

Protozoid-Configs (Halfzoid Paradigm)

3 Sides
6 Permutations
at this Level

Trizoid-Equilateral_Trianlge

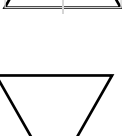
PROPS

isUp: boolean
isClosed: boolean
width: number
height: number

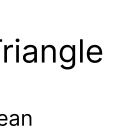
compute:

ptA: [x, y]
ptB: == ptA
ptC: [x, y]
ptD: == ptC
ptE: [x, y]
ptF: == ptE

isUp="true"
isClosed="1 : 0"



isUp="false"
isClosed="1 : 0"



Halfzoid-Right_Triangle

PROPS

isUp: boolean
isClosed: boolean
isFromLeft: boolean
width: number
height: number

compute:

Vertex 1:
Vertex 2:
Vertex 3:
Vertex 4:
Vertex 5:
Vertex 6:

isUp="true"
isClosed="1 : 0"
isFromLeft="true"



isUp="true"
isClosed="1 : 0"
isFromLeft="0"



isUp="false"
isClosed="1 : 0"
isFromLeft="0"



isUp="true"
isClosed="1 : 0"
isFromLeft="1"



4 Sides
9 Permutations
at this Level

Trizoid-Isosceles_Trapezoid

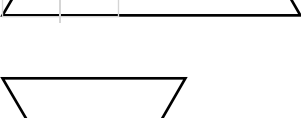
PROPS

isUp: boolean
isClosed: boolean
height: number
*defaultWidth: number
extensionWidth: number
// do I make a special closed case here?

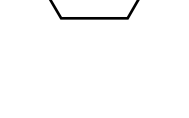
compute:

Vertex 1:
Vertex 2:
Vertex 3:
Vertex 4:
Vertex 5:
Vertex 6:

isUp="true"
isClosed="0"



isUp="false"
isClosed="0"



Parazoid- Parallelogram

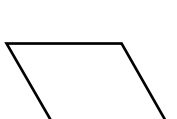
PROPS

isUp: boolean
isClosed: boolean
height: number
*defaultWidth: number
extensionWidth: number

compute:

Vertex 1:
Vertex 2:
Vertex 3:
Vertex 4:
Vertex 5:
Vertex 6:

isUp="true"
isClosed="1 : 0"



isUp="false"
isClosed="1 : 0"



Blade

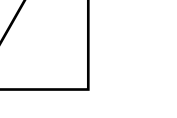
PROPS

isUp: boolean
isClosed: boolean
**
**

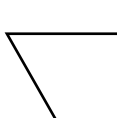
compute:

Vertex 1:
Vertex 2:
Vertex 3:
Vertex 4:
Vertex 5:
Vertex 6:

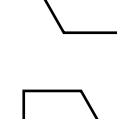
isUp="true"
isClosed="0"
isFromLeft="1"



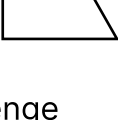
isUp="true"
isClosed="0"
isFromLeft="0"



isUp="false"
isClosed="0"
isFromLeft="0"



isUp="false"
isClosed="0"
isFromLeft="1"



Lozoid-Lozenge

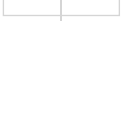
PROPS

isUp: boolean
isClosed: boolean
**
**

compute:

Vertex 1:
Vertex 2:
Vertex 3:
Vertex 4:
Vertex 5:
Vertex 6:

isUp="true"
isClosed="1 : 0"



5 Sides
8 Permutations
at this Level

Splitzoid

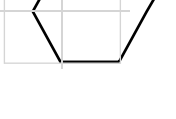
PROPS

isUp: boolean
isClosed: boolean
**
**

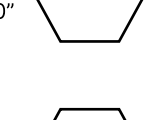
compute:

Vertex 1:
Vertex 2:
Vertex 3:
Vertex 4:
Vertex 5:
Vertex 6:

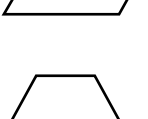
isUp="true"
isClosed="1 : 0"



isUp="false"
isClosed="1 : 0"



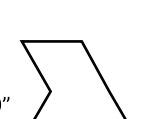
isUp="true"
isClosed="1 : 0"



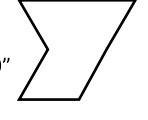
isUp="false"
isClosed="1 : 0"



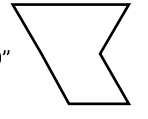
isUp="true"
isClosed="1 : 0"



isUp="true"
isClosed="1 : 0"



isUp="false"
isClosed="1 : 0"



6 Sides

Mergezoid

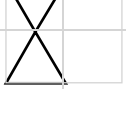
PROPS

isUp: boolean
isClosed: boolean
**
**

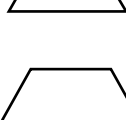
compute:

Vertex 1:
Vertex 2:
Vertex 3:
Vertex 4:
Vertex 5:
Vertex 6:

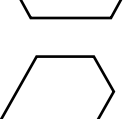
isUp="true"
isClosed="1 : 0"
specialcase*
doubleMerge



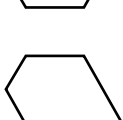
isUp="true"
isClosed="0"
specialcase*
doubleMerge



isUp="true"
isClosed="0"
specialcase*
doubleSplit



isUp="true"
isClosed="0"
specialcase*
trifurcate



isUp="false"
isClosed="0"
specialcase*
trifurcate

