ClassicMini Scene Documentation

1. To make scenes easier to identify, use the “.classicmini” file extension
2. To add a bean:

Bean newBeanObject

1. To add a bean with a parent:

Bean newBeanObject newBeanObjectParentName

1. To add a component

component beanName packageAndComponent

component newBeanObject com.bean.classicmini.components.Transform

1. To set an attribute:

field beanName packageAndComponent fieldname datatype data

field newBeanObject com.bean.classicmini.components.Transform position vec3 0.0,0.0,0.0

1. To set an attribute of an attribute:

field beanName packageAndComponent fieldname-field datatype data

field newBeanObject com.bean.classicmini.components.Image material-colourHex string #ffffff

Supported field data types

string stringInfo

int 4

float 4.4

bool false

intResource drawable image

floatArray 0.0,1.0,0.0

intArray 0,1,2,3

stringArray hi,hello,bye

boolArray false,false,false

vec2Array (0.0,1.0);(3.0,2.0);(7.5,2.2)

vec3Array (0.0,1.0,1.0);(3.0,2.0,1.0);(7.5,2.2,1.0)

vec4Array (0.0,1.0,1.0,1.0);(3.0,2.0,1.0,1.0);(7.5,2.2,1.0,1.0)

vec2 0.0,1.0

vec3 0.0,1.0,2.0

vec4 0.0,1.0,2.0,3.0

beansComponent beansName com.bean.classicmini.components.Transform

1. Make sure fields of a component are public
2. Make sure component extends from components