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# "maya/scripts/maya_particles.py"
import random
import gen_coords
#reload(gen_coords)
#-----

def write_cubic(mel_path, num, side):
    f = open(mel_path, 'w')
    f.write('nParticle \n')
    coordinates = gen_coords.cubic(num, side)
    for x, y, z in coordinates:
        f.write('-p %f %f %f \n' % (x, y, z) )
    f.write('; \n')
    f.close()

#-----

def write_spherical(mel_path, num, rad):
    f = open(mel_path, 'w')
    f.write('nParticle \n')
    coordinates = gen_coords.spherical(num, rad)
    for x, y, z in coordinates:
        f.write('-p %f %f %f \n' % (x, y, z) )
    f.write('; \n')
    f.close()

#-----

def write_disk(mel_path, num, rad):
    f = open(mel_path, 'w')
    f.write('nParticle \n')
    coordinates = gen_coords.disk(num, rad)
    for x, y, z in coordinates:
        f.write('-p %f %f %f \n' % (x, y, z) )
    f.write('; \n')
    f.close()

#-----

def write_cylindrical(mel_path, num, rad, height):
    f = open(mel_path, 'w')
    f.write('nParticle \n')
    coordinates = gen_coords.cylindrical(num, rad, height)
    for x, y, z in coordinates:
        f.write('-p %f %f %f \n' % (x, y, z) )
    f.write('; \n')
    f.close()

#-----

def write_cone(mel_path, num, rad, height):
    f = open(mel_path, 'w')
    f.write('nParticle \n')
    coordinates = gen_coords.cone(num, rad, height)
    for x, y, z in coordinates:
        f.write('-p %f %f %f \n' % (x, y, z) )
    f.write('; \n')
    f.close()

#-----

def write_hollow_spherical(mel_path, num, rad, inner):

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f = open(mel_path, 'w')
f.write('nParticle \n')
coordinates = gen_coords.hollow_spherical(num, rad, inner)
for x,y,z in coordinates:
    f.write('-p %f %f %f \n' % (x,y,z) )
f.write('; \n')
f.close()

#-----
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#Here I'm hiding my debugging code...
if __name__ == '__main__':
    #write_spherical('C:/Users/mell9/Documents/SCAD20-
21_Class_Notes/Quarter_8/TECH312/python/dataparticles.mel', 1000, 2)
    write_hollow_spherical('C:/Users/mell9/Documents/SCAD20-
21_Class_Notes/Quarter_8/TECH312/python/dataparticles.mel', 1000, 2, 1.9)

```