

Editor Descartes JS

Manual del usuario

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General

The screenshot displays a software development environment with a central scene editor. The scene editor features a blue grid background and a title bar with the text "El título de pruebas" and "Escribir el subtítulo de la unidad". Below the title bar, there are several tabs: "about", "escale", "Ox", "Oy", and "config". The "escale" tab is active, showing a grid with a red square labeled "text" and a blue square labeled "Texto".

On the left side, there is an "Object" panel with a list of objects: "space_0", "Sp2", "north", "south", "east", and "west". Below this list is a section labeled "Auxiliares".

On the right side, there is a "Properties" panel with various settings:

- ID: space_0
- Type: R2
- X: [input field]
- Y: [input field]
- Width: [input field]
- Height: [input field]
- Draw if: [input field]
- Fixed: false
- Escale: 32
- Ox: 0
- Oy: 0
- Background image: [input field]
- Background display type: topleft
- Color: B0F0F8FA

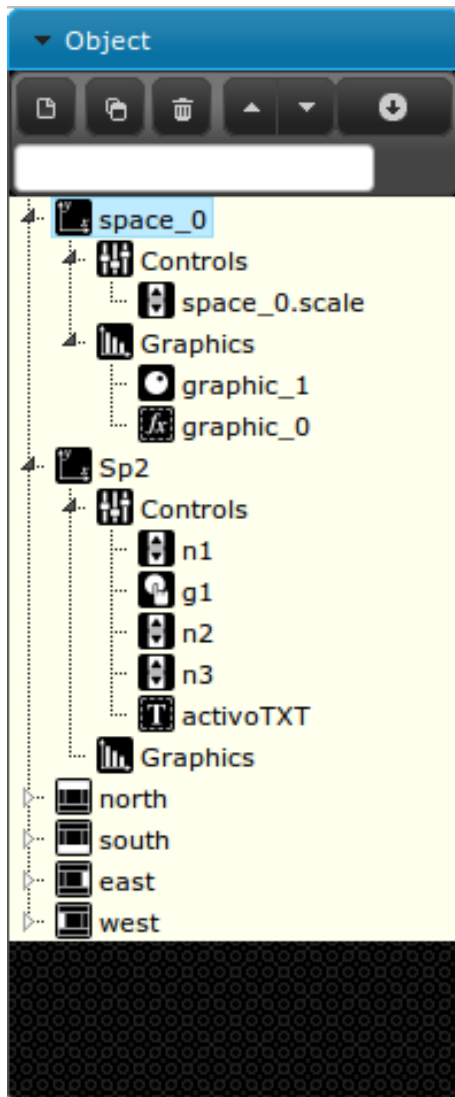
At the bottom of the interface, there is a "Scene general" tab and a "App config" section with the following settings:

- Name: Descartes
- Width: 920

Barra de herramientas



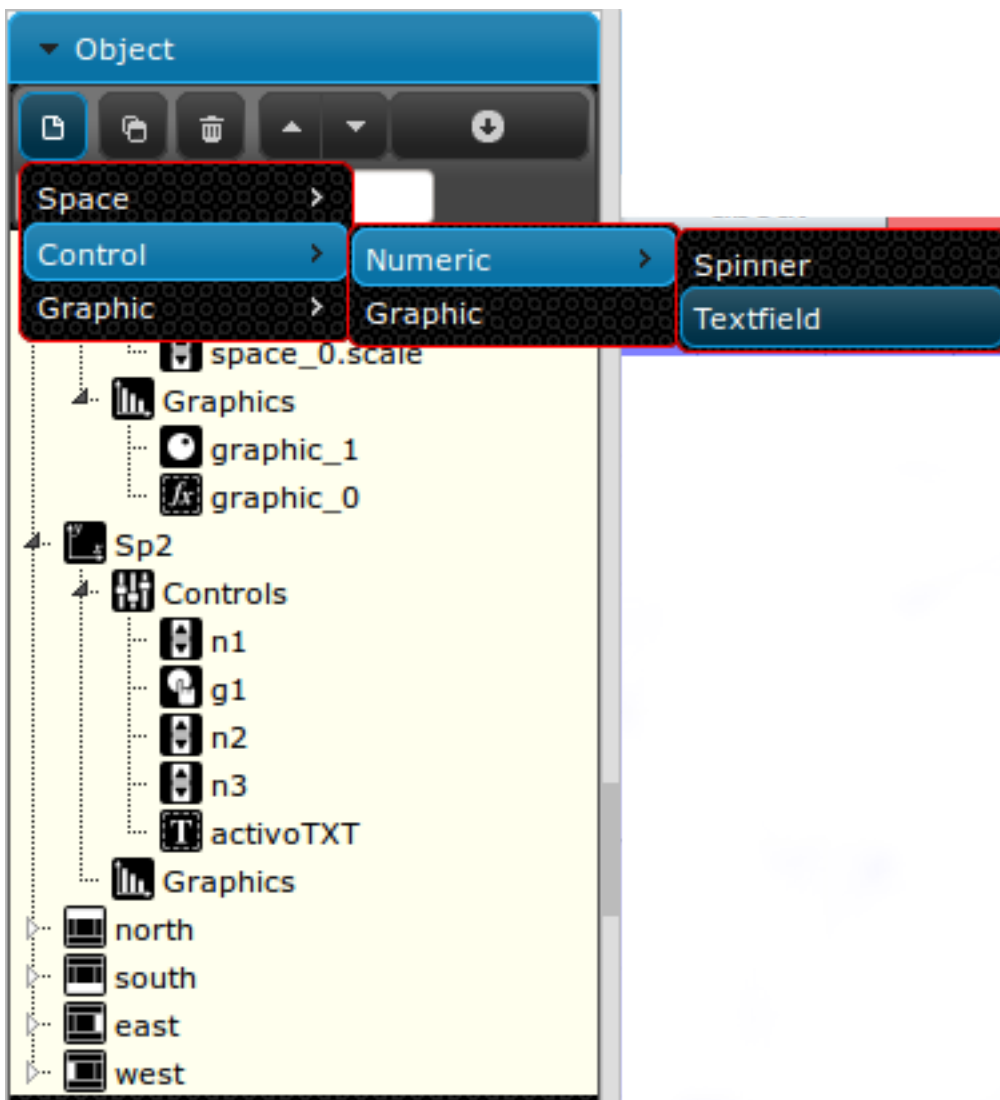
Lista de objetos





Barra de herramientas de la lista


Agregar nuevo objeto






Copiar un objeto 

Borrar un objeto 

Cambiar de posición dentro de la lista 

Mostrar ventana de edición manual 

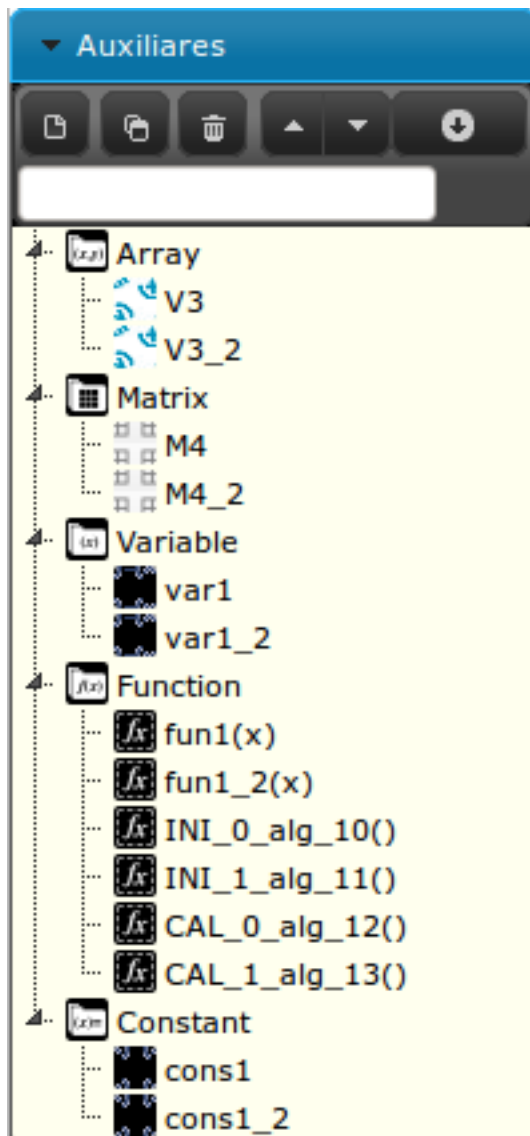
Auxiliars

```
id='V3' expression='V3[0]=0;V3[1]=1;V3[2]=0' evaluate='only-once' array='yes'  
id='V3_2' expression='V3[0]=0;V3[1]=0;V3[2]=0' evaluate='only-once' array='yes'  
id='M4' expression='M4[0,0]=0;M4[1,0]=0;M4[2,0]=0;M4[0,1]=0;M4[1,1]=0;M4[2,1]=0;M4[0,2]=0;M4[1,2]=0;M4[2,2]=0' evaluate='only-once' array='yes'  
id='M4_2' expression='M4[0,0]=0;M4[1,0]=0;M4[2,0]=0;M4[0,1]=0;M4[1,1]=0;M4[2,1]=0;M4[0,2]=0;M4[1,2]=0;M4[2,2]=0' evaluate='only-once' array='yes'  
id='var1' expression='0'  
id='var1_2' expression='0'  
id='fun1(x)' expression='x' range='[a,b]' local='a,b,c' init='x=1' do='sen(x)' while='0' algorithm='yes'  
id='fun1_2(x)' expression='x' range='[a,b]' local='a,b,c' init='x=1' do='sen(x)' while='0' algorithm='yes'  
id='const1' expression='2' evaluate='only-once' constant='yes'  
id='const1_2' expression='2' evaluate='only-once' constant='yes'  
id='INI_0_alg_10()' do='x=0;y=0' algorithm='yes' evaluate='only-once'  
id='INI_1_alg_11()' do='x=0;y=0' algorithm='yes' evaluate='only-once'  
id='CAL_0_alg_12()' do='x=x+1;y=sen(x)' algorithm='yes'  
id='CAL_1_alg_13()' do='x=x+1;y=sen(x)' algorithm='yes'
```

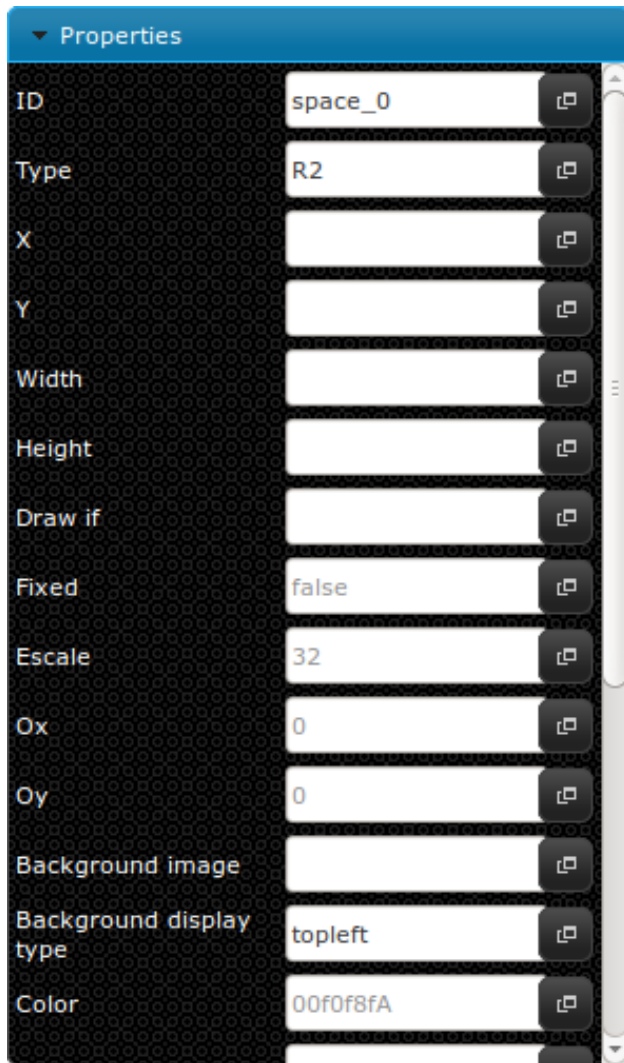
Ok

Cancel

Lista de Auxiliares



Panel de propiedades del objeto



Etiqueta de la propiedad

Valor asignado



Ampliar campo de texto

id

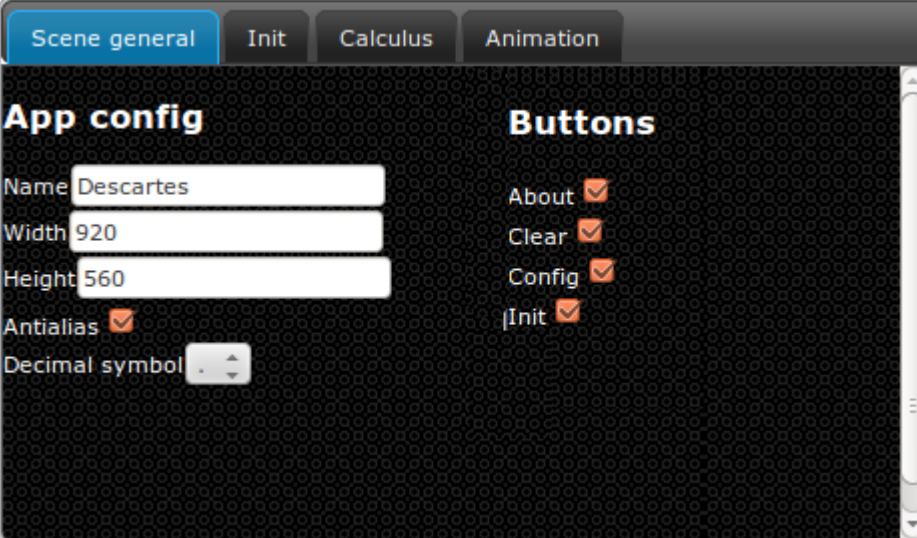


space_0

ok

cancel

Panel configuración general de la escena



The image shows a configuration panel with a dark background and a light-colored pattern. At the top, there are four tabs: "Scene general" (selected), "Init", "Calculus", and "Animation". Below the tabs, the panel is divided into two main sections: "App config" and "Buttons".

App config

- Name:
- Width:
- Height:
- Antialias:
- Decimal symbol:

Buttons

- About:
- Clear:
- Config:
- Init:

Panel de algoritmos de INICIO y CALCULOS

```
1 INI_0_alg_10()  
2  
3 x=0  
4 y=0  
5  
6 INI_1_alg_11()  
7 CAL_0_alg_12()  
8 CAL_1_alg_13()
```

Panel configuración de animación

Scene general Init Calculus **Animation**

Delay Init

Show Controls

Loop animation

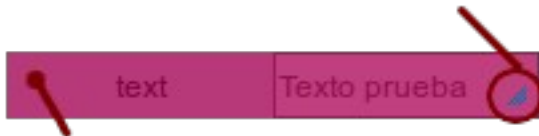
Init automatical

Do

While

Panel de edición gráfica

**Arrastrar este elemento
para cambiar tamaño**



**Arrastrar para
cambiar de posición**