

# Fly Scripting System Documentation

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The Fly web application includes a simple scripting system that allows animating camera rotations and movements, displaying text and toggling on and off mesh and star group displays.

It uses a simple three field csv file that must always start with the line:

```
action,target,duration
```

The target field can contain any Gaia EDR3 id, eg.

```
Gaia EDR3 4075141768785646848
```

or any Simbad ID or one of 13 special position targets:

```
Sun,In,Out,Top,Bottom,Right,Left,NearIn,NearOut,NearTop,NearBottom,NearRight,NearLeft
```

Sun is the position at (0,0,0) at the centre, In, Out, Top, Bottom, Right and Left are 300 pc away, and NearIn, NearOut, NearTop, NearBottom, NearRight and NearLeft are 100 pc away.

Duration is usually a number representing seconds.

Here is a list of the available action values:

## ***rotate***

Rotate the camera towards the given target. If the duration is 0, the camera is rotated immediately. Otherwise the rotation is animated over the given duration time.

## ***fly***

Move the camera near the given target. If the duration is 0, the camera is moved immediately. Otherwise the move is animated over the given duration time. The position is calculated so that it is actually just in front of the target (so that you can actually see a star for example if you are rotated towards it.)

You can optionally add a specific target distance in the duration field using a pipe (|) delimiter. For example,

```
fly,Capella,5|15
```

would fly to within 15 parsecs of Capella in 5 seconds. This is especially useful in combination with the orbit action so that you can fly around a central object at a given distance.

## ***wait***

Do nothing for the duration in seconds. The target field is ignored for this action.

### ***orbit***

Orbit the camera around the current focal point (set by the rotate action) for duration seconds (30 seconds is approximately a full rotation). If you rotate to an object and then use the option to fly to it with a given distance, orbiting the camera effectively spins the stars around the focus object. This can be useful if you want to showcase an object like a star cluster.

### ***text***

Display the text given in the target field at the centre of the display for duration seconds. You can surround the text in double quotation marks if it includes commas (most csv exporters will do this automatically). The text will be automatically wrapped. You can force line breaks by including \n within the text.

### ***bottomtext***

Display the text given in the target field at the bottom of the display for duration seconds. You can surround the text in double quotation marks if it includes commas (most csv exporters will do this automatically). The text will be automatically wrapped. You can force line breaks by including \n within the text.

This is intended for shorter bits of text. If you specify a duration of 0 seconds, the script will leave the bottomtext in place and immediately proceed to the next action. This can be used to comment on activities (eg. during a fly or rotate).

You can clear existing bottom text with the line:

```
bottomtext,,0
```

### ***meshes***

This can be used to show or hide meshes. Specify the meshes in the target field. You can include multiple mesh targets with the pipe (|) separator, for example:

```
meshes,sun|hyades,show
```

For this action, the duration field is repurposed and can take on the values *show* or *hide*.

The allowable mesh targets are:

*hyades* : Hyades

*coma* : Coma

*tha* : Tucana and Horologium association

*32\_ori* : 32 Ori group

*eta\_cha* : eta Cha association

*uma* : Ursa Major moving group

*sun* : Sun

*pc5* : Stars out to 5 pc

*pc10* : Stars out to 10 pc

*pc25* : Stars out to 25 pc

You can also use the convenience target *all* to show or hide all the meshes at once.

Keep in mind that these meshes include the Sun mesh. If you want to hide all the meshes except the Sun you can do this in two lines:

```
meshes,all,hide
```

```
meshes,sun,show
```

### ***stars***

This can be used to show or hide star selections. Specify the star selections in the target field. You can include multiple mesh targets with the pipe (|) separator, for example:

```
stars,C1|P,show
```

For this action, the duration field is repurposed and can take on the values show or hide.

The allowable star selection targets are:

*C1* : Hyades

*C2* : Coma

*C3* : Tucana and Horologium association

*C4* : 32 Ori group

*C5* : eta Cha association

*C6* : Ursa Major moving group

*C7* : AB Dor moving group

*C8* : beta Pic moving group

*C9* : Carina Near moving group

*O* : Intrinsically hot OBA stars

*G* : Solar like stars

*M* : Example main sequence stars

*W* : White dwarfs

*R* : Red giants

*S* : Sub dwarfs

*U* : Ultra cool dwarfs

*B* : Wide binary systems

*P* : Stars with known planets

*H* : Halo objects

*I* : Inner galaxy objects

*T* : Thick disk and halo

*E* : Enceladus stream

*N* : Nearby 25 parsecs sample

*D* : Distant objects at the 100 parsecs border

*V* : Stars visible to the eye

*K1* : K1 strip

*K2* : K2 strip

*K3* : K3 strip

*K4* : K4 strip

*K5* : K5 strip

*K6* : K6 strip

*ZO* : Non-GCNS, intrinsically hot OBA stars

*ZN* : Non-GCNS, nearby 25 parsecs sample

*ZZ* : Non-GCNS, other stars

You can also use the convenience target *all* to show or hide all the star selections at once.