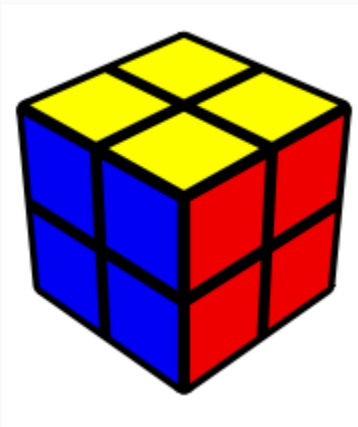
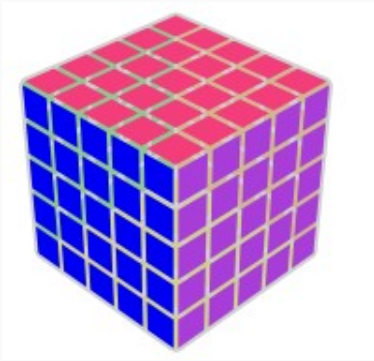
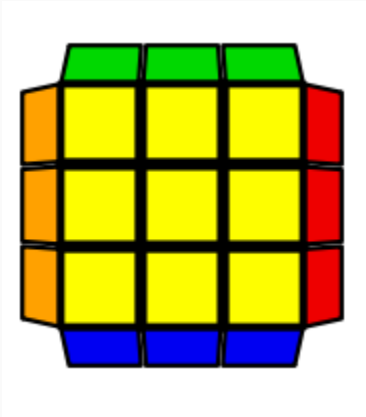


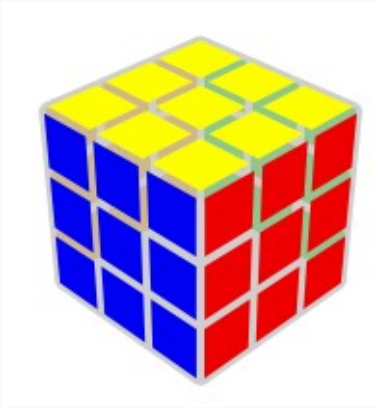
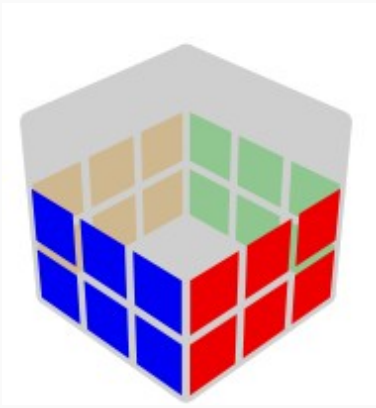
原网址 <http://cube.crider.co.uk/visualcube.php>

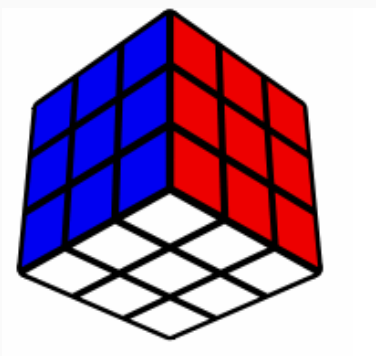
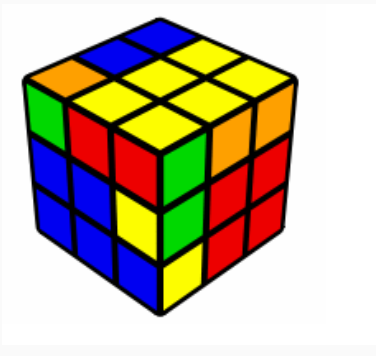
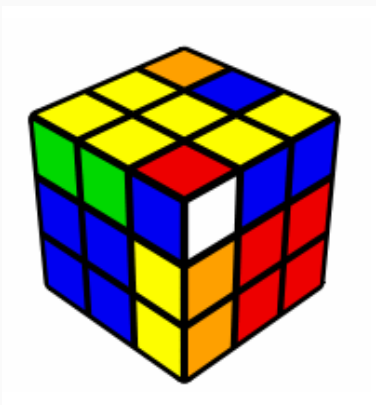
图片网址（在这个网址后面加上参数就是了） <http://cube.crider.co.uk/visualcube.php?&fmt=png>

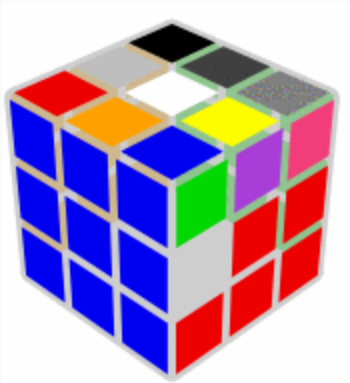
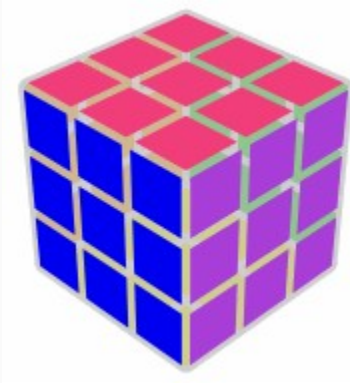
Parameters 参数

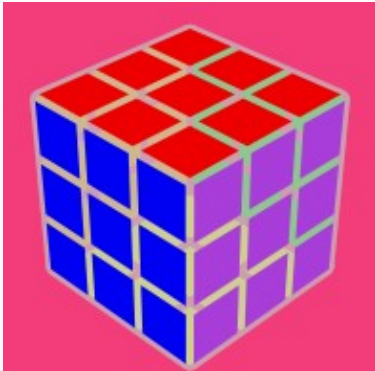
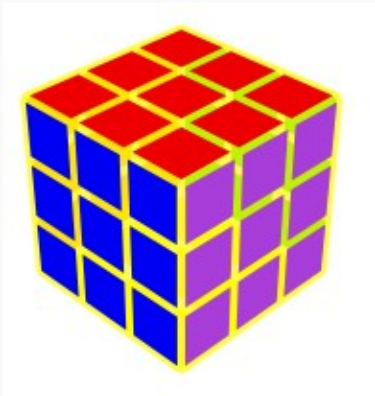
Variable 变量	Description 描述	Value Range 取值范围	Default 默认值	Comment 说明
.	script extension 脚本扩展	.png .gif .jpg .svg .tiff .ico	.gif	The extension used in the script url dictates the format of the image generated. For example: visiting /visualcube.jpg will create a jpeg image. 扩展脚本 url 中使用规定的格式图像生成
fmt	Image Format 图像格式	png gif jpg svg tiff ico	gif	Used as an alternative to using an image extension as above. 你保存到电脑的图像的格式
pzl	Puzzle Type 魔方阶数	1 to 10 	3	Values from N=(1 to 10) represent an NxNxN cube. Currently only regular cubes are modelled 对于正阶魔方而言，设置你想要的阶数 http://cube.crider.co.uk/visualcube.php?fmt=png&size=200&pzl=2 http://cube.crider.co.uk/visualcube.php?fmt=png&size=200&sch=pmbigo&view=trans&pzl=5

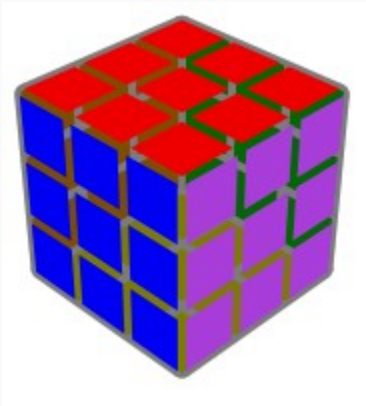
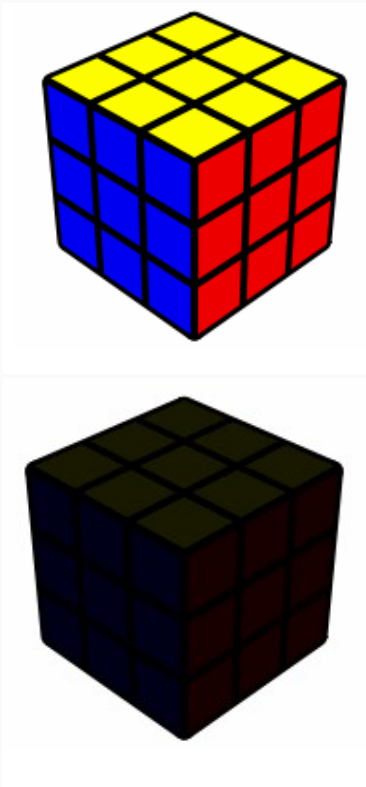
				
size	Size of generated image 生成的图像的大小	0 to 1024	128	Images produced are square, so size specifies both width and height of the final image in pixels. 生成的图片是正方形的，设定你最后想要的图片的像素 http://cube.crider.co.uk/visualcube.php?fmt=png&size=200 http://cube.crider.co.uk/visualcube.php?fmt=png&size=2000
view	Special View 特殊视角	plan trans 		The view parameter allows special views to facilitate interpretation of different case aspects. 视图参数允许特殊视图来满足不同方面的解释。 plan rotates cube to expose U face, while showing the sides of the top layer 顶层视角 旋转魔方以展示魔方的顶层 http://cube.crider.co.uk/visualcube.php?fmt=png&size=200&view=plan trans sets the cube base colour to transparent, and hides any masked or undefined faces 立体视角 将立方体基础颜色设置为透明的,而隐藏任何掩盖或未定义的面 http://cube.crider.co.uk/visualcube.php?fmt=png&size=200&view=trans

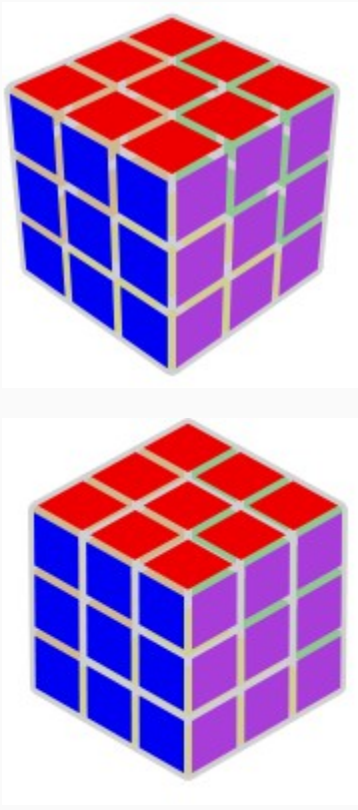
				
stage e	Stage Mask 展示部分	(fl f2l ll cl ell oll ocll oell coll ocell wv vh els cls cml cross f2l_3 f2l_2 f2l_sm f2l_1 f2b line 2x2x2 2x2x3)-?[xyz2']* 		Sets parts of the cube to be masked from being coloured. The stage identifier is optionally followed by a rotation algorithm. 让魔方的一部分块被遮盖，而其他的被上色的部分的块则是可选旋转的 http://cube.crider.co.uk/visualcube.php?fmt=png&size=200&view=trans&stage=f2l http://cube.crider.co.uk/visualcube.php?fmt=png&size=200&view=trans&stage=wv For example: stage=cross-x2 would rotate the cross mask so that the cross appears on the U-layer rather than the D-layer 这个参数会旋转 (X2) 底层十字架，使十字架在顶层展示，而不是在底层 http://cube.crider.co.uk/visualcube.php?fmt=png&size=200&view=trans&stage=cross-z' http://cube.crider.co.uk/visualcube.php?fmt=png&size=200&view=trans&stage=cross-x2
r	Rotation Sequence	([xyz]-?[0-9][0-9]?[0-9]?)+	y45x-34	Each entry in the sequence is an axis (x, y or z), followed by the

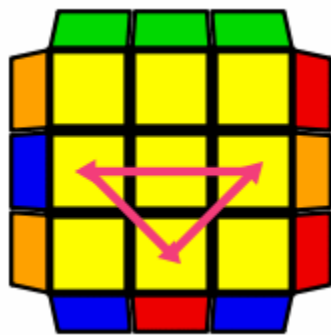
	旋转序列			number of degrees to rotate in a clockwise direction. Negative values are permitted. Any number of rotations is possible. 序列中的每个参数是一个轴(x,y,或z), 紧随其后的数值以顺时针方向旋转。负的值是允许的。任意数量的旋转都是可以的。 http://cube.crider.co.uk/visualcube.php?fmt=gif&size=200&r=y45x34
State Definitions 状态设置				
alg	Algorithm to apply 算法应用	[UDLRFBudlrfbMESxyz'2]* 		The system applies the algorithm to the cube and displays the resulting state. 系统的算法适用于魔方和显示结果的状态。 NOTE: Currently unavailable for 4x4 cubes or above 目前只适用于三阶魔方以及二阶魔方 http://cube.crider.co.uk/visualcube.php?fmt=gif&size=200&alg=RUR'U
case	Algorithm to solve case 什么步骤后复原	[UDLRFBudlrfbMESxyz'2]* 		The system displays the cube state which is solved by applying the algorithm (algorithm inverse). 图像显示的魔方的状态是可以通过给出的算法复原的(展示的是逆算法状态)。 NOTE: Currently unavailable for 4x4 cubes or above 目前只适用于三阶魔方以及二阶魔方 http://cube.crider.co.uk/visualcube.php?fmt=gif&size=200&case=RUR'U
fd	Facelet Definition	[udlrfbnot]*	uuuuu uuuu	Defines the cube state in terms of facelet positions. u stands for a 'U'

			00000 0000 ggggg gggg	见“sch”参数下面设定的颜色代码。 颜色展示 http://cube.crider.co.uk/visualcube.php?fmt=gif&size=2000&view=trans&fc=ndlswyrobgmpt
Cube Style 魔方风格				
sch	Colour Scheme 颜色方案	[ndlswyrobgmp]*6 OR Comma separated list containing 6x one of: black dgrey grey silver white yellow red orange blue green purple pink [0-9a-fA-F]*3 [0-9a-fA-F]*6 注释: 这个参数, 一次修改一个面的贴纸! 	yrbwo g	The order of the colours specified represent the faces in this order: 颜色的指定按照这个顺序: U R F D L B 上右前下左后 The letters used in shorthand notation map to the generic face colours as follows: 字母用于简化符号指定通用的面, 颜色如下 n=black (noir)黑色, d=dark grey 深灰色, l=light grey 浅灰色, s=silver (lighter grey)银色(比浅灰色还浅), w=white 白色, y=yellow 黄色, r=red 红色, o=orange 橙色, b=blue 蓝色, g=green 绿色, m=purple (magenta) 紫色, p=pink 粉色, t=transparent 透明 http://cube.crider.co.uk/visualcube.php?fmt=gif&size=200&view=trans&sch=pmbbyg Where longhand notation is used, 3 or 6-digit hex codes can be used to specify the exact colour. for example C80000 would be a dark red colour. 可以使用手写符号, 3 或 6 位十六进制代码可以被用来指定确切的颜色。例如 C80000 将是一个深红色的颜色。

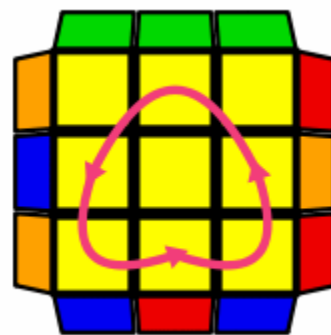
bg	Background Colour of image 背景颜色的图像	[ndlswyrobgmpt] OR black dgrey grey silver white yellow red orange blue green purple pink [0-9a-fA-F]*3 [0-9a-fA-F]*6 	white	The value t represents transparent, and is only valid for png and gif images. t 值代表的是透明的,只适用于 png 和 gif 图像。 保存后背景颜色透明的魔方 http://cube.crider.co.uk/visualcube.php?fmt=png&size=200&view=trans&sc h=pmb yog&bg=t 背景颜色粉色的魔方 http://cube.crider.co.uk/visualcube.php?fmt=png&size=200&view=trans&sc h=rmb yog&bg=p
cc	Cube Colour 魔方颜色	see above 	black	This is the cube's base colour. 这是魔方的底色 随手改了一个黄底魔方 http://cube.crider.co.uk/visualcube.php?fmt=png&size=200&view=trans&sc h=rmb yog&cc=y
co	Cube Opacity 魔方的不透明度	0 to 99	100	Setting this value causes the base cube to be transparent. It means facelets at the back of the cube will also be rendered. A value of 0 gives complete transparency. 设置这个值使魔方底色是透明的。这意味着背面的图案也将呈现。值为 0 时是完全透明。 可以看出黑色底的魔方, 有一点透明 http://cube.crider.co.uk/

				visualcube.php? fmt=png&size=200&view=trans&sc h=rmbyog&cc=black&co=30
fo	Facelet Opacity 贴纸的不透明 度	0 to 99 	100	Setting this value causes the facelets to be rendered with transparency. 设置这个值会导致贴纸呈现透明度。 以下两个实例大家可以打开看一下差别 http://cube.crider.co.uk/ visualcube.php? fmt=gif&size=200&fo=100 http://cube.crider.co.uk/ visualcube.php? fmt=gif&size=200&fo=10
dist	Projection Distance 投影距离	1 to 100	5	Controls the distance of the cube from the perspective of the viewer. 控制魔方从观众的角度来看的距离。 http://cube.crider.co.uk/ visualcube.php? fmt=png&size=200&view=trans&sc h=rmbyog&dist=5 http://cube.crider.co.uk/ visualcube.php? fmt=png&size=200&view=trans&sc

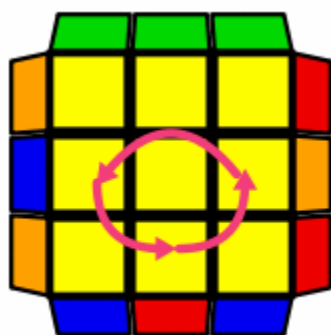
				h=rmbyog&dist=50
Added Features 添加功能				
arw	Arrow Definition 方向箭头设置	Comma separated list in the form: <pre><a_from><a_to>(<a_via>)?(-i[0-9+])?(-s[0-9+])?(<colour>)?</pre> Where <a_x> is: [URFDLB] [0-9]+ And: <colour> is as defined in the 'sch' variable. http://cube.crider.co.uk/visualcube.php?fmt=gif&size=200&view=plan&case=RU'RURURU'R'U'R2&arw=U3U7,U7U5,U5U3&ac=pink	-i10- s10	Defines a list of arrows to be drawn on the cube. 定义了魔方上的箭头的菜单 Each arrow is defined with a minimum of two sticker identifiers to indicate where it should be drawn from and to. 每个箭头定义与至少两个贴纸标识符来表示应该是来自哪里 The optional third sticker identifier indicates which sticker it should pass through if a curved arrow is to be drawn. 可选的第三个标签标识符表明一个弯曲的箭头应该通过这贴纸 Arrows may be scaled so that they fall short, or past the centre of each facelet by specifying the s(scale) parameter after a dash. 箭头可以扩展,这样他们达不到,或之前每个贴纸的中心通过指定参数。



<http://cube.crider.co.uk/visualcube.php?fmt=gif&size=200&view=plan&case=RU'RURURU'R'U'R2&arw=U3U7U6,U7U5U8,U5U3U1&ac=pink>



<http://cube.crider.co.uk/visualcube.php?fmt=gif&size=200&view=plan&case=RU'RURURU'R'U'R2&arw=U3U7U6-i4-s8,U7U5U8-i4-s8,U5U3U1-i5-s8&ac=pink>



Where curved arrows are drawn the degree to which the arrow deviates from a straight path can be specified via the **i** (influence) parameter.

让弯曲的箭头偏离直线路径可以通过指定影响参数。

Arrows may also optionally be assigned individual colours, by using a - followed by a colour code. 箭头也可以有选择地设定单独颜色,通过使用一短横,紧随其后的是一个颜色代码。 Example: arw=U0U2,U2U8,U8U0,R6R2R0-s8-i5-yellow

箭头: U0 指向 U2, U2 指向 U8, U8 指向 U0 的箭头颜色默认, R6 指向 R2, 以 s8, i5 的程度偏向 R0 的箭头是黄色

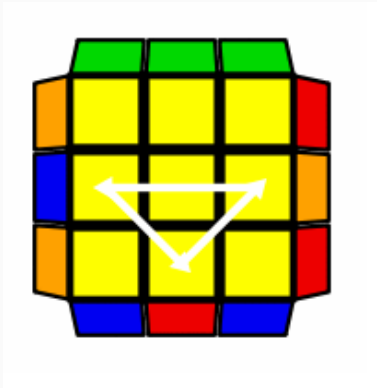
The above example draws 4 arrows. 对于上面例子的四个箭头

The first three use default colour and scale and point to stickers on the U-face. The fourth arrow points from sticker #6 to sticker #2 on the R-face, and is curved so that it passes through sticker #0.

前三个使用默认颜色按照设置指向顶面贴纸。第四个箭头从右面编号 6 的贴纸指向 2 号贴纸, 并且是弯曲的, 通过 0 号

The arrow is slightly shortened to 8/10 of its full length, and the influence of the pass through sticker in generating the curve is set to 5/10.

箭头缩短为全长的 8/10, 并通过贴纸的影响在生成曲线的设置为 5/10。

ac	Default Arrow Colour 默认箭头颜色	<code>[ndlswyrobgmp]</code> OR <code>black dgrey grey silver white yellow red orange blue green purple pink [0-9a-fA- F]*3 [0-9a-fA-F]*6</code> 	grey	Arrows will be this colour by default, unless overridden by a colour specified for each arrow in the <code>arw</code> variable. 在默认情况下所有箭头将以这个颜色,除非被 <code>arw</code> 颜色为每个箭头指定参数。 http://cube.crider.co.uk/visualcube.php?fmt=gif&size=200&view=plan&case=RU'RURURU'R'U'R2&arw=U3U7,U7U5,U5U3&ac=w
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