

Forum:[Hack Forums](#)

Thread: [2 Python Scripts \(Visualizer & Destructable Scene Engine\)](#)

PseudoMander - February 2, 2012, 4:43 am

Visualiser:

[Video: http://www.youtube.com/watch?v=0Ko0_QYmbHk]

Destructible Scene

[Video: http://www.youtube.com/watch?v=A_AUdTCt2BM&feature=youtu.be]

Both scripts are available at <http://www.trogramming.com/Programs/index.html> (Just made the site, still got to add content.)

Or directly downloadable at :

<http://www.trogramming.com/Programs/Scripts/visualiser.py>

<http://www.trogramming.com/Programs/Scripts/bomb.py>

1nf4m0us - February 2, 2012, 7:54 am

This is fucking amazing :p

First time I see something like that :P

creepycreeper - February 2, 2012, 10:10 am

wow, especially that visualiser in 26 rows is great achievement...

interesting that I haven't ever heard about that visual library before...

PseudoMander - February 2, 2012, 11:40 am

Thanks heaps guys appreciate the responses, here's a small bonus script I just whipped up then. Sorry for the lack of commenting, I'm happy to answer any questions people may be having.

```
Code from __future__ import division
from visual import *
from math import *
a=[]
loops=10
radius=1
for degr in range(36*loops):
    x= cos(radians(degr*10))*radius
    y= sin(radians(degr*10))*radius
    z= cos(radians(degr*10*loops))
    a.insert(degr,[sphere(pos=(x,y,z),radius=(abs(x)+abs(y))/16,visible=False),curve(color=(1,1,1))])
    radius = radius+degrees(1.618033989)
b=0
while 1:
    rate(20)
    b=b+1
    radius=1
    for i in range(len(a)):
        x= cos(radians((i+b)*10))*radius
```

```

y= sin(radians((i+b)*10))*radius
z= cos(radians((i+b)*10*loops))*radius*cos(radians(b))
a[i][0].pos=(x,y,z)
a[i][1].append(a[i][0].pos)
a[i][1].color= color.hsv_to_rgb(((b+i)%256/256,(b+1+64)%256/256,(b+1+128)%100/256+.6))
radius = radius+degrees(1.618033989)

```

[Video: <http://www.youtube.com/watch?v=BVcpbloPv9I>]

creepycreeper - February 2, 2012, 1:53 pm

(Feb 2, 2012 12:40 PM)PseudoMander Wrote: [\[CITE\]](#) Thanks heaps guys appreciate the responses, here's a small bonus script I just whipped up then. Sorry for the lack of commenting, I'm happy to answer any questions people may be having.

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        radius = radius+degrees(1.618033989)

```

Awesome, although I can't really understand how do you come up with it - do you use same frame and randomly change constants or are your changes purposeful (e.g. can you imagine it before actually running it)?

PseudoMander - February 2, 2012, 8:10 pm

Usually I imagine a structure then make it to the best of my ability. However mid-way through design I'm often inspired to take it in a different direction and will usually do so, so to answer your question they're not always congruent to the pictures in my head but are quite slight adaptations of such (On a mathematical level anyway).

Dmaster_773 - February 3, 2012, 4:01 am

This is awesome...

btw managed to crash your cannon sim/ w/e, here's error for future bug fix :P

Code Traceback (most recent call last):

File "C:\Users\Dom\Desktop\visualiser.py", line 207, in <module>

```
checkcolbomb()
File "C:\Users\Dom\Desktop\visualiser.py", line 121, in checkcolbomb
    burst(bomb[i][0].pos,bomb[i][0].velocity)
File "C:\Users\Dom\Desktop\visualiser.py", line 76, in burst
    makewall(blockwall[i1-e].pos,dire,blockwall[i1-e].size[1]/6)
File "C:\Users\Dom\Desktop\visualiser.py", line 143, in makewall
    for i2 in range(height):
TypeError: range() integer end argument expected, got float.
```

PseudoMander - February 3, 2012, 5:10 am

(Feb 3, 2012 05:01 AM)Dmaster_773 Wrote: [\[CITE\]](#) This is awesome...
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Code ...

```
    for i2 in range(height):
TypeError: range() integer end argument expected, got float.
```

...

Thanks for that, I've never encountered it perhaps it could be patched by simply replacing the
aforementioned line with.

Code for i2 in range(int(round(height))):