

Open Command-oriented Geometric Graphics Generator

OpenCG³ Spec Version 0.2.2

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Perspective Projection

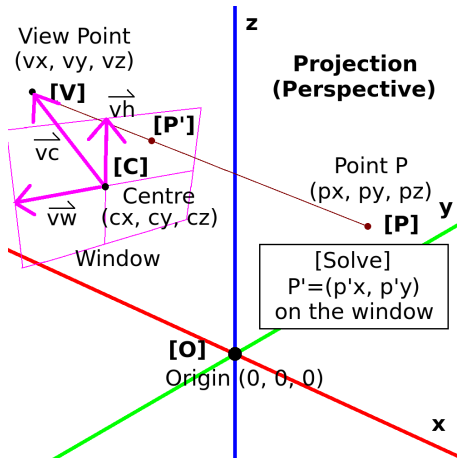


Figure: Projection in Euclidean \mathbb{R}^3 Space

Command Tokens

Regular Expressions

$$\mathbb{N} := \{ \alpha \mid \alpha \in [0-9]^+ \}$$

$$\mathbb{R} := \{ \alpha \mid \alpha \in [+ \backslash -]^? ([0-9]^* [.])^? [0-9]^+ \}$$

$$\Rightarrow \mathbb{R} \supset \mathbb{N}$$

$$\mathbb{S} := \{ \alpha \mid \alpha \in '(. * ?)' \mid [. 0 - 9 A - Z a - z \backslash -]^+ \}$$

$$\Rightarrow \mathbb{S} \supset \mathbb{R}$$

$$\mathbb{W} := \{ \alpha \mid \alpha \in [\backslash t] \}$$

$$\text{whitespace}$$

Descriptions

- The matching mechanism abides by the maximal munch rule.
- Each command is whitespace-insensitive except being quoted by a pair of single quotation marks (').

Command Grammars

Context-Free Expansions

$$\mathbf{C} \rightarrow \mathbf{AC} \mid ; \mid \text{EOL}$$

$$\mathbf{A} \rightarrow \mathbf{T(A)} \mid \mathbf{V(A)} \mid \mathbf{S(A)} \mid \mathbf{L(A)} \mid \mathbf{L(A, A, \dots, A)} \mid \mathbf{N} \mid \mathbf{R} \mid \mathbf{S}$$

$$\mathbf{T(\Pi)} \equiv \Pi : n \rightarrow (\Sigma(\Pi, n)) \quad \left\| \quad \Sigma(\Pi, n) \rightarrow \underbrace{\Pi \cdots \Pi}_{n \text{ items}} \quad (\text{identical})$$

$$\mathbf{V(\Pi)} \equiv \Pi : n \rangle \rightarrow \langle \Sigma(\Pi, n) \rangle$$

$$\mathbf{S(\Pi)} \equiv \Pi : n \} \rightarrow \{ \Sigma(\Pi, n) \} \quad \left\| \quad \mathbf{L(\Pi)} \equiv \mathbb{L} [\Pi : n] \rightarrow [\Sigma(\Pi, n)]$$

$$\mathbf{L(\Pi_1, \Pi_2, \dots, \Pi_{n-1}, \Pi_n)} \equiv \mathbb{L} [\Pi_1 \Pi_2 \cdots \Pi_{n-1} \Pi_n] \rightarrow [\Pi_1 \cdots \Pi_n]$$

Descriptions

- Each command starts from \mathbf{C} and ends with a $;$ or an EOL.
- Non-terminal symbol expansions are prior than function expansions except that it is used in the form of describing types of a command.

Create a Window

Command

```
create window S label  $\mathbb{R} : 3$  coord  $\mathbb{R} : 3$  : 3 dirct (0)
```

Parametres

- label: the unique name of the window
- coord: the coordinate (c_x, c_y, c_z) of the window centre
- dirct: the width v_w , height v_h , and the view point v_c

Examples

```
create window main (0 0 1) (<1 0 0> <0 1 0> <0 0 1>)
```

Delete a Window

Command

```
delete window $ message (1)
```

Parametres

- message: the text string printed right after exit

Examples

```
delete window  
delete window 'Have a nice day.'
```

Create Points

Command

`create point` $\$$ label : } $\mathbb{R} : 3$) coord (2)

`create point` $\$$ label : n) $\mathbb{R} : 3$) coord : n) (3)

Parametres

- label: the name of the point
- coord: the coordinate (p_x, p_y, p_z) of the point

Examples

`create point 'origin' (0 0 0)`

`create point {X-1 X-2} (1 0 0)`

`create point (Y-1 Z-1) ((0 1 0)(0 0 1))`

Delete Points

Command

```
delete point  $ label : } (4)
```

Parametres

- label: the name of the point

Examples

```
delete point  origin  
delete point {origin 'random-point'}
```


Create Attributes

Command

`create attrib $ label : } L [$ type $ key A value]` (5)

`create attrib $ label : n) L [L [$ type $ key A value] : n]` (6)

Parametres

- type: the type of the object
- key: the property of the object
- value: the value of the property

Examples

```
create attrib {surface} [surface translucency 0.85]
create attrib (magenta auxiliary) \
[[point fill-hsv (300 1.0 1.0)] [line style dashed]]
```

Assign an Operation

Command

`assign opratn $ action $ type N repeat [= ∞]` (7)

Parametres

- action: the name of the action
- type: the type of the object applying the action
- repeat: the amount of the commands emitting operations

Examples

```
assign opratn create point 2
x-axis (1 0 0); y-axis (0 1 0)
// Back To Normal
```

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