Module Interface Specification: Path.js

Members

HEIGHT

This variable keeps track of the scale of the world for the objects in the simulation.

Source: Path.js, line 41

NUMBER_OF_VERTICES

This variable keeps track of the scale of the world for the objects in the simulation.

Source: Path.js, line 6

ORIGIN_X

This variable keeps track of the scale of the world for the objects in the simulation.

Source: Path.js, line 26

ORIGIN_Y

This variable keeps track of the scale of the world for the objects in the simulation.

Source: Path.js, line 31

SLOPE1

This variable keeps track of the scale of the world for the objects in the simulation.

Source: Path.js, line 46

SLOPE2

This variable keeps track of the scale of the world for the objects in the simulation.

Source: Path.js, line 51

SLOPE3

This variable keeps track of the scale of the world for the objects in the simulation.

Source: Path.js, line 56

Contents

SLOPE4

This variable keeps track of the scale of the world for the objects in the simulation.

Source: Path.js, line 61

SLOPE5

This variable keeps track of the scale of the world for the objects in the simulation.

Source: Path.js, line 66

TILE_DENSITY

This variable keeps track of the scale of the world for the objects in the simulation.

Source: Path.js, line 11

TILE_FRICTION

This variable keeps track of the scale of the world for the objects in the simulation.

Source: Path.js, line 16

TILE_RESTITUTION

This variable keeps track of the scale of the world for the objects in the simulation.

Source: Path.js, line 21

TILES_PER_PART

This variable keeps track of the number of tiles per part of the road.

Source: Path.js, line 71

WIDTH

This variable keeps track of the scale of the world for the objects in the simulation.

Source: Path.js, line 36

Methods

connecttile()

This method connects the tiles to each other in a sequential fashion starting from the first tile at the origin. The road is split into 5 components, each with a different slope. An array of random numbers is used in order to create the illusion of randomness, while enforcing comparability between cars of different

generations.

Source: Path.js, line 120

createtile(point1X, point1Y, point2X, point2Y, point3X, point3Y, point4X, point4Y)

This method creates a tile for the road.

Parameters:

Name	Type	Description
point1X	Integer	The x-coordinate of the upper right hand vertex
point1Y	Integer	The y-coordinate of the upper right hand vertex
point2X	Integer	The x-coordinate of the lower right hand vertex
point2Y	Integer	The y-coordinate of the lower right hand vertex
point3X	Integer	The x coordinate of the lower left hand vertex
point3Y	Integer	The y-coordinate of the lower left hand vertex
point4X	Integer	The x-coordinate of the upper left hand vertex
point4Y	Integer	The y-coordinate of the upper left hand vertex

Source: Path.js, line 85
