

# I.4

## How to read this book

### The header

The code link leads directly to the corresponding program on which this chapter is based → p.016, "Downloading the programs for Processing." Explanations are only provided for the basic version of the program, which ends in \_01. In the code folders there are often additional versions (\_02, \_03, etc.), which are variations of the first program and are often more complex.

A list of the interactive possibilities indicates which key and/or mouse action can be used to carry out an action. For instance, it is almost always possible to save a created image as a PNG by clicking on the S key. Parameters are often linked to the position of the mouse cursor → p.019, "Using a program."

### The code block

In order to better understand the code, which ideally should also be opened on the computer while reading the book, important parts of the code are listed and accompanied by explanations → p.019, "Using a program."

The most important parts in a code are highlighted so that it is easier to classify the explanations.

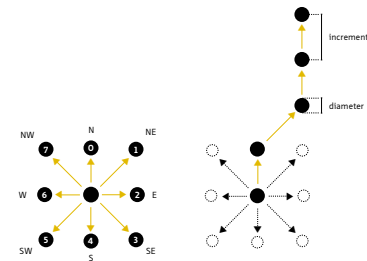
Keywords can be recognized by their special color.

The ellipsis signifies that code has been omitted here.

The arrow signifies that the code block is continued on the next page.

### P.2.2.1 Chapter headline

This brief introductory text describes what the chapter is about and what can be learned from it. The text may contain references to other chapters in the book or to external weblinks.



In addition to illustrations, the program's general operations are explained in short paragraphs. The explanation always refers only to the program version \_01 of the chapter. The versions \_02, \_03, etc. can deviate from the function principle explained here.

Mouse: Drag: Draw modules • Drag right mouse button: Delete modules  
Keys: DEL: Delete display • G: Show grid on/off • D: Show module values on/off  
P: Save PDF • S: Save PNG

```
if (direction == NORTH) {
  y -= distance;
  if (y == 0) y = height;
}
else if (direction == NORTHEAST) {
  x += distance;
  if (x >= width) x = 0;
}
```

Small illustrations next to the code illustrate the operations of the individual code snippets.

```
int stepSize = 1;
int diameter = 1;
```

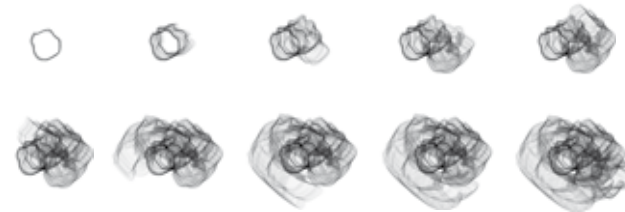
Colored lines connect discussions within the text to their related codes.

```
for (int i=0; i<circleResolution; i++){
  x[i] += random(-stepSize,stepSize)*distorsionFactor
  + offsetX*100;
  y[i] += random(-stepSize,stepSize)*distorsionFactor
  + offsetY*100;
  ...
}
```

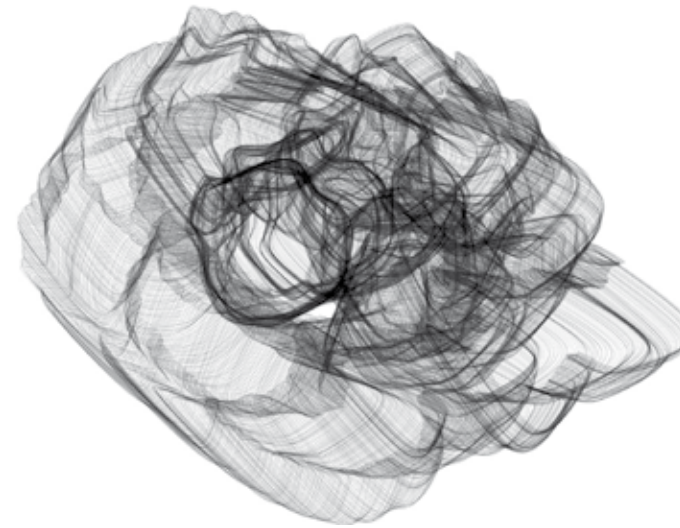
Sometimes a line of code will wrap onto another line in the book, although it appears as a single line in the program window.

An ellipsis indicates that code lines have been omitted.

456 P.2 Chapter - P.2.2 Sub chapter - P.2.2.1 Chapter headline



Explanation of image and description of how it was generated in the program. → P.2.2.1\_01.pde



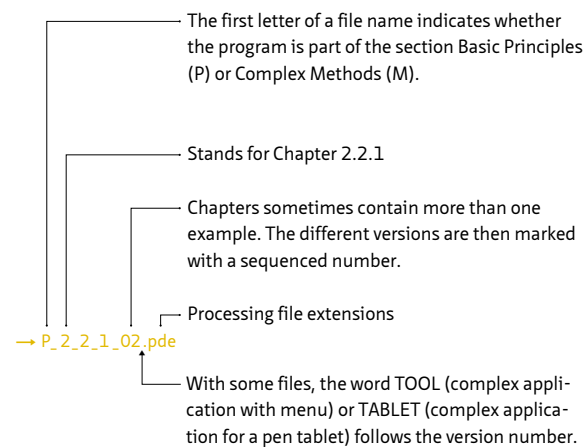
Explanation of image and description of how it was generated in the program. → P.2.2.1\_01.pde

### Images

In many examples, time sequence is depicted by a series of smaller images.

The image caption contains both a short explanation and a reference to the program with which the image was created.

### The composition of program names



### Different kinds of reference links

- P\_1\_1\_01.pde Refers to a program file in the program package → p.018, "Download program and library"
- p.123 Refers to a page
- Ch.P.1.1.2 Refers to a chapter
- W.345 Refers to a website
- At → www.generative-gestaltung.de, the number code can be directly entered into a search field without typing in long URLs → p.017, "Weblinks"