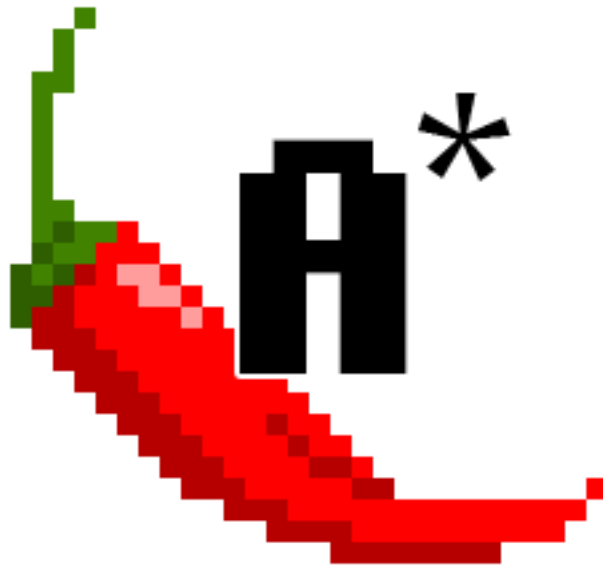


Pepino-A-Star

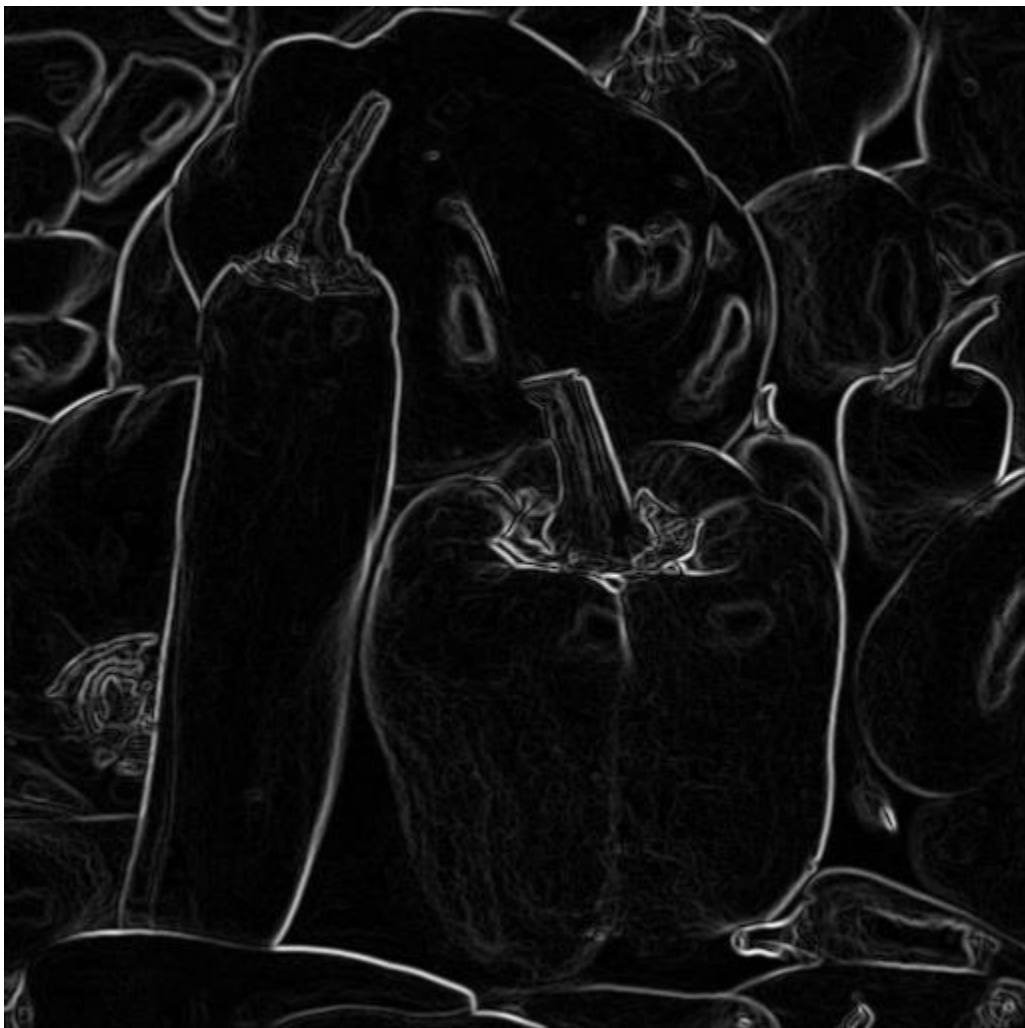
Manual



Created By **Eduardo Fernandes** and **Damien Fidalho**

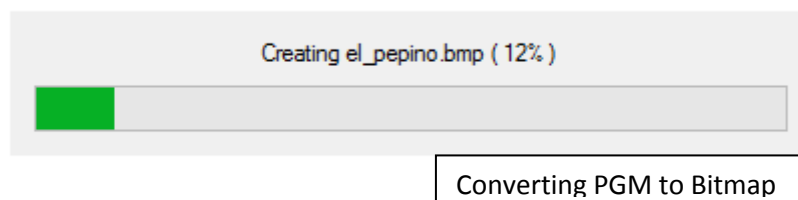
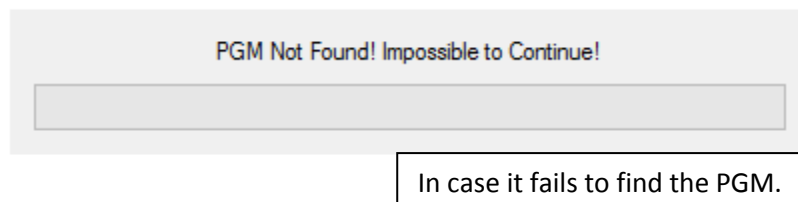
• Introduction

This program was created by Eduardo Fernandes and Damien Fialho for EDA (Structure of data and algorithms, Estrutura de Dados e Algoritmos in portuguese) and it implements the A* pathfinding algorithm to find the shortest path on the given PGM, provided by the teacher, between two points.



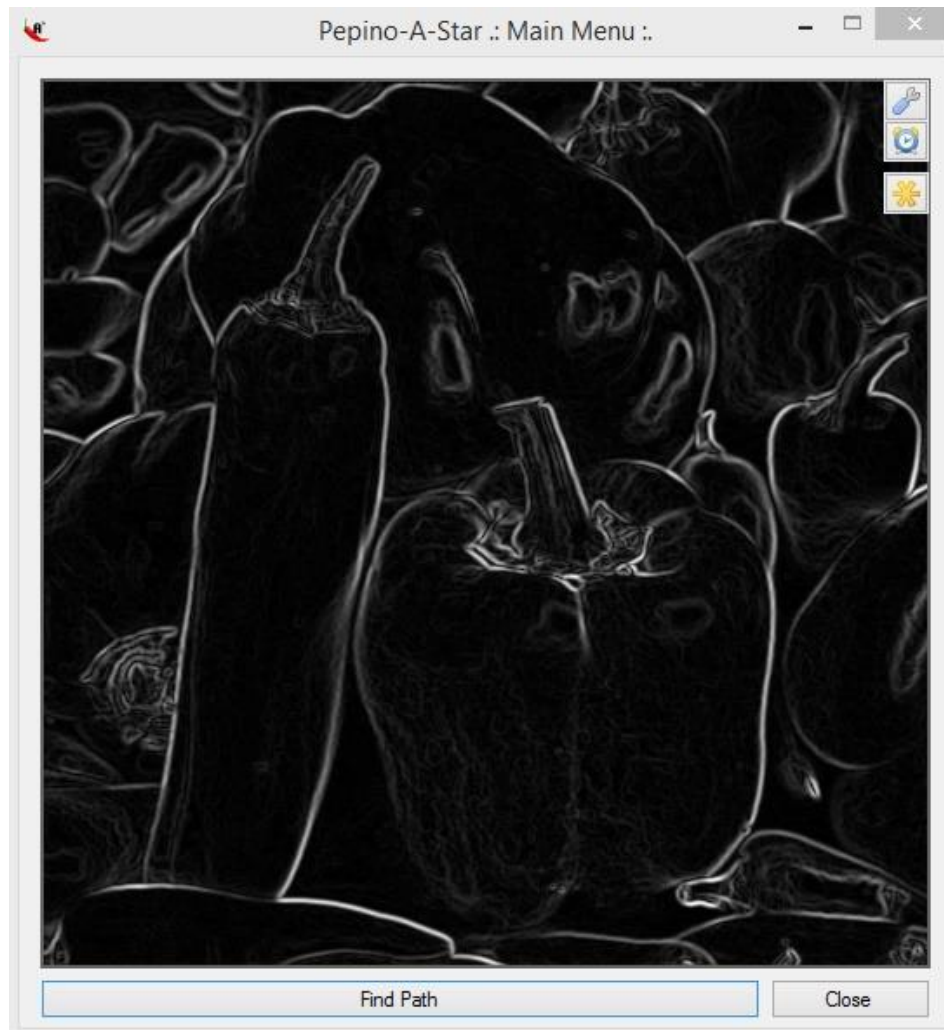
•How to Use it?




Once the program is started, it will automatically check for the provided PGM, and if that is not found, the program is unable to continue, so make sure the PGM file is on on the Textures folder. If it doesn't complain, it will convert the PGM to a Bitmap picture (might take a while), don't worry, this is a one time thing as long there is a converted bitmap on the Textures folder.




•The Main Menu

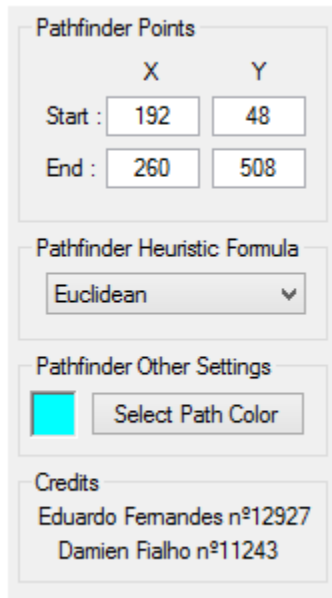
After that is done, the main menu will open showing the converted PGM.



Once here, you can either choose to find the default path between the two points given us by our teacher, or you can open the settings menu by clicking the  icon ,open the Time Menu by clicking the  or clearing the path by clicking  icon.

•The Settings Menu


If you decide to open the settings menu (), a small menu will "popup" next to the mainmenu .



The image shows a settings menu titled "Pathfinder Points" with input fields for "Start" and "End" points, each with "X" and "Y" coordinates. Below this is a "Pathfinder Heuristic Formula" section with a dropdown menu set to "Euclidean". The "Pathfinder Other Settings" section includes a color selection button labeled "Select Path Color" with a red color swatch. At the bottom, a "Credits" section lists "Eduardo Fernandes n°12927" and "Damien Fialho n°11243".


	X	Y
Start :	192	48
End :	260	508

Pathfinder Heuristic Formula
Euclidean


Pathfinder Other Settings
 Select Path Color

Credits
Eduardo Fernandes n°12927
Damien Fialho n°11243

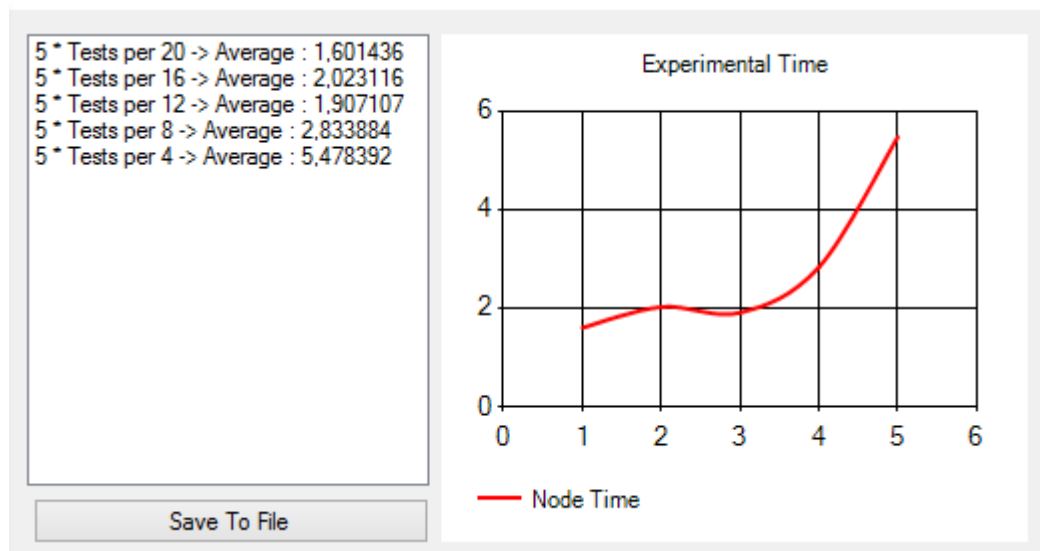
Here you can select the Start and End points, the heuristic formula and the path color.


Once your done, you can close it again by pressing the  button.

•Experimental Times Menu

You can check the Experimental Times between each nodes by clicking the  icon.

Once you click it, a menu will popup showing a chart and each experimental values.



Here you can either save the values (once you find the path at least once), or close it by clicking the  icon again.