

BASIC
OBJECTS

circle (center, size, color)
cone (center, size, color)
cube (center, size, color)
cylinder (center, size, color)
line (center, size, color)
point (center, size, color)
polygon (count, center, size, color)
prism (count, center, size, color)
pyramid (count, center, size, color)
sphere (center, size, color)
square (center, size, color)

ADVANCED OBJECTS

construct (expression, size, color)
convex (src², size, color)
group (object, object, ...)
 .add (object, object, ...)
model (filename, center, size)
model.save (filename, [object, object, ...])
surface (center, curve³, count, size, color)
text3d (text, font¹, center, size, color)
tube (center, curve², radius, count, size, color)
spline (src², closed, interpolating)
 (src⁵, param, param)
splane (src³, closed¹², interpolating¹²)
 (src⁴, param, param)

LMS

scorem
 .api **.score** **.studentName** **.getValue** (value) **.setValue** (name, value), **.derandomize** (seed)

BASIC PROPERTIES

.center = [.x, .y, .z]
.color = "colorname" / 0xFFFFFF / [r,g,b]^{0..1}
 = **rgb** (r,g,b)²⁵⁵ / **hsl** (h³⁶⁰,s¹⁰⁰,l¹⁰⁰)
.count = count / [count, count]
.image = drawing / "filename" / **image** ("filename")
.images = .count / [count, count]
.size = width / [.width, .height, .depth]
.spin = spinH / [.spinH, .spinV, .spinT]
.visible / **.hidden** = true / yes / false / no
.wireframe = true / yes / false / no

ADVANCED PROPERTIES

.closed = bool¹ / [bool, bool]²
.curve² = [point, ...] / spline / f(u)
 ³ = [[point, ...], ...] / spline / f(u,v)
.expression = "string" A+B, A-B, A*B, (...)
.font¹ = "fontname.json"
.interpolating = bool¹ / [bool, bool]²
.src = [point, ... point]² / f(u)⁵
 = [[point, ...], ... [point, ...]]³ / f(u,v)⁴
.vertices
.threejs = THREE.Mesh
 .material = THREE.Material
 .geometry = THREE.BufferGeometry
.randomIn
.randomOn

SUICA

background (color)
xyz (size, color)
demo (distance, altitude, speed)
orbit (distance, altitude, speed)
lookAt (from, to, up)
perspective (near, far, fov)
orthographic (near, far)
fullWindow ()
fullScreen ()
stereo (distance)
anaglyph (distance)
vr ()
capture (filename, time, fps, format, skipframes)

EVENTS

onPointerEnter, **onPointerLeave**, **onPointerMove**,
onPointerDown, **onPointerUp**, **onClick**, **onTime**, **onLoad**

obj.**addEventListener** (eventName, eventHandler)
obj.**removeEventListener** (eventName)
obj.**eventName** = eventHandler

function pointerEventHandler (event) { ... }
function timeEventHandler (time, dTime) { ... }
function loadEventHandler (object) { ... }

proactive ()

MISC

its
obj.**clone**
obj.**style** ({name: value, ...})
allObjects ()
findPosition (event)
findObject (event, interactive)
findObjects (event, interactive)
objectPosition (local)
screenPosition (local, global)
radians (degrees)
degrees (radians)
random (from, to)
random ([value,...])
randomIn (object)
randomOn (object)

DRAWINGS & SHAPES

drawing (width, height, color)
shape (count)
moveTo (x, y, x, y, ...)
lineTo (x, y, x, y, ...)
curveTo (m_x, m_y, x, y)
arc (x, y, radius, from, to, cw)
stroke (color, width, closed)
fill (color)
fillText (x, y, text, color, font)
 "bold 20px Courier"
clear (color)

shapes

BASIC OBJECTS

<circle center size color ...>
<cone center size color ...>
<cube center size color ...>
<cylinder center size color ...>
<line from to color ...>
<point center size color ...>
<polygon count center size color ...>
<prism count center size color ...>
<pyramid count center size color ...>
<sphere center size color ...>
<square center size color ...>
 <... id spin image images wireframe>

ADVANCED OBJECTS

<clone src¹ center size color ...>
<construct expression center size color>
<convex src² size color ...>
<group center size color ...> ... </group>
<model filename center size ...>
<surface center curve³ count size color ...>
<text3d text font¹ center size color ...>
<tube center curve² radius count size color ...>
<splane src^{2,5} closed¹ interpolating¹>
<splane src^{3,4} closed^{1,2} interpolating^{1,2}>
 <... id spin image images wireframe>

<script src="suica.js"></script>

BASIC PROPERTIES

center = "x, y, z"
color = "colorname" / "0xFFFFFFFF", "r,g,b"
 = "rgb (r,g,b)"²⁵⁵ / "hsl (h³⁶⁰,s¹⁰⁰,l¹⁰⁰)"
count = "count" / "count, count"
id = "string"
image = "drawing" / "filename"
images = "count" / "count, count"
size = "width" / "width, height, depth"
spin = "spinH" / "spinH, spinV, spinT"
visible / hidden = "bool"
wireframe = "bool"

ADVANCED PROPERTIES

closed = "bool"¹ / "bool, bool"²
curve² = "point; ..." / "spline" / "func(u)"
 ³ = "point; ... | ..." / "splane" / "func(u,v)"
expression = "string" A+B, A-B, A*B, (...)
font¹ = "fontname.json"
interpolating = "bool"¹ / "bool, bool"²
src = "id"¹ / "point; ..." ² / "func(u)"⁵
 = "point; ... | ..." ³ / "func(u,v)"⁴

interpolating vs approximating
closed vs open, cw vs ccw

SUICA

<suica width height background orientation proactive
 perspective orthographic fullWindow fullScreen stereo
 anaglyph vr> ... </suica>
<background color>
<xyz size color>
<demo distance altitude speed>
<orbit id distance altitude speed>
<lookAt from to up>
<perspective near far fovy>
<orthographic near far>
<fullWindow>
<fullScreen>
<stereo distance>
<anaglyph distance>
<vr>
<capture filename time fps format skipframes>

EVENTS

onPointerEnter, onPointerLeave, onPointerMove,
onPointerDown, onPointerUp, onClick, onTime, onLoad

<tag ... eventName="eventHandler">

<proactive>

DRAWINGS & SHAPES

<drawing size color>
<shape count>
<moveTo point>
<lineTo point>
<curveTo m point>
<arc point radius from to cw>
<stroke color width closed>
<fill color>
<fillText point text color font>
<clear color>

point="x, y" or x="x" y="y"
font="bold 20px Courier"

shapes