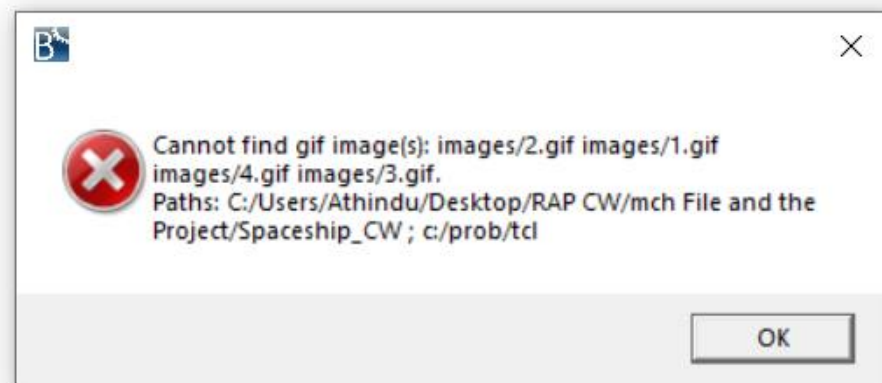- The B machine .mch file can be found from the "mch File and the Project" folder from the .zip file.

  .mch File and the Project -> Spaceship_CW -> Spaceship.mch

- For Initialization of the B machine, a set of images are required hence please use the image folder from the **Spaceship_CW** project.

  .mch File and the Project -> Spaceship_CW -> images

Note: If the image folder is not setup when executing the B machine, there will be errors in the ProB tool.
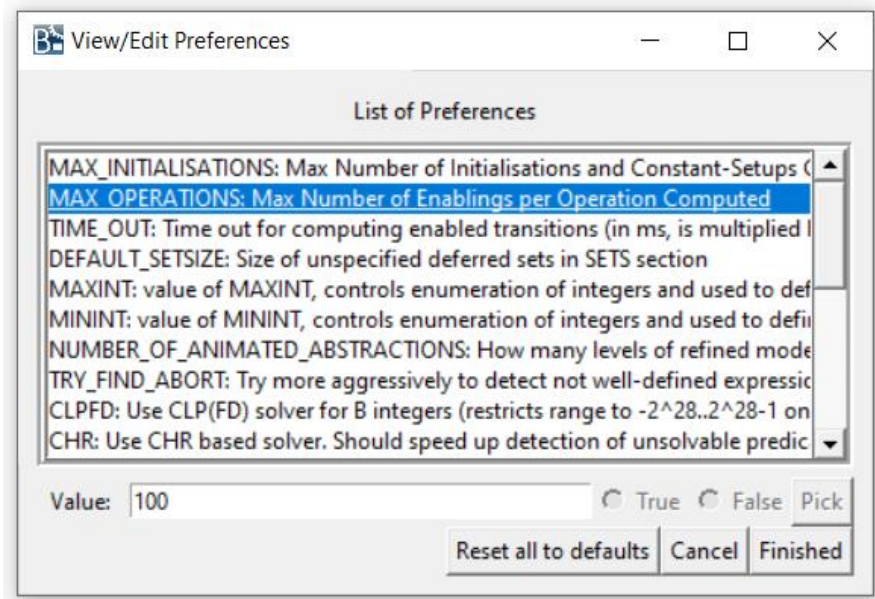


```
54
55        // Spaceship graphical visualisation
56 -      ANIMATION_FUNCTION == ({row,column,image | row:SpaceY & column:SpaceX &
57 -                            (IF (column |-> (8 - row) : Asteroids)
58 -                             THEN
59                                   image = 1
60 -                             ELSE
61                                   IF (column |-> row = StarBase )
62 -                                   THEN
63                                         image = 3
64 -                                   ELSE
65                                         IF (column = xPosition & row = 8 - yPosition)
66 -                                         THEN
67                                               image = 2
68 -                                         ELSE
69                                               image = 0
70                                         END
71                                   END
72                            END)}); 
73        ANIMATION_IMG0 == "images/1.gif";
74        ANIMATION_IMG1 == "images/2.gif";
75        ANIMATION_IMG2 == "images/3.gif";
76        ANIMATION_IMG3 == "images/4.gif";
77
```

Use of images as gif files in the code.

- When using the ProB tool please change the maximum operations count to 100+ to get all the relevant operations from the Enabled operations tab in the ProB tool.

Preferences -> Animation preferences -> MAX_OPERATIONS

After changing the settings all the operations can be viewed. (Mainly applicable for the EngageWarpDrive operation.)