**4.37 四面體**

var Conversions = Core.Conversions;

var Debug = Core.Debug;

var Path2D = Core.Path2D;

var Point2D = Core.Point2D;

var Point3D = Core.Point3D;

var Matrix2D = Core.Matrix2D;

var Matrix3D = Core.Matrix3D;

var Mesh3D = Core.Mesh3D;

var Plugin = Core.Plugin;

var Tess = Core.Tess;

var Sketch2D = Core.Sketch2D;

var Solid = Core.Solid;

var Vector2D = Core.Vector2D;

var Vector3D = Core.Vector3D;

params =

[

{ "id": "x",

"displayName": "x size",

"type": "float",

"rangeMin": 0,

"rangeMax": 50,

"default": 10

},

{ "id": "y",

"displayName": "y size",

"type": "float",

"rangeMin": 0,

"rangeMax": 50,

"default": 10

},

{ "id": "z",

"displayName": "y size",

"type": "float",

"rangeMin": 0,

"rangeMax": 50,

"default": 10

}

];

// Shape Generator

function process(params)

{

var x = params.x;

var y = params.y;

var z = params.y;

var A0 = [0,0,0]; //A0點

var Ax = [x,0,0];

var Ay = [0,y,0];

var Az = [0,0,z];

var mesh = new Mesh3D();

mesh.triangle(A0, Ax, Az);

mesh.triangle(A0, Az, Ay);

mesh.triangle(A0, Ay, Ax);

mesh.triangle(Ax, Ay, Az);

var solid =Solid.make(mesh); //以mesh做出立體

return solid;

}