

Template Syntax

Line 1 (Projection plane):

{0,1,2,3,4,5} 0 = Right, 1 = Top, 2 = Front, 3 = Left, 4 = Bottom, 5 = Back

*Line 2 (Additional lines for the exported file, separated with the "
"-Tag):*

e.g. **0 // Subfile
1 16 0 0 0 1 0 0 0 1 0 0 0 1 s\3298s01.dat**

Lines 3-6 (Projection Matrix):

1 0 0 x
0 1 0 y
0 0 1 z
0 0 0 1

All vertices will be transformed by this matrix after they are projected on the projection plane.

Lines 7 and above (Polygon Coordinates, Projection Quads and Primitive Definitions):

{ x y | Primitive Line | "{A_x A_y; B_x B_y; C_x C_y; D_x D_y} {A_x^t A_y^t A_z^t; B_x^t B_y^t B_z^t; C_x^t C_y^t C_z^t; D_x^t D_y^t D_z^t}" | CUT |
0 // x y Comment...}

e.g.

12 -12

Or

1 16 22 0 44 1 0 0 0 1 0 0 0 1 3-4disc.dat (Creates a primitive at the position (22|44))

Or

{60 48; 60 -48; -60 -48; -60 48} {2 96 10; 2 0 10; 2 0 130; 2 96 130} (Projects a 2D area to a 3D area)

Or

CUT

Or

0 // 10 12 Blah (Creates a LPC comment at the position (10|12))

- Complete examples are shown on the next pages -

Example 1 - 2586 Minifig Shield Ovoid.txt

2

```
0 // Subfile<br>1 16 0 0 0 1 0 0 0 1 0 0 0 1 s\2586s01.dat
1 0 0 0
0 1 0 0
0 0 1 -10
0 0 0 1
1 16 0 0 -14.5 20 0 0 0 1 0 0 0 20 2-4disc.dat
20 -14.5
19 -2.5
16 11.5
13 21.5
9 29.5
4.243 35.743
1 16 0 0 31.5 -4.243 0 4.243 0 1 0 -4.243 0 -4.243 1-4disc.dat
-4.243 35.743
-9 29.5
-13 21.5
-16 11.5
-19 -2.5
-20 -14.5
```

Example 2 - 2525 Flag 6 x 4 (Front and Back).txt

3

```
1 16 0 0 0 1 0 0 0 1 0 0 0 1 s\2525s01.dat
1 0 0 0
0 1 0 0
0 0 1 0
0 0 0 1
-60 -48
60 -48
60 48
-60 48
CUT
-60 -48
-60 -144
60 -144
60 -48
{60 48; 60 -48; -60 -48; -60 48} {2 96 10; 2 0 10; 2 0 130; 2 96 130}
{60 -48; 60 -144; -60 -144; -60 -48} {-2 96 130; -2 0 130; -2 0 10; -2 96 10}
0 // -70 0 Front of 2525
0 // -70 -96 Back of 2525
```