

```

pour init_pos_3D :x :y :z
  teste (:x < 1)
  sivrai donne "pos_3D_x 1
  sifaux donne "pos_3D_x :x
  donne "pos_3D_y :y
  donne "pos_3D_z :z
fin

pour fixe_pos_3D :x :y :z
  teste (:x < 1)
  sivrai donne "ok_x 1
  sifaux donne "ok_x :x
  segment [ (1000 * (:pos_3D_y / :pos_3D_x)) (1000 * (:pos_3D_z / :pos_3D_x)) ]
    [ (1000 * (:y / :ok_x)) (1000 * (:z / :ok_x)) ]
  donne "pos_3D_x :ok_x
  donne "pos_3D_y :y
  donne "pos_3D_z :z
fin

pour fixe_pos_pinceau_3D :x :y :z
  teste (:x < 1)
  sivrai donne "ok_x 1
  sifaux donne "ok_x :x
  fixexy (1000 * (:y / :ok_x)) (1000 * (:z / :ok_x))
fin

pour bateau
  init_pos_3D (:Org_x + 2000) :Org_y (:Org_z + 3000)
  fixe_pos_3D (:Org_x + 1000) :Org_y (:Org_z + 3000)
  fixe_pos_3D (:Org_x + 1000) :Org_y (:Org_z + 4000)
  fixe_pos_3D (:Org_x + 2000) :Org_y (:Org_z + 4000)
  fixe_pos_3D (:Org_x + 2000) :Org_y (:Org_z + 2000)
  //coque//
  fixe_pos_3D (:Org_x + 1000) :Org_y (:Org_z + 2000)
  fixe_pos_3D (:Org_x + 7000) :Org_y (:Org_z + 2000)
  fixe_pos_3D (:Org_x + 6000) :Org_y (:Org_z + 1000)
  fixe_pos_3D (:Org_x + 2000) :Org_y (:Org_z + 1000)
  fixe_pos_3D (:Org_x + 1000) :Org_y (:Org_z + 2000)
  //mât//
  fixe_pos_3D (:Org_x + 4000) :Org_y (:Org_z + 2000)
  fixe_pos_3D (:Org_x + 4000) :Org_y (:Org_z + 6000)
  //voile //
  init_pos_3D (:Org_x + 3000) :Org_y (:Org_z + 3000)
  fixe_pos_3D (:Org_x + 6000) :Org_y (:Org_z + 3000)
  fixe_pos_3D (:Org_x + 3000) :Org_y (:Org_z + 6000)
  fixe_pos_3D (:Org_x + 3000) :Org_y (:Org_z + 3000)
  lc
fin

pour init
  partage [ "Org_x "Org_y "Org_z "pos_3D_x "pos_3D_y "pos_3D_z ]
  ct eff déroule
  donne "Org_x 7000
  donne "Org_y 4000
  donne "Org_z -4000
  répète 12
  [
    bateau
    donne "Org_x (:Org_x + 10000)
  ]
  donne "Org_x 7000
  donne "Org_y -4000
  répète 12
  [
    bateau
    donne "Org_x (:Org_x + 10000)
  ]
fin

init

```

