PYTHON UI AND SIMULATION TUTORIAL BLENDER DOCUMENTATION

-Maybe something for user database SQL

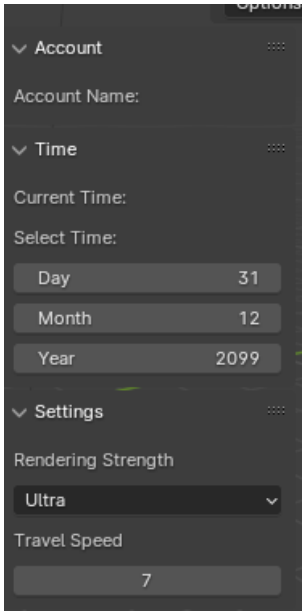
-Create transparent cones from the moon projecting down to the earth for penumbra and umbra shadows

-Same for the eclipse shadows

-Slider with a day/month/year enter text box above it

-We have an Account name * might add a email section

-I will add an exact time for hour minute seconds
Day month and year have the appropriate restrictions
Rendering strength has light medium and ultra
Travel speed ranges from 0 to 100

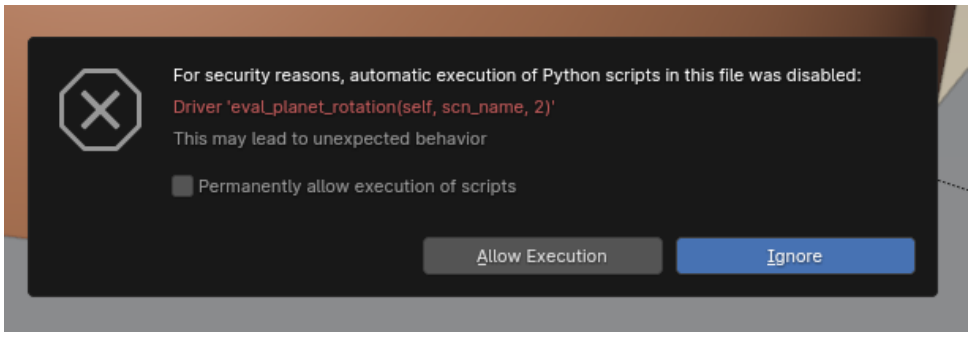


Python_UI_Code (Code file attached to email) and found on Project Github

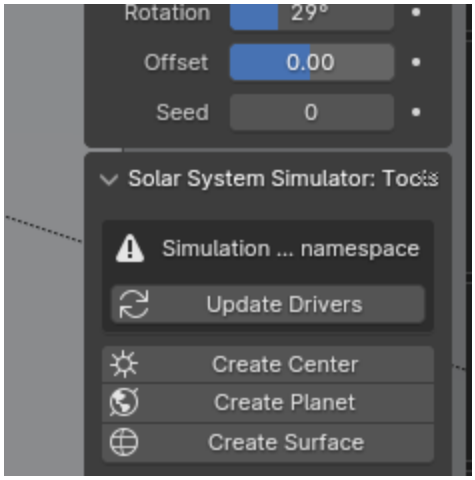
Emre's Python Scripted UI depicted on the right image.

Credit to Marcus Ebke for Kepler's Laws of planetary Motion Python Script
https://github.com/markus-ebke/SolarSystemSimulator/releases/tag/v0.9

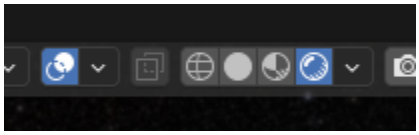
In order to open the Blender File you must allow execution of Python Scripts



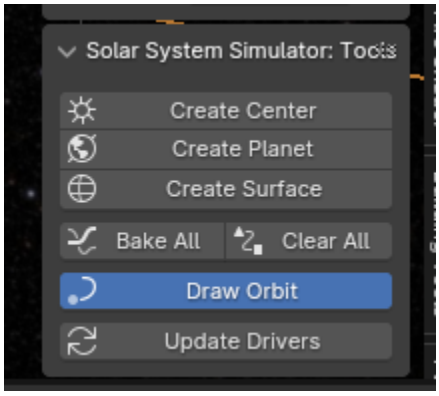
Next you must update the drivers



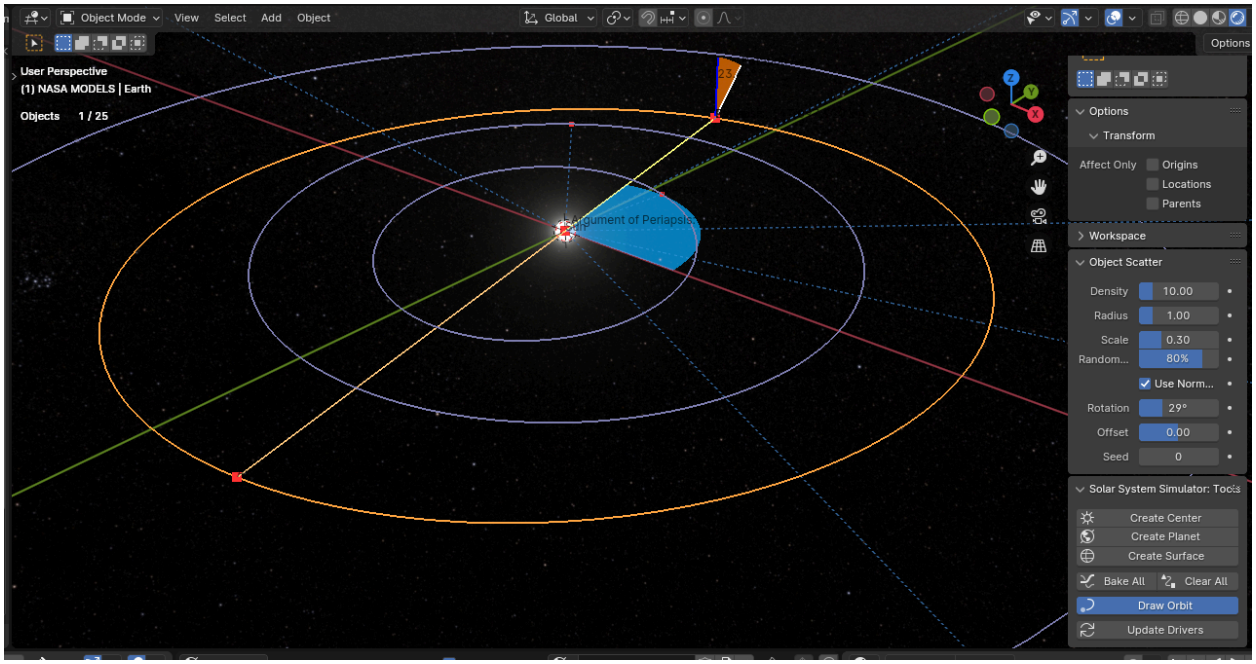
Ensure that Rendered Viewport is selected

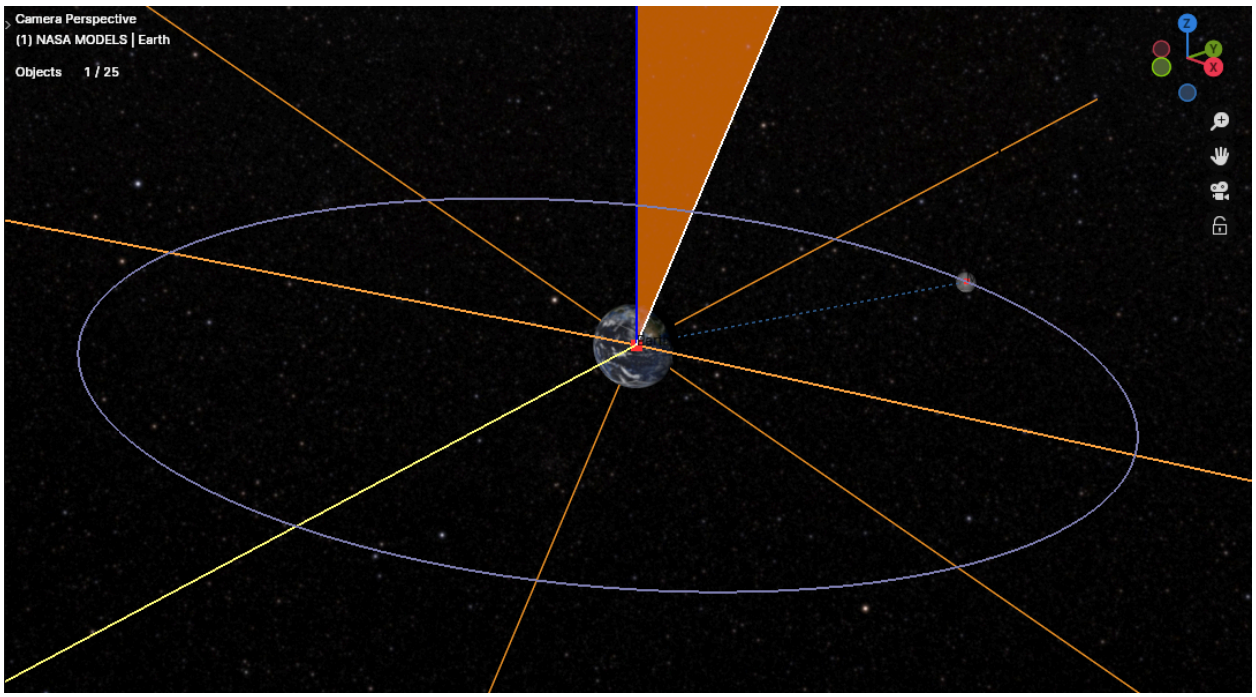


Enable the "Draw Orbit" feature to view orbital elements



The simulation should load. You can toggle between the Solar System and Earth-Moon System by hitting 0 on the Numpad.


Object Mode
View
Select
Add
Object
Global
Options
User Perspective
(1) NASA MODELS | Earth
Objects 1 / 25
Options
Transform
Affect Only
Origins
Locations
Parents
Workspace
Object Scatter
Density 10.00
Radius 1.00
Scale 0.30
Random... 80%
Use Norm...
Rotation 29°
Offset 0.00
Seed 0
Solar System Simulator: Tools
Create Center
Create Planet
Create Surface
Bake All
Clear All
Draw Orbit
Update Drivers


Camera Perspective
(1) NASA MODELS | Earth
Objects 1 / 25