

Figure 1

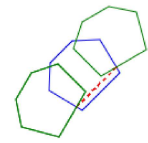


Figure 2

Note: the graphics here are reduced to half size. Right clicking on them should allow an option to view them at full size

Figures 1 and 2 show the type of landscape blocks this program is designed for. The red dash line in figure 2 shows how the lip on the underside of the block catches against the next ring out. Figure 1 shows the approximate dimensions of the blocks.

Inputs for the program are:

- the radius, R_s of figure 3, or diameter of the inner ring
- The desired number of rings

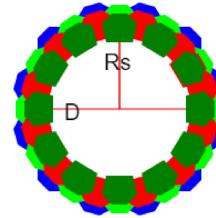


Figure 3

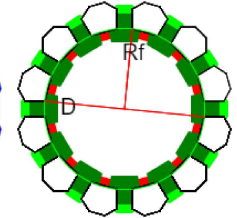


Figure 4

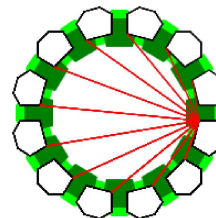


Figure 5

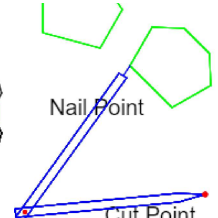


Figure 6

The outputs for the program are:

- The radius, R_f of figure 4, or diameter of the outer ring
- chords (lines across the circle at the front of the blocks of the outer rings) shown in ifigure 5.

Figure 6 shows a pointer of length R_f . Just a board with a hole at the center for it to rotate and with a nail on the end is suggested (see figure 6).

Figures 7 to 14 show the pointer being rotated. The chords are measured from a starting point. As each chord is measured, one may way to place a nail to mark where to put one corner of the block and then use the pointer to set the other corner of the block.



Figure 7



Figure 8



Figure 9

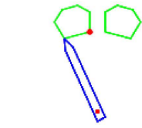


Figure 10

Figure 11

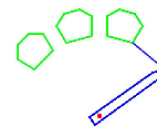


Figure 12

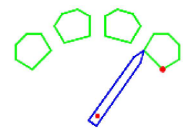


Figure 13

Figure 14