

# Mugic Library for CalVR and MugicViewer for local

## Usage

```
shape name param= param= param= ... texture="filename.extension" param=`expression`
```

## Example

```
square s1 size=10 x=100 y=200 z=300 texture="hello.jpg"
```

## Expressions

```
square s1 size=100  
s1.x=`sin(Main.time)`
```

## Shapes

### Square

```
size  
x, y, z  
r, g, b, a  
rotx, roty, rotz, rot  
tiltx, tilty, tiltz, tilt  
texture
```

### Triangle

```
x1, y1, z1  
x2, y2, z2  
x3, y3, z3  
r1, g1, b1, a1  
r2, g2, b2, a2  
r3, g3, b3, a3
```

### Quad

```
x1, y1, z1  
x2, y2, z2  
x3, y3, z3  
x4, y4, z4  
r1, g1, b1, a1
```

```
r2, g2, b2, a2  
r3, g3, b3, a3  
r4, g4, b4, a4
```

## Rectangle

```
width, height  
x, y, z  
r, g, b, a  
rotx, roty, rotz, rot  
tiltx, tilty, tiltz, tilt
```

## Circle

```
radius  
x, y, z  
r1, g1, b1, a1  
r2, g2, b2, a2  
rotx, roty, rotz, rot  
tiltx, tilty, tiltz, tilt
```

## Line

```
width  
x1, y1, z1  
x2, y2, z2  
r1, g1, b1, a1  
r2, g2, b2, a2
```

## Text

```
size  
label  
x, y, z  
r, g, b, a
```

## Cube

```
size  
x, y, z  
r1, g1, b1, a1  
r2, g2, b2, a2  
rotx, roty, rotz, rot  
tiltx, tilty, tiltz, tilt
```

## Sphere

```
radius
x, y, z
r, g, b, a
rotx, roty, rotz, rot
tiltx, tilty, tiltz, tilt
texture
```

\*\*\*\*\* BETA \*\*\*\*\*

## Cylinder

```
radius, height
x, y, z
r, g, b, a
```

## Model

```
file="modeldir/filepath.ext" (where modeldir is set in the config file (default:
$HOME))
scalex, scaley, scalez, scale
x, y, z
r, g, b, a
rotx, roty, rotz, rot
tiltx, tilty, tiltz, tilt
```

## Light

```
radius
x, y, z
r, g, b, a
type
num
```