

VFG File description

VFG file is an JSON file containing information for the visualisation.

At its root:

1) visualStages: It contains a list of objects to describe a stage. The length of the list corresponde to the total number of stages.

Every object has:

visualSprites: A list of sprite elements and its atributes, including type, color and position.

StageName: Action performed.

Stage Info: Snipet of pddl code for the stage.

isFinal: Boolean indicating if the current stage is the goal state.

2) subGoalPool: It contains an object with a key list and a value list.

3) subGoalType: It contains an object with a key list and a value list.

4) imageTable: It contains an object with a key list and a value list.

Every key correspond to a type of sprite, and every value has a code base64 PNG image.

To process a base64 image code, we need to use the code to create a URL into a component such as:

```

```

That component can be passed to a PIXI sprite. Then, the sprite adquire additional attributes.

```
const image = document.querySelector('img')
const base = new PIXI.BaseTexture(image);
const texture = new PIXI.Texture(base);
const sprite = new PIXI.Sprite(texture);
sprite.anchor.x = 0.5;
sprite.anchor.y = 0.5;
sprite.position.x = 50;
sprite.position.y = 50;
```

to wrap this behavior in a single element the class component Base64ToSprite can handle it.

5) message: Empty line.