

Module Game

Classes

```
class Game (slower)
```

Main class Of the game, they initialize all of Entities

Args

```
do : list[Move]
```

list of moves to get by Pomel class

```
slower : int
```

multiply quantity of elements in printing part

Methods

```
def Cursor(self)
```

Enable / Disable Cursor

```
def menu(self)
```

function Which is responsible for generate menu view

```
def start_gen_cube(self)
```

Function responsible for disable menu, and start generating cube

```
def start_gen_sphere(self)
```

Funcrion responsible for disable menu, and start generating Sphere

```
class Generator (slower)
```

Generator Objects Ready to print by 3D Priner

Methods

```
def GenerateCube(self, a) -> list[Move]
```

Function generates Moves to create Cube

Args

```
a : int
```

size of Cube

Returns

```
list[Move]
```

moves list

```
def GenerateSphere(self, radius: float, num_layers: int, num_points_per_layer: int) -> list[Move]
```

Function to generate Moves list to create a Sphere

Args

radius : float
radius of sphere

num_layers : int
number of layers in Y

num_points_per_layer : int
num of points in layer XZ

Returns

list[Move]
moves list

```
class Move (position=(0, 0, 0), only_move=False)
```

Represents a move in GCode.

Initialize Move with position and only_move flag.

Methods

```
def change_x(self, delta_x)
```

Change the X coordinate by delta_x.

```
def change_y(self, delta_y)
```

Change the Y coordinate by delta_y.

```
def change_z(self, delta_z)
```

Change the Z coordinate by delta_z.

```
def get_position(self)
```

Get the current position as a tuple.

```
class Pomel (do: list[Move], slower, **kwargs)
```

Pomel class is responsible for Move Pomel Model and Generate printing efect

Args

do
(list[Move]): moves lists

slower
(int): change print resolution

Ancestors

ursina.entity.Entity, panda3d.core.NodePath, dtoolconfig.DTOOL_SUPER_BASE

Methods

```
def ChangePause(self)
```

change pause state

def dropEntity(self)

Delete printed items func

def update(self)

Function called by ursina engine. They change position of Pomel and print Cube

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