ALIS_Aggregation

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Instructions

1. Change the path in the RhinoImporter script (to be found in the Util folder) to your local folder structure.

```
string _fileName = @"D:\Unity\ALIS_Aggregation\RhinoExporter\export.xml";
```

2. Run the program
3. Click the button 'Import from rhino'

   ALIS_Aggregation will now import the blocks out of the xml file into the voxel grid framework

4. Use the standard unity controls to navigate in the 3D environment
5. Click the button 'Generate Next Block'

   ALIS_Aggregation will select the closes connection voxel to a target, generate the blocks that can be added there and validate them according two rules: 'is the block not intersecting with other blocks or outside the voxel grid' and 'are there minimum 3 connections'. If a solution is found, the block will be placed in the voxelgrid. If no possible block is found in this voxel, it will select the second closest voxel and repeat the process.

6. Click the button 'Show graph'

   ALIS_Aggregation will now show the connected robotic paths according to the assigned patterns starting from the ground face at 0,0,0

7. 'Show Structural Analysis' is not working yet