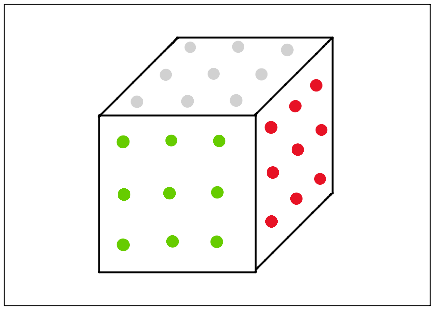
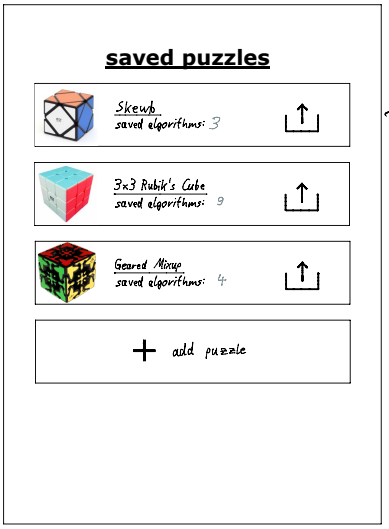
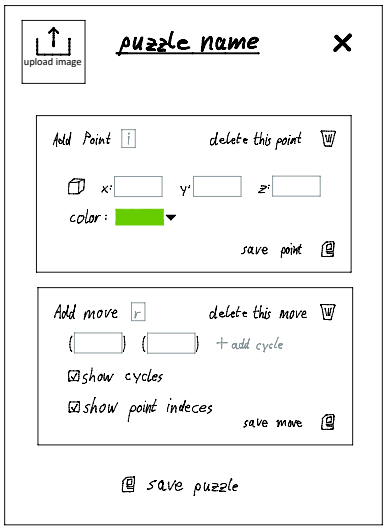
GUI layout

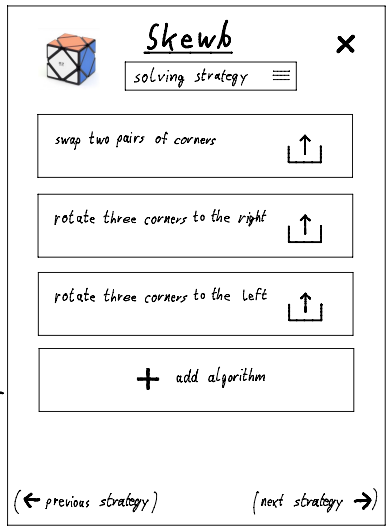
Donnerstag, 27. Februar 2020 18:45

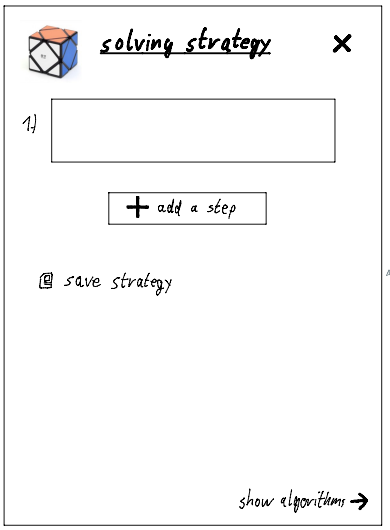






Animation required

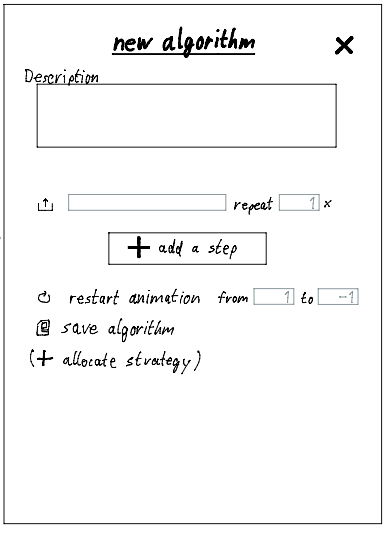




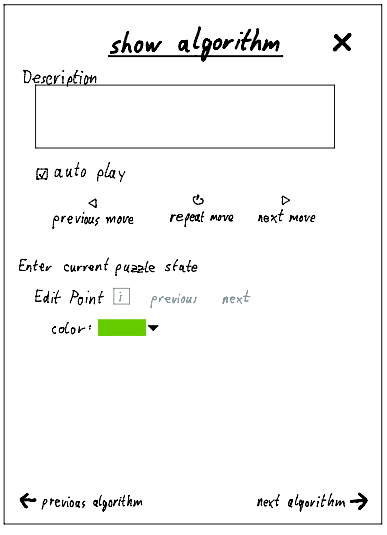
maybe allow multiple solving strategies ?
⇒ name solving strategy

numbers:
anchor: 'n'
pady = 5–10px

„save strategy" if it does not exist yet.
else: „save changes"



Animation required



Animation required

If PointID already exists:
→ change text from „Add" to „Edit"

add the option of different coordinate systems:
euklidean x, y, z
cylindrical r, φ, h
spherical r, φ, ϑ

notation:
2. R'TR'T' repeat 3x
2. = 3x(RTR'T')
other
= (RTR'T')^3

both should be allowed as entry methods

default repeat value: 1
default algorithm string: "" (empty)

drop-down menu to load an existing algorithm into the entry field.

Live animation while typing in the moves
→ use queue (fifo)

red outline of Entry if error detected
→ „parentices don't match"
→ „invalid move"

error message directly below Entry

⇒ one Frame for each step

before saving: check if another algorithm with the exact same moves already exists.
↳ warning