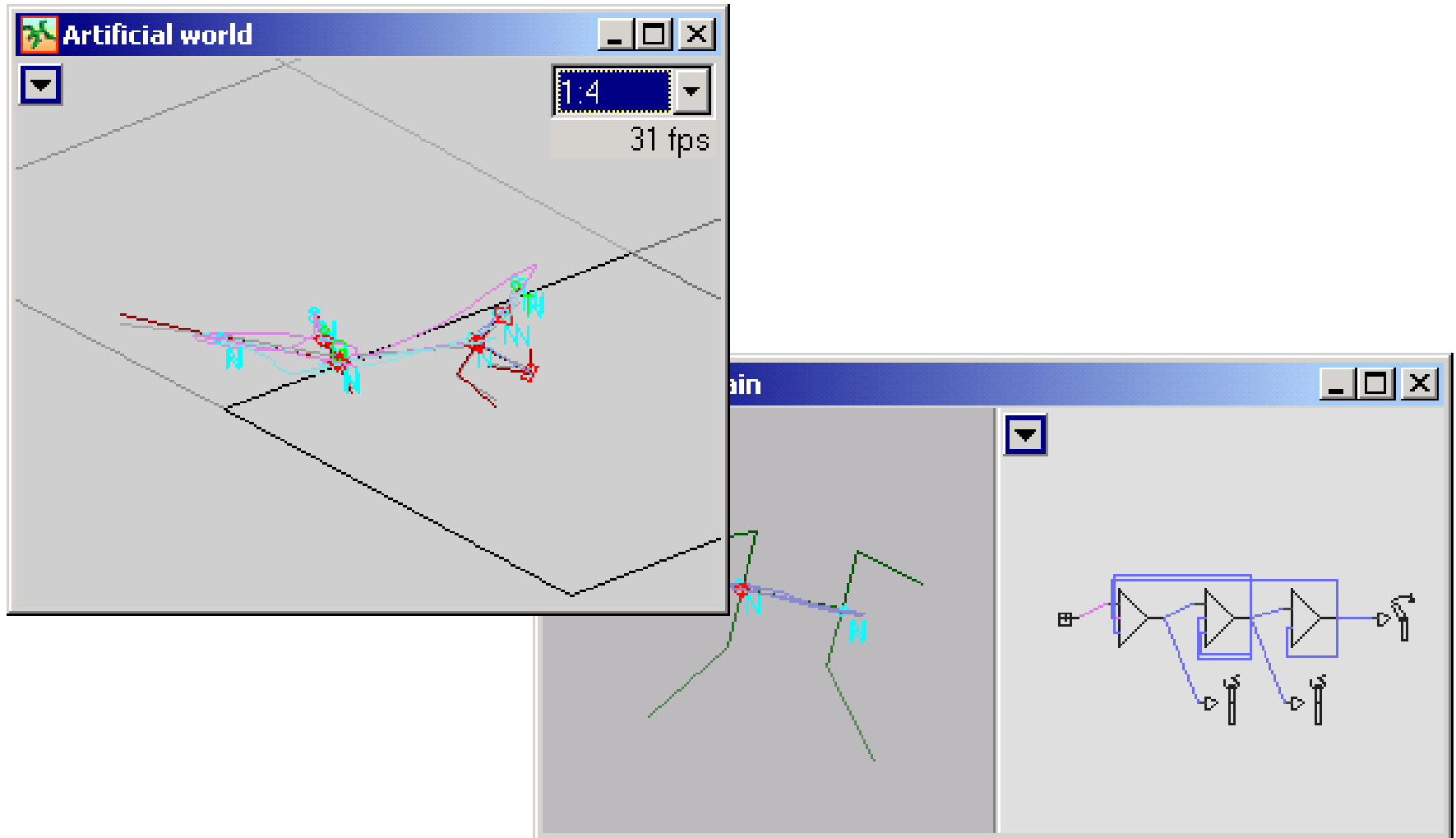
Framsticks visualization

www.framsticks.com

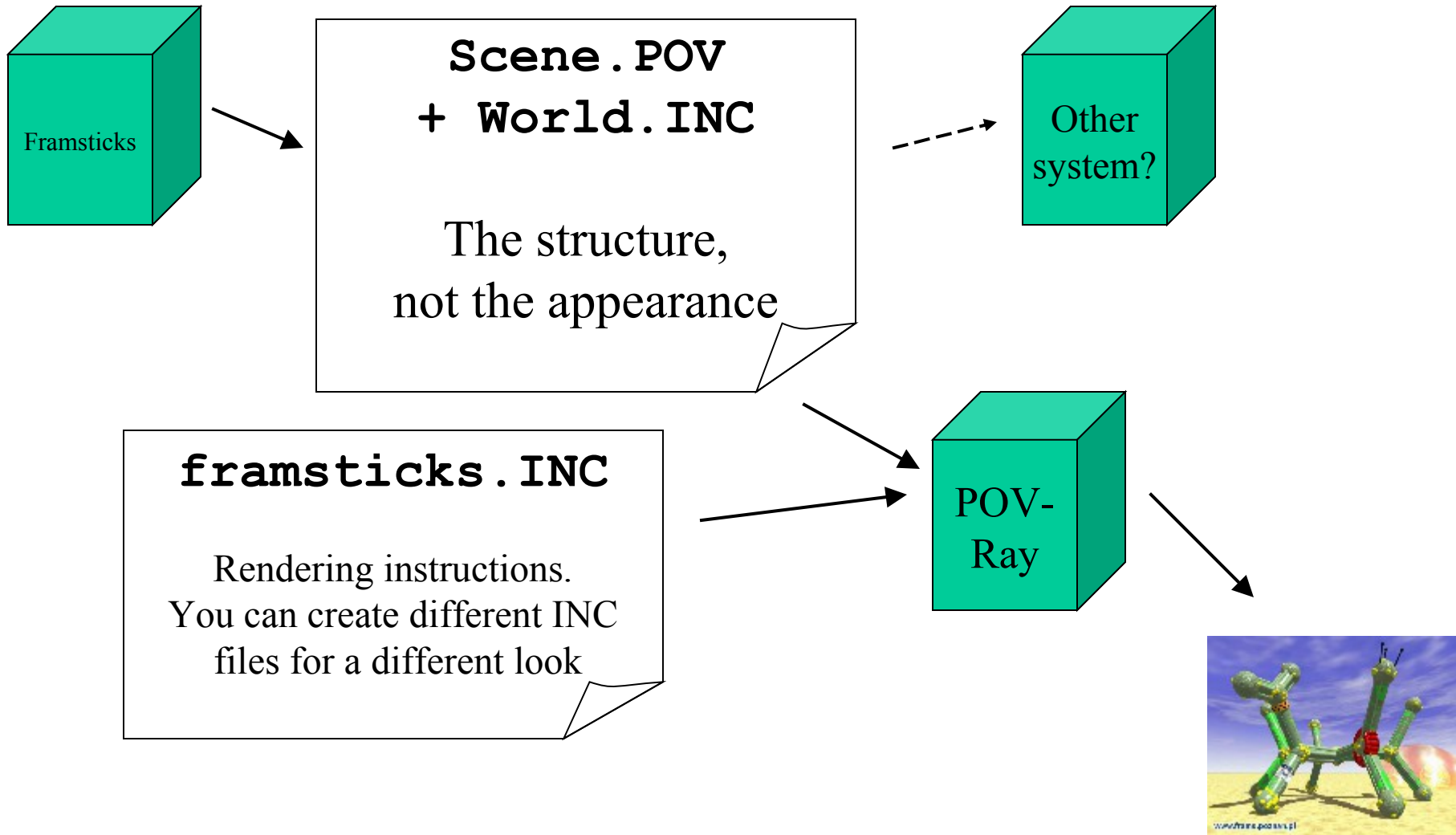
Visualization

- Simple wireframe display
- POV-Ray scene export
- OpenGL display
- OpenGL/SSG-based scene export

Simple wireframe display



POV-Ray scene export



POV-Ray scene export

```
#declare field_ObjectName_FieldName=...;  
BeginXXX()  
EndXXX()
```

- **world.inc**

Common file, included by all scene files
Contains environment parameters

```
#declare MapData=array[...][...]{ {...data...}, ...
```

POV-Ray scene export

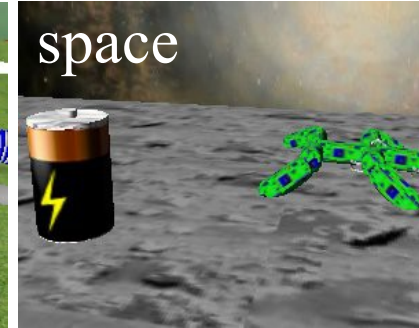
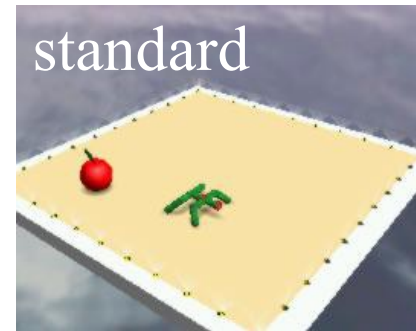
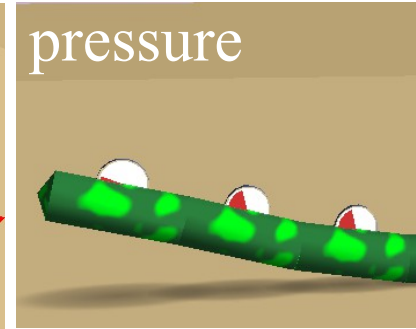
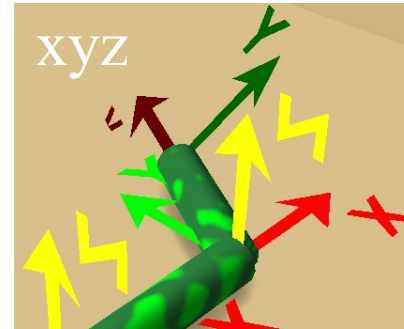
scenefile.pov

Snapshot of the
simulated world

- Scene
 - Object
 - Part: BeginPart(part id)
 - PartGeometry(<position>, <orientation>)
 - Joint
 - JointGeometry(<beginposition>, <endposition>, <orientation>)
 - Neuro: BeginNeuro("classname")
 - ...
 - Object
 - ...

OpenGL display

- Supported in Windows GUI, FramsView and Theater
- Can be customized and extended by scripting
- Image export – exact screen copy
- Scene export from OpenGL/SSG



Scene export from OpenGL/SSG

