Subject: Orbit Fractal (Martin Attractor) Render Posted by ren42 on Sat, 16 Dec 2017 17:30:44 GMT View Forum Message <> Reply to Message

Hello everybody, after 11 Years i found my way back to do some coding again. (How could i live without Upp such a long time? 80):d

I like eye candy pictures and figured out to code a fractal render with Upp.

Here is a link that explains briefly what an Martin Attractor is: http://www.fraktalwelt.de/myhome/simpiter2.htm

Preview of OrbitFractal:

The next Message or Topic will contain a description and source package :)

File Attachments
1) OrbitFractal1.jpg, downloaded 702 times

Subject: Re: Orbit Fractal (Martin Attractor) Render Posted by ren42 on Sat, 16 Dec 2017 18:19:02 GMT View Forum Message <> Reply to Message

So, here it is:

The source package OrbitFractal (Attachment). Compiled with Thelde 2017.1 Clang compiler. OS: Linux OpenSuse Leap 42.2 I see no problem for compiling it on other OS as well, that are supported by Thelde.

Here is the core function of my app that does the magic:

```
void OrbitFractalv2::Render()
{
    /*
Algorithm found here:
http://www.fraktalwelt.de/myhome/simpiter2.htm
Thanks to Ulrich Schwebinghaus
*/
    ticks++;
    if (ticks==3){
        ticks=0;
        penColor = Color(Random(255), Random(255), Random(255));
    }
    for(int i = 0; i < counter; i++){
            xx = y - (sign(x)) * sqrt(abs(b * x - c));
    }
}</pre>
```

```
yy = a - x;
x = xx*2; y = yy*2;
x = xx; y = yy;
iw.DrawEllipse(int(x)+p.x, int(y)+p.y, 1, 1, penColor, Null, penColor);
}
image = iw;
Refresh();
}
```

Using the app is quite easy;

Just click the New or Start button, sit back and watch :)

To stop click Stop. Then render is paused. To continue click Continue button (Label has changed from Start to Continue). To create a new fractal click... you guess it:New. The parameters of a new Fractal will randomly changed, so you will (with high probability) get unique looking fractals.

In this version there is no load/save function and resize possible... BUT it is free:) I still have to learn much more c++11 stuff...

Please tell me, what you think :)

Best regards, ren42

File Attachments
1) OrbitFractalv20.zip, downloaded 340 times

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