## Script Design

### Script File Formatting

Start by specifying the type of object (e.g. Box, Sphere, Glowball etc).  
Then specify the number of objects of that type to create, e.g. (4).  
Then specify (for each object of that type to create) the properties followed by the correct parameters.

### Example Script File

Box (2)  
{  
 Box 1  
 {  
 HeightWidthDepth (2.0 2.0 2.0)  
 Texture (1)  
 Position (-1.0 0.0 -1.0)  
 }  
 Box 2  
 {  
 HeightWidthDepth (0.5 0.5 0.5)  
 Texture (0)  
 Position (0.0 0.5 -1.5)  
 }  
}  
Sphere (1)  
{  
 Sphere 1  
 {  
 HeightWidthDepth (0.3 0.3 0.3)  
 Texture (2)  
 Position (0.0, 0.7, -1.5)  
 }  
}  
Texture (2)  
{  
 Texture 1  
 {  
 Location(".\\texture1.bmp")}Texture 2{Location(".\\earth.bmp")  
 }  
}