Computer Graphics Project

Commands

* /cg pos 1 : Set player’s current position as position 1
* / cg pos 2 : Set player’s current position as position 2
* /cg pos show: Shows region inside pos 1 and pos 2 with particles
* /cg pos reset: Resets positions 1 and 2

Needs to set pos 1 and 2:

* /cg transform TYPE X Y Z
  + TYPE
    - t : translate
    - r : rotate (from origin)
    - rh: rotateHere (Player’s position as origin)
    - s: scale
  + X Y Z
    - Translation, scale: Doubles
    - Rotation: Angles

Pos 1 as starting point and pos 2 as ending point:

* /cg line TYPE MATERIAL\_NAME
  + TYPE
    - b: Bresenham Line
    - d: DDA Line
* /cg curve MATERIAL\_NAME T1X T1Y T1Z T2X T2Y T2Z POINTS
  + Hermite Curve
    - T1X: X value for tangent 1
    - T1Y: Y value for tangent 1
    - T1Z: Z value for tangent 1
    - T2X: X value for tangent 2
    - T2Y: Y value for tangent 2
    - T2Z: Z value for tangent 2
    - POINTS : Number of points to render the curve (More points more smoother). Recommended minimum 10

Player’s position as circle’s center

* /cg circle TYPE MATERIAL\_NAME RADIUS AXIS
  + TYPE
    - b: Bresenham Circle
    - m: Mid-Point Circle
  + RADIUS: Radius of the circle
  + AXIS
    - xy/yx
    - xz/zx
    - yz/zy
* /cg particles : Opens menu to add particle trails to player

MATERIAL\_NAME List

<https://hub.spigotmc.org/javadocs/bukkit/org/bukkit/Material.html>