

Media Computing Project

Assignment 05

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Add-In Button Location:

The Button „Ring“ is located at SOLID>CREATE after Pipe. We decided to locate it in this place, because it is in the same area of other three-dimensional shapes like Box, Cylinder etc. It also clearly belongs to the “Create”-Tab, because we are creating something new (a shape) and not modifying or measuring something.

1. Problem:
When we wanted to get the value input of the slider, our code did not work, and nothing happened.
Solution:
`inputs.itemById('explicitAmountOfRings').valueOne`
We have tried to call “value” like in the checkbox. But since there is the possibility of two values within one slider (which we did not use) we must call “valueOne”.
2. Problem:
We always got error messages while trying to create the button.
Solution:
We had to add “PYTHON” as a suffix to the Button-Id
3. Problem:
When trying to run the script, we got an error message that our Button-Id already existed
Solution:
We had to clean the add-In in the stop function properly, before creating a new button.
4. Problem:
It was not easy to find the right Panel-Id to add our Button to
Solution:
We started hierarchically and printed all of the different Panel-Names. We found the right name by trial and extracted the Id of the panel afterwards.
5. Problem:
We wanted the checkmark for Random Number of Rings to be checked from the beginning, but this was not working with the visibility of the Number of Rings Slider, because the query for visibility comes later in the code. This led to the checkbox having to be unchecked and then checked again for the visibility to be working.
Solution: Instead of figuring out how to check for visibility in the beginning (without interacting with the checkbox), we decided to leave the checkbox unchecked in the beginning.