

Structured Scene Language

make_wall, id=0, a_x=-2.10, a_y=-7.52, a_z=-0.02, b_x=1.40, b_y=-7.53, b_z=-0.02, height=3.40 make_wall, id=1, a_x=-2.10, a_y=-7.52, a_z=-0.02, b_x=-2.10, b_y=0.47, b_z=-0.02, height=3.40 make_wall, ...

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make_door, id=1000, wall_id=1, position_x=-2.10, position_y=-5.93, position_z=0.93, width=1.32, height=1.92 make_door, id=1001, wall_id=5, position_x=4.90, position_y=-2.28, position_z=0.93, width=1.16, height=1.92 make_door, ...

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make_window, id=2000, wall_id=11, position_x=-3.70, position_y=12.9, position_z=1.38, width=1.48, height=2.08 **make_window**, id=2001, wall_id=3, position_x=3.00, position_y=-3.78, position_z=1.78, width=2.32, height=2.48 **make_window**, ...

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