Program

A **Program** entity stores custom Python code within a project. These scripts allow you to automate tasks, generate volumetric data, perform spatial analysis, or control visual representations of datasets.

Add custom Python scripts that serve as generators, report engines, or view composers.
→ *Supports automation, data extraction, and interactive visual logic.*

Types of Program Entities

There are three supported program types in VoxelSpace:

- **Voxel Generator**
  Used to create custom volumetric objects through procedural generation. These scripts can be applied in **Voxel Generator** entities.

For more details, refer to the **Voxel Generator Programs** section.

- **Report**
  Executes code over a defined spatial region to collect, analyze, and summarize spatial data. Ideal for inspections, calculations, and data extraction.

See the **Report Programs** section for more information.

- **View**
  Controls how multiple datasets are rendered on screen. This allows for custom visual compositions or dynamic visual layers.

Learn more in the **View Programs** section.

Creating a Program Entity

1. Go to your project's **Catalog** section.
2. Click **"Add Object"** and select **"Program"** from the list.
3. Enter the following information:

Field	Description
Program Name	A readable, descriptive name for the program.

Field	Description
Type	Select the program type: **Voxel Generator**, **Report**, or **View**.
Code	Paste or write your custom Python code for the selected purpose.



Once saved, your Program entity will be available for use in corresponding entity types depending on its category.

Revision #3
Created 17 March 2025 14:03:24 by admin
Updated 21 May 2025 18:11:14 by Etzer Saurel