


derive Run derive Stop Reset

View

View Camera Render View



Meta Objects File Explorer Materials

Object

Leaf

Sky

JEdit - Pipe.rgg Attribute Editor

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Pipe.rgg (project:/Pipe[3]/)

```

const MaterialRef leafMat = material("Leaf");
const MaterialRef barkMat = material("Bark");

public void derive ()
{
    float p = (2*n + 1) / (n * n);
    [
        A(dir,del,vig) ==>
        if (del > 0) (
            A(dir,del-1,vig).
        ) else if (probability(p)) (
            Q(0.001,0,1) N(vig) RH(90).
            [ Mark Circle(1) RU(R1Angle*dir) A(
                RU(R0Angle*dir) A(-dir,DEL,vig*VL
            ) else (
                Q(0.001,0,1) N(vig) RH(90).

```

1,134% (x) (XL UTF-8) - - - U 33/56Mb

Messages XL Console

```

> count((*Leaf*))
321
> |

```