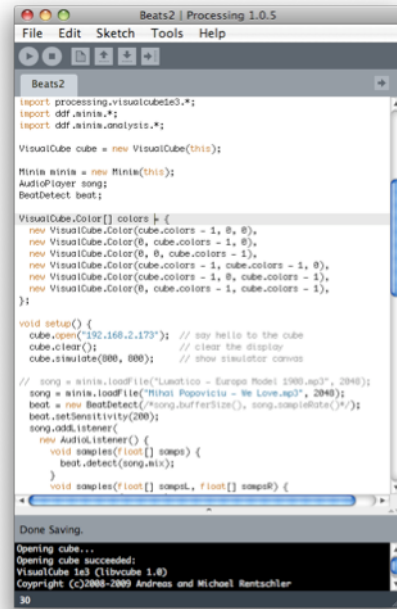


VisualCube^{1e3} for PROCESSING

Installation

Go to www.visualcube.org/1e3 >> Media >> Software, and download appropriate distribution for your OS.

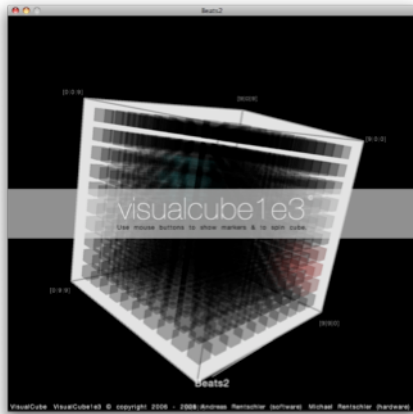
PROCESSING IDE



Menu
Toolbar
Tabs

Editor

Messages
Console



Drawing Canvas: Preview

Skeleton

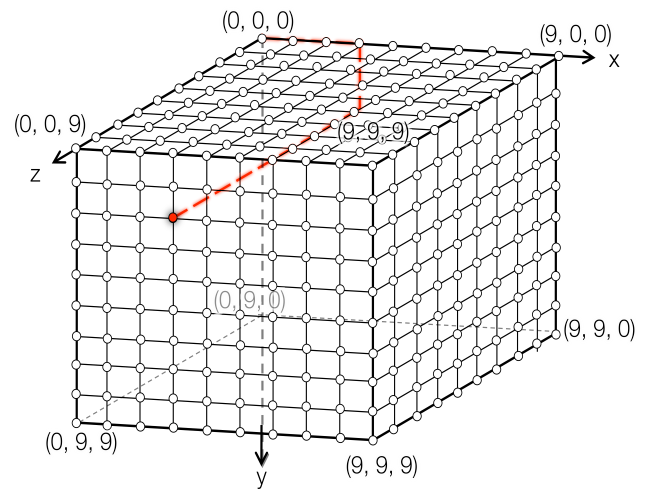
```
import processing.visualcube1e3.*;

VisualCube cube = new VisualCube(this);

void setup() {
  cube.open("192.168.2.173"); // say hello to the cube
  cube.clear(); // clear the display
  cube.simulate(800, 800); // show simulator canvas
}

void draw() {
  ...
  cube.set(3, 2, 9, 255, 0, 0);
  ...
  cube.update(); // update remote device
}

void destroy() {
  cube.clear(); // clear the display
  cube.update(); // update remote device
  cube.close(); // say goodbye cube
}
```

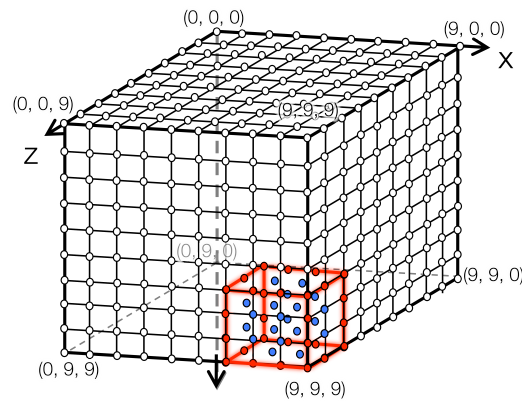
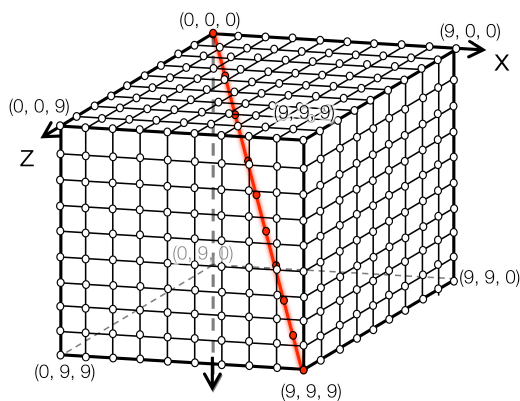


Example Sketches

In PROCESSING go to menu File >> Examples >> Libraries >> VisualCube1e3

Reference

<code>new VisualCube()</code>	create new instance
<code>VisualCube.open(ip)</code>	connect to device at IP address
<code>VisualCube.close()</code>	end connection to device
<code>VisualCube.clear()</code>	set all voxels to black
<code>VisualCube.simulate(w, h)</code>	show simulator in canvas with width & height
<code>VisualCube.update()</code>	send all changes since last update() to device
<code>VisualCube.set(x, y, z, r, g, b [, a])</code>	set voxel at (x, y, z) to color (r, g, b) none= 0 ≤ r, g, b ≤ 255 = full optional: covering degree a transparent = 0 ≤ a ≤ 1 = covering
<code>VisualCube.getRed (x, y, z)</code>	retrieve red value at (x,y,z)
<code>VisualCube.getGreen(x, y, z)</code>	retrieve green value at (x,y,z)
<code>VisualCube.getBlue (x, y, z)</code>	retrieve blue value at (x,y,z)
<code>VisualCube.fill(r, g, b [, a])</code>	set all voxels to color (r, g, b) optional: covering degree a
<code>VisualCube.line(x1, y1, z1, x2, y2, z2, r, g, b [, a])</code>	draw line from (x1, y1, z1) to (x2, y2, z2) use color (r, g, b) optional: covering degree a
<code>VisualCube.cuboid(x1, y1, z1, x2, y2, z2, r1, g1, b1 [, a1] [, r2, g2, b2 [, a2]])</code>	draw 3d box, frame and interior colored (r1, g1, b1) optional: different color (r2, g2, b2) for interior optional: covering degrees a1, a2



<code>new VisualCube.Color(r, g, b [, a])</code>	create new color (r, g, b) optional: covering degree a VisualCube.Color can be used in any method with r, g, b [, a] parameters
<code>Color.r</code>	red value
<code>Color.g</code>	green value
<code>Color.b</code>	blue value