

CASINO Script

All paths need to be created before the script is run.

You can change 2 or 4 parameters of the sample object with the CASINO script. They are only available with the RANGE_SAMPLE command, see TestScriptRangeSample_*.txt files for example for each sample object.

RANGE_SAMPLE parameter objectName start end step

Parameter:

TRANSLATION.z: translation in Z direction of the sample object

RADIUS: radius of the sample object (not available for all object)

SCALE: (change the size or scale in the Z direction)

DIVTHETA: number of division for sample object

ObjectName is the name defined in CASINO, for example: box_0

start, end, and step values, for example:

- 1.0 5.0 4.0 will generate simulation for a value of 1.0 and 5.0.
- 50 50 1 will generate simulation for a value of 50 only

Plane_0

- TRANSLATION.z
- SCALE (no effect)

Box_0

- TRANSLATION.z
- SCALE (change z size)

TruncatedPyramid_0

- TRANSLATION.z
- SCALE (no effect)

Sphere_0

- TRANSLATION.z
- RADIUS
- SCALE (z only)
- DIVTHETA

Cylindre_0

- TRANSLATION.z
- RADIUS
- SCALE (z only)
- DIVTHETA

Cone_0

- TRANSLATION.z
- RADIUS
- SCALE (z only)
- DIVTHETA

RoundRectangle_0

- Does not work