

Pour créer un objet arbre bitmap ou un objet personne bitmap

1 copier l'image tif (contenant une couche alpha) dans les répertoires correspondant

pour un arbre :

C:/dossier archicad/ 0_bibli_70/A_biblio_base_70/A05_exterieur/A52_jardinetvegetation/map_arbres

et dans

C /dossier archicad /

0_bibli_70/A_biblio_base_70/A12_macro/A122_imagesIS/environnement/IS52_jardinetvegetation renommer le fichier en IS nom.tif

pour un personnage

C /dossier archicad / 0_bibli_70/A_biblio_base_70/A55_personnages/map_people

et dans

C /dossier archicad /

0_bibli_70/A_biblio_base_70/A12_macro/A122_imagesIS/environnement/IS55_personnage3D renommer le fichier en IS nom.tif

2 utiliser un objet gsm existant copier coller dans le bon répertoire exemple pour un arbre

pour un arbre :

Arbre_bipmapB70.gsm Et Arbre_bipmapB70.gs&

Les copier et les renommer dans le répertoire C:/dossier archicad/

0_bibli_70/A_biblio_base_70/A05_exterieur/A52_jardinetvegetation

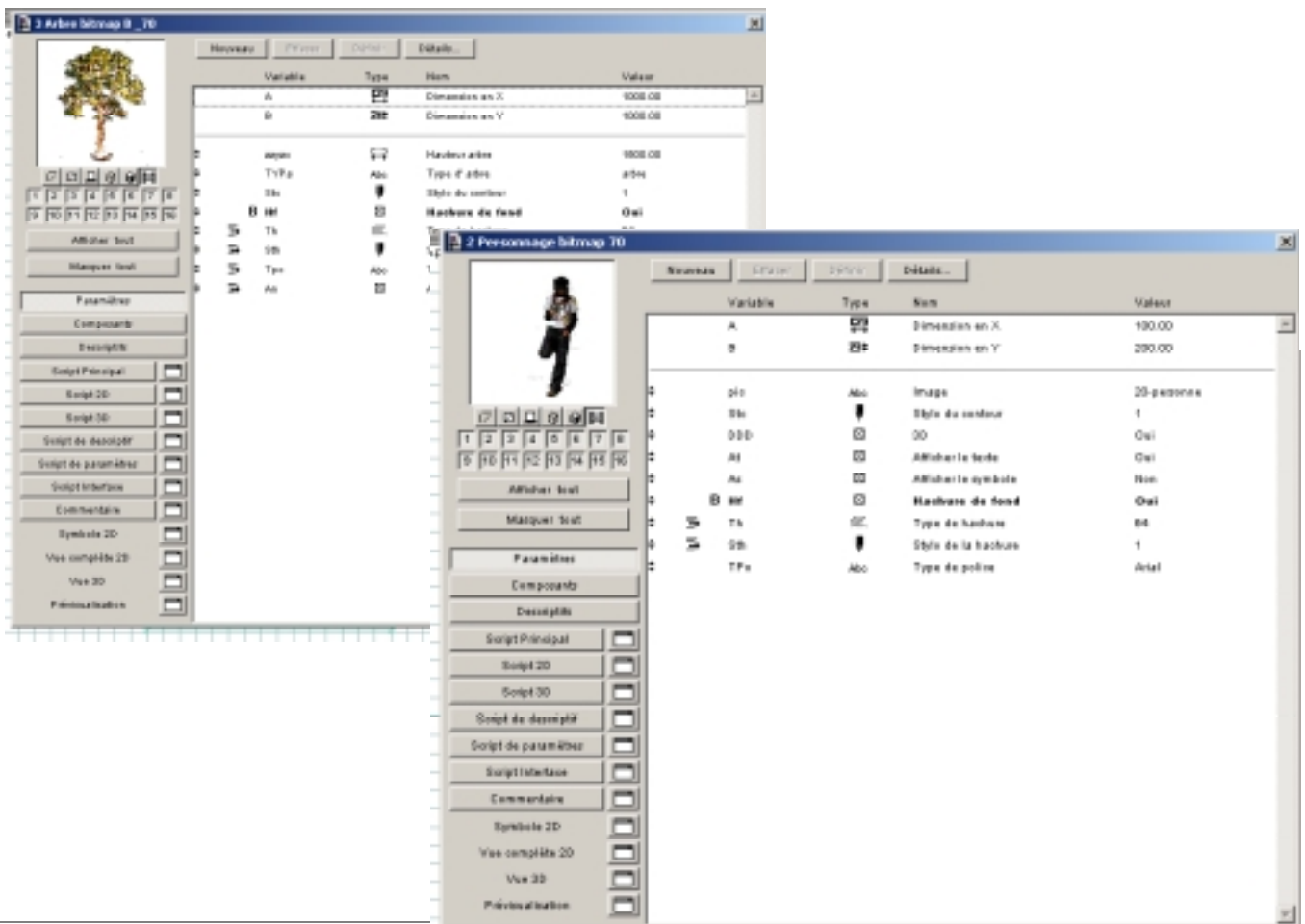
pour un personnage

Arbre_bipmapB70.gsm Et Arbre_bipmapB70.gs&

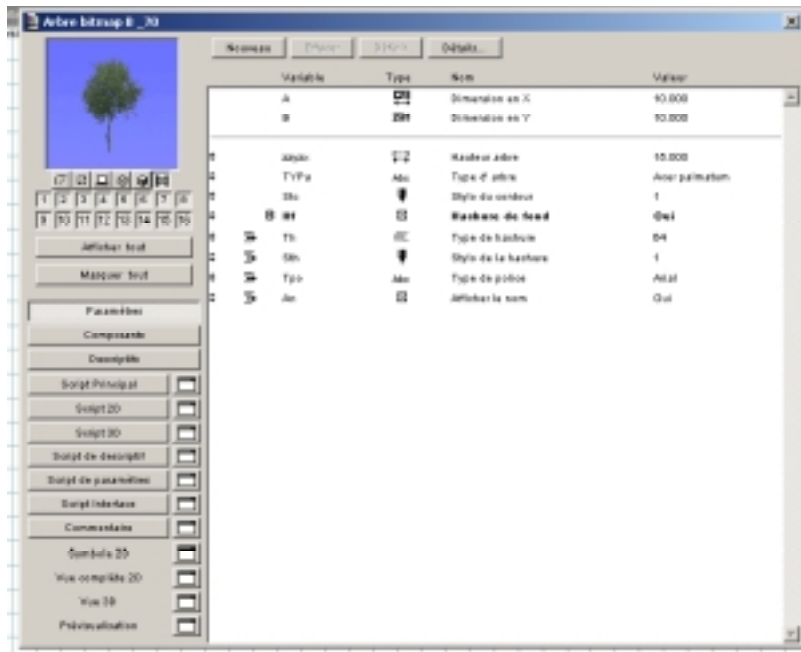
Les copier et les renommer dans le répertoire C /dossier archicad / 0_bibli_70/A_biblio_base_70/ A05_exterieur/

A55_personnages

3 ouvrir ensuite dans archicad l'objet gsm copier



Modifier les scripts :
Objets arbre d'origine



Script 2D

```
pen Stc

circle2 0,0,a/2
Hotspot2 a/2,0
Hotspot2 0,b/2
Hotspot2 0,-b/2
Hotspot2 -a/2,0
Hotspot2 0,0

Fill Th

Poly2_A 2,(2*HF),Sth,
0,0,901,
a/2,360,4001

IF A_ >= 500 Then end
If An =0 then end
Define style "Text1" Tpo, 2, 5, 0

Style Text1

Text2 0,0,Typa
```

Script 3D

```
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DEFINE MATERIAL "Arbre" 0,
    0.0827962, 0.348867, 0.322103,
    0.6, 0.95, 0, 0, 0, 0,
    1, 1, 1,
    0, 0, 0,
    0

MATERIAL "Arbre"
x = K~-N~
y = L~-O~
if abs(x) < 0.001 then 8
```



```

u = atn(y/x)
if x >= 0 then 9
u = 180 + u
goto 9
8:
u = 90
if x > 0 then 9
u = -90
9:
rotz 90+u

rotx 90
addx -a/2
picture TYPa, a,zzyzx,1

```

script parametre

```
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```

```

values "TYPa"  "arbre 5",
              "Arbre 6",
              "arbre 8",
              "Acer palmatum",
              "Acer platanoides small",
              "Acer saccharum",
              "Acer",
              "Pommier",
              "Prunus cerasifera",
              "Pseudotsuga",
              "Epicea",
              "Eucalyptus",
              "Tilleul",
              "Salix babylonica",
              "Tilia euchlora"

```

Call "Tpo" parameters a=a,b=b, Tpo=Tpo

Script interface

```

ui_dialog "Arbres bitmap"

ui_page 1

!ui_groupbox "",167,17,140,220

ui_infield "typa",167,17,140,220,
1,"IS Arbres_70.TIF",15,3,
60,105,55,70,
1, "Arbre 5",
2, "Arbre 6",
3, "arbre 8",
4, "Acer palmatum",
5, "Acer platanoides small",
6, "Acer saccharum",
7, "Acer",
8, "Pommier",
9, "Prunus cerasifera",
10, "Pseudotsuga",
11, "Epicea",
12, "Eucalyptus",
13, "Linden",
14, "Salix babylonica",
15, "Tilia euchlora"

ui_style 0,1
ui_outfield " Paramètres 3D", 3,15,160,15

```



```
!... Bas de page ...
ui_separator 1,238,308,238
ui_button ui_next, ">" ,287,243,18,18
!ui_button ui_prev, "<" ,265,243,18,18

!ui_outfield "Type d'armoire", 5,245,120,15
!ui_infield "Typa", 110,247,120,10

!... Texte de gauche ...
ui_style 1,0

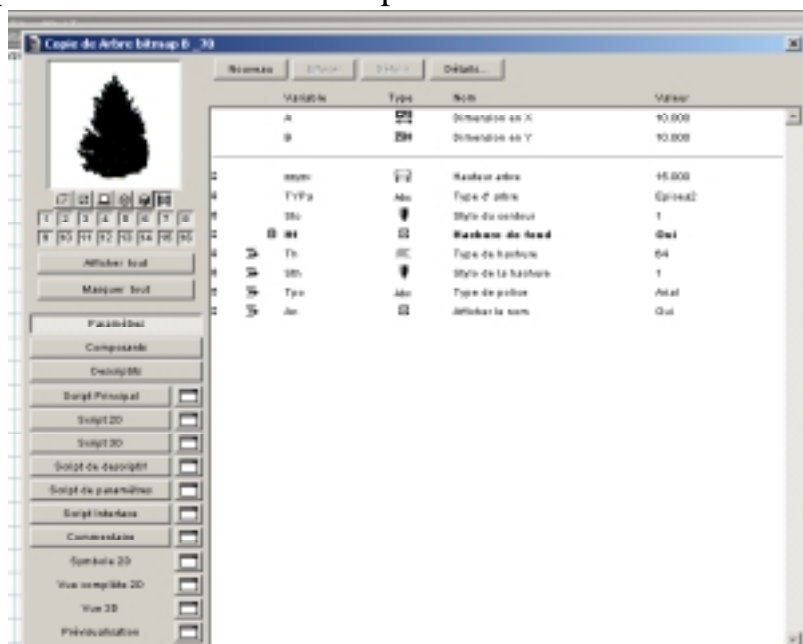
ui_outfield "Longueur (A)", 5,30,120,15
ui_outfield "Largeur (B)", 5,46,120,15
ui_outfield "Hauteur", 5,62,120,15
ui_outfield "Stylo du contour", 5,78,120,15
ui_outfield "Hachure de fond", 5,94,120,15
ui_outfield "Type de hachure", 5,110,120,15
ui_outfield "Stylo de la hachure", 5,126,120,15
ui_outfield "Afficher le nom", 5,142,120,15
ui_outfield "Type de police", 5,158,120,15
ui_outfield "", 5,174,120,15
ui_outfield "", 5,190,120,15
ui_outfield "", 5,206,120,15
ui_outfield "", 5,222,120,11

!... Variable de gauche ...

ui_infield "A", 120,28,45,15
ui_infield "B", 120,44,45,15
ui_infield "zzyzx", 120,60,45,15
ui_infield "Stc", 122,76,40,15
ui_infield "Hf", 120,92,45,15
ui_infield "Th", 122,108,40,15
ui_infield "Sth", 122,124,40,15
ui_infield "An", 120,140,40,15
ui_infield "Tpo", 120,156,45,15
ui_infield "", 122,172,40,15
ui_infield "", 120,188,40,15
ui_infield "", 122,204,40,15
ui_infield "", 122,220,40,15

ui_page 2
Call "IS_Abvent" parameters A=A, B=B
```

Objet crée : ce que vous devez modifier : pour un arbre



Script 2D

```

pen Stc

circle2 0,0,a/2
Hotspot2 a/2,0
Hotspot2 0,b/2
Hotspot2 0,-b/2
Hotspot2 -a/2,0
Hotspot2 0,0

Fill Th

Poly2_A 2,(2*HF),Sth,
0,0,901,
a/2,360,4001

IF A_ >= 500 Then end
If An =0 then end
Define style "Text1" Tpo, 2, 5, 0

Style Text1

Text2 0,0,Typa

```

Script 3D

```

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```

```

DEFINE MATERIAL "Arbre" 0,
    0.0827962, 0.348867, 0.322103,
    0.6, 0.95, 0, 0, 0, 0,
    1, 1, 1,
    0, 0, 0,
    0

```

```

MATERIAL "Arbre"
x = K~-N~
y = L~-O~
if abs(x) < 0.001 then 8

```

```

u = atn(y/x)
if x >= 0 then 9
u = 180 + u
goto 9
8:
u = 90
if x > 0 then 9
u = -90
9:
rotz 90+u

```

```

rotx 90
addx -a/2
picture TYPa, a,zzyzx,1

```

script de parametres

```

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```

```

values "TYPa" "Epicea2"

```

```

Call "Tpo" parameters a=a,b=b, Tpo=Tpo

```

Script interface

```

ui_dialog "Arbres bitmap"
ui_page 1
!ui_groupbox "",167,17,140,220

ui_infield "typa",167,17,140,220,
1,"IS Epicea2.TIF",15,3,
60,105,55,70,
2,"Epicea2"

ui_style 0,1
ui_outfield " Paramètres 3D", 3,15,160,15

!... Bas de page ...
ui_separator 1,238,308,238
ui_button ui_next, ">" ,287,243,18,18
!ui_button ui_prev, "<" ,265,243,18,18

!ui_outfield "Type d'armoire", 5,245,120,15
!ui_infield "Typa", 110,247,120,10

!... Texte de gauche ...
ui_style 1,0

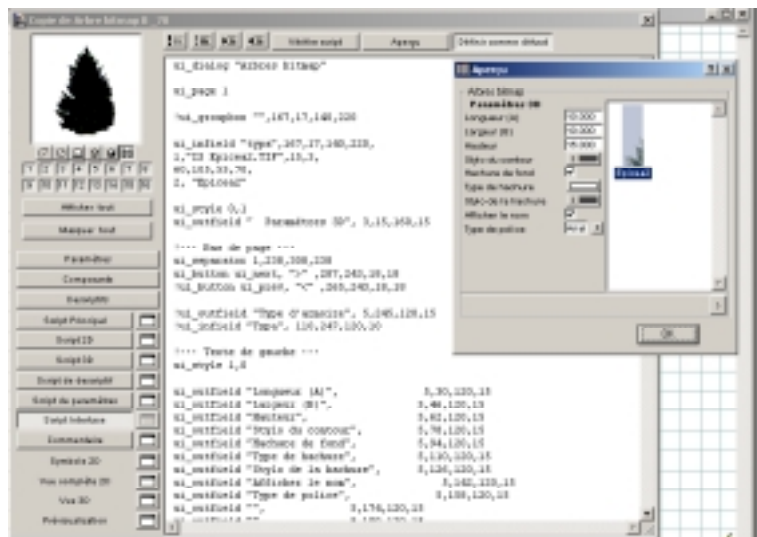
ui_outfield "Longueur (A)", 5,30,120,15
ui_outfield "Largeur (B)", 5,46,120,15
ui_outfield "Hauteur", 5,62,120,15
ui_outfield "Stylo du contour", 5,78,120,15
ui_outfield "Hachure de fond", 5,94,120,15
ui_outfield "Type de hachure", 5,110,120,15
ui_outfield "Stylo de la hachure", 5,126,120,15
ui_outfield "Afficher le nom", 5,142,120,15
ui_outfield "Type de police", 5,158,120,15
ui_outfield "", 5,174,120,15
ui_outfield "", 5,190,120,15
ui_outfield "", 5,206,120,15
ui_outfield "", 5,222,120,11

!... Variable de gauche ...

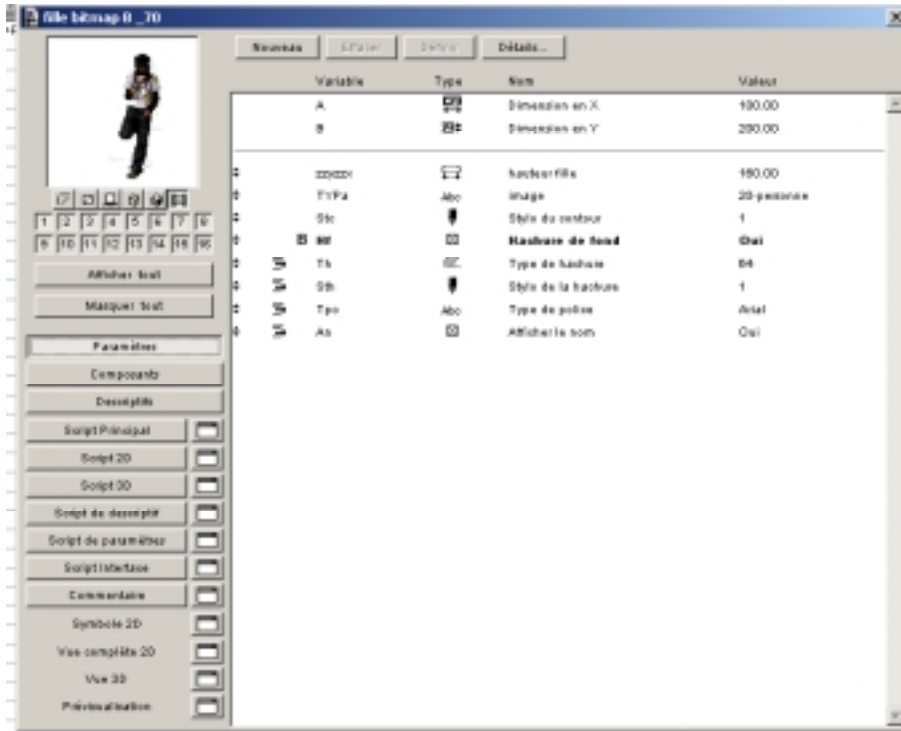
ui_infield "A", 120,28,45,15
ui_infield "B", 120,44,45,15
ui_infield "zzyzx", 120,60,45,15
ui_infield "Stc", 122,76,40,15
ui_infield "Hf", 120,92,45,15
ui_infield "Th", 122,108,40,15
ui_infield "Sth", 122,124,40,15
ui_infield "An", 120,140,40,15
ui_infield "Tpo", 120,156,45,15
    
```

```

ui_page 2
Call "IS_Abvent" parameters A=A, B=B
    
```



Objet crée : ce que vous devez modifier : pour un personnage



Script 2D

```
pen Stc
POLY2_B 5, 3, 86, 0,
-0.252042, 0.261926, 1,
0.252042, 0.261926, 1,
0.252042, 0.0, 1,
-0.252042, 0.0, 1,
-0.252042, 0.261926, -1
HOTSPOT2 -0.252042, 0.261926
HOTSPOT2 0.252042, 0.261926
HOTSPOT2 0.252042, 0.0
HOTSPOT2 -0.252042, 0.0
HOTSPOT2 -0.252042, 0.261926
Fill Th
Poly2_A 2,(2*HF),Sth,
0,0,901,
a/2,360,4001
IF A_ >= 500 Then end
If An =0 then end
Define style "Text1" Tpo, 2, 5, 0
Style Text1
Text2 0,0,Typa
```

script 3D

```
!!!!·YYYYYYYYY PB - V6 - AOUT_98 YYYYYYYYY·
DEFINE MATERIAL "Arbre" 0,
0.0827962, 0.348867, 0.322103,
0.6, 0.95, 0, 0, 0, 0,
1, 1, 1,
0, 0, 0,
0
```

```

MATERIAL "Arbre"
x = K~-N~
y = L~-O~
if abs(x) < 0.001 then 8

u = atn(y/x)
if x >= 0 then 9
u = 180 + u
goto 9
8:
u = 90
if x > 0 then 9
u = -90
9:
rotz 90+u

rotx 90
addx -a/2
picture TYPa, a,zzyzzx,1

```

script de paramètres

```
values "TYPa" "20-personne"
```

```
Call "Tpo" parameters a=a,b=b, Tpo=Tpo
```

Script d'interface

```

ui_dialog "fille bitmap"

ui_page 1

!ui_groupbox "",167,17,140,220

ui_infield "typa",167,17,140,220,
1,"IS 20-personne.TIF",15,3,
60,105,55,70,
2, "20-personne"

ui_style 0,1
ui_outfield " Paramètres 3D", 3,15,160,15

!... Bas de page ...
ui_separator 1,238,308,238
ui_button ui_next, ">" ,287,243,18,18
!ui_button ui_prev, "<" ,265,243,18,18

!ui_outfield "Type d'armoire", 5,245,120,15
!ui_infield "Typa", 110,247,120,10

!... Texte de gauche ...
ui_style 1,0

ui_outfield "Longueur (A)", 5,30,120,15
ui_outfield "Largeur (B)", 5,46,120,15
ui_outfield "Hauteur", 5,62,120,15
ui_outfield "Stylo du contour", 5,78,120,15
ui_outfield "Hachure de fond", 5,94,120,15
ui_outfield "Type de hachure", 5,110,120,15
ui_outfield "Stylo de la hachure", 5,126,120,15
ui_outfield "Afficher le nom", 5,142,120,15
ui_outfield "Type de police", 5,158,120,15
ui_outfield "", 5,174,120,15
ui_outfield "", 5,190,120,15

```

