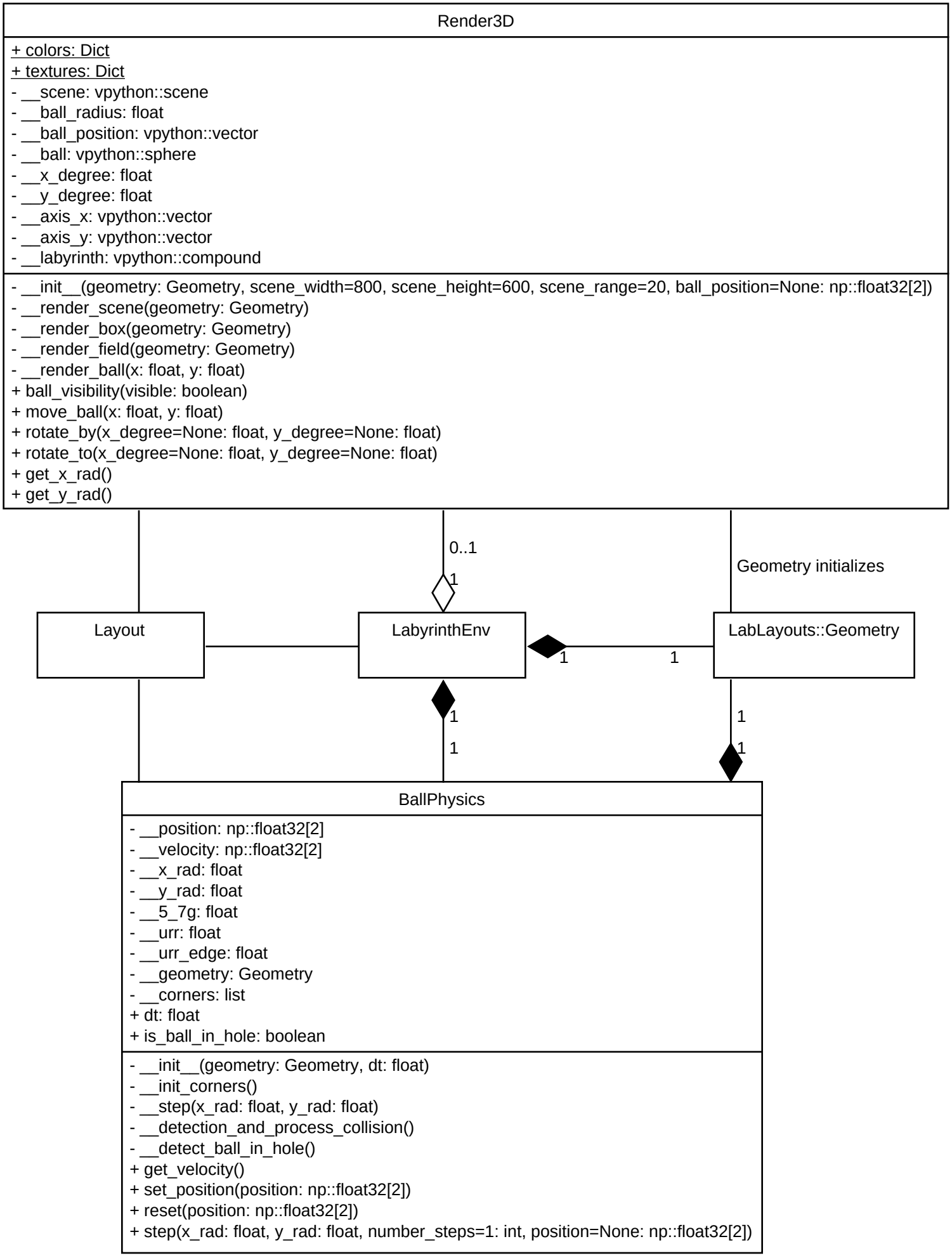
Render3D
+ colors: Dict
+ textures: Dict
- __scene: vpython::scene
- __ball_radius: float
- __ball_position: vpython::vector
- __ball: vpython::sphere
- __x_degree: float
- __y_degree: float
- __axis_x: vpython::vector
- __axis_y: vpython::vector
- __labyrinth: vpython::compound
- __init__(geometry: Geometry, scene_width=800, scene_height=600, scene_range=20, ball_position=None: np::float32[2])
- __render_scene(geometry: Geometry)
- __render_box(geometry: Geometry)
- __render_field(geometry: Geometry)
- __render_ball(x: float, y: float)
+ ball_visibility(visible: boolean)
+ move_ball(x: float, y: float)
+ rotate_by(x_degree=None: float, y_degree=None: float)
+ rotate_to(x_degree=None: float, y_degree=None: float)
+ get_x_rad()
+ get_y_rad()
0..1
1
Geometry initializes
Layout
LabyrinthEnv
LabLayouts::Geometry
1
1
1
1
1
1
BallPhysics
- __position: np::float32[2]
- __velocity: np::float32[2]
- __x_rad: float
- __y_rad: float
- __5_7g: float
- __urr: float
- __urr_edge: float
- __geometry: Geometry
- __corners: list
+ dt: float
+ is_ball_in_hole: boolean
- __init__(geometry: Geometry, dt: float)
- __init_corners()
- __step(x_rad: float, y_rad: float)
- __detection_and_process_collision()
- __detect_ball_in_hole()
+ get_velocity()
+ set_position(position: np::float32[2])
+ reset(position: np::float32[2])
+ step(x_rad: float, y_rad: float, number_steps=1: int, position=None: np::float32[2])