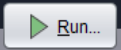


1: Hello at first choose one background of your choice. Exempl, If you want to create one scenario of cowboy choose the desert



Setup Scene

this.camera

Procedures Functions

group by category

position

- this.camera move direction: ???, amount: ???
- this.camera moveTo target: ???, amount: ???
- this.camera moveAwayFrom target: ???, amount: ???
- this.camera place spatialRelation: ???, target: ???

orientation

- this.camera turn direction: ???, amount: ???
- this.camera roll direction: ???, amount: ???
- this.camera turnToFace target: ???
- this.camera orientTo target: ???
- this.camera orientToUpright
- this.camera pointAt target: ???

position & orientation

- this.camera moveAndOrientTo target: ???
- this.camera moveAndOrientToAGoodVantagePointOf entity:

vehicle

- this.camera setVehicle vehicle: ???

audio

- this.camera playAudio audioSource: ???

timing

- this.camera delay duration: ???

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order
drop statement here

2: now clicked on setup scene at you left

this
this.ground
this.camera

Starting Camera View

Run...

3: When you are here choose the setting that suits you

Undo Redo

handle style: Default Rotation Move Resize

use snap Snap details

this.camera

one shots

this.camera's Properties

SCamera camera new SCamera

Vehicle = this

Position = (x: 0.00, y: 1.56, z: -7.85)

Object Markers (0)


Camera Markers (0)

Edit Code

Browse Gallery By Class Hierarchy Browse Gallery By Theme Browse Gallery By Group Search Gallery Shapes/Text My Classes

All Classes

47



Biped classes

14



Flyer classes

297



Prop classes

39




Quadruped classes

3



Slitherer classes

2



Swimmer classes

4



Transport classes

Starting Camera View

Run...

Undo Redo

handle style: Default Rotation Move Resize

use snap Snap details

this.camera

one shots

this.camera's Properties

SCamera camera ← new SCamera

Vehicle = this

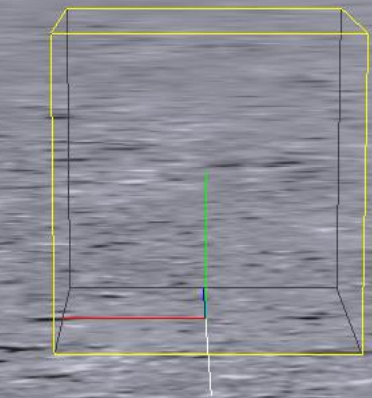
Position = (x: 0.00, y: 1.56, z: -7.85)

Object Markers (0)

Camera Markers (0)

Edit Code

4: arrived here choose the character you want, when you move the character you will see an area it shows the place where it will be located



Browse Gallery By Class Hierarchy Browse Gallery By Theme Browse Gallery By Group Search Gallery Shapes/Text My Classes

All Classes Biped classes



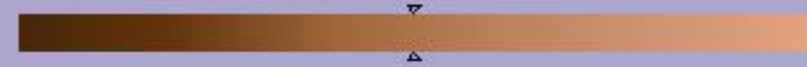
5: now customized your character

 generate random person

gender: Female Male

skin color:

Custom Color...



outfit top/bottom hair/hat face



waistline:

OK Cancel





preview: constant `AdultPerson` **adultPerson** ← `new AdultPerson`

value type: `AdultPerson`

name: `adultPerson`

initializer: `new AdultPerson` `new AdultPersonResource` `MALE`, `new Color`



6: choose the name of the character (attention if you do not put the same name as me you would not see the same name on the screen for example that you will code) I have choose adultperson (by default)

OK

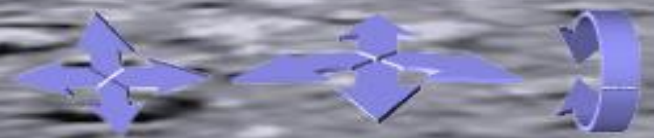
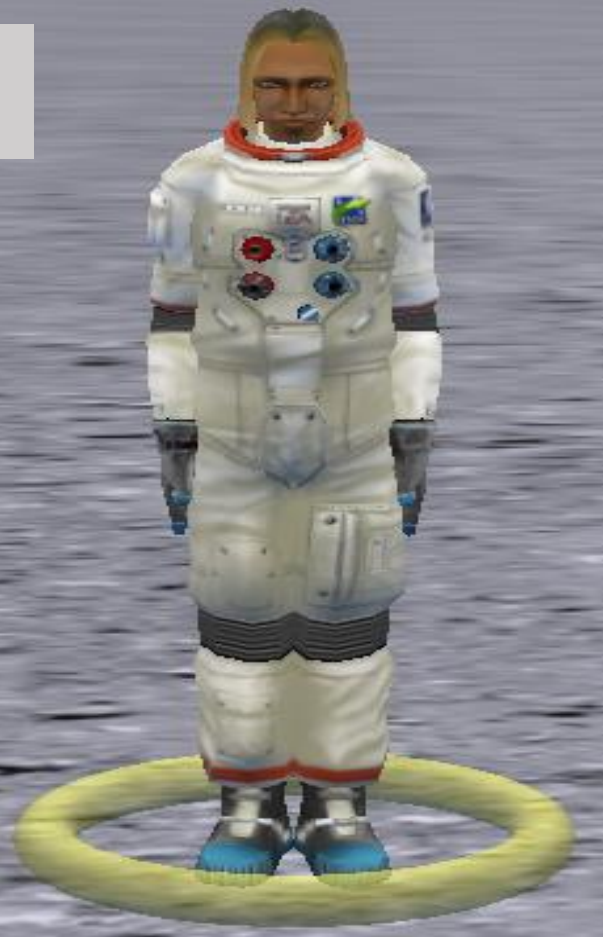
Cancel

this
this.ground
this.camera
this.adultPerson

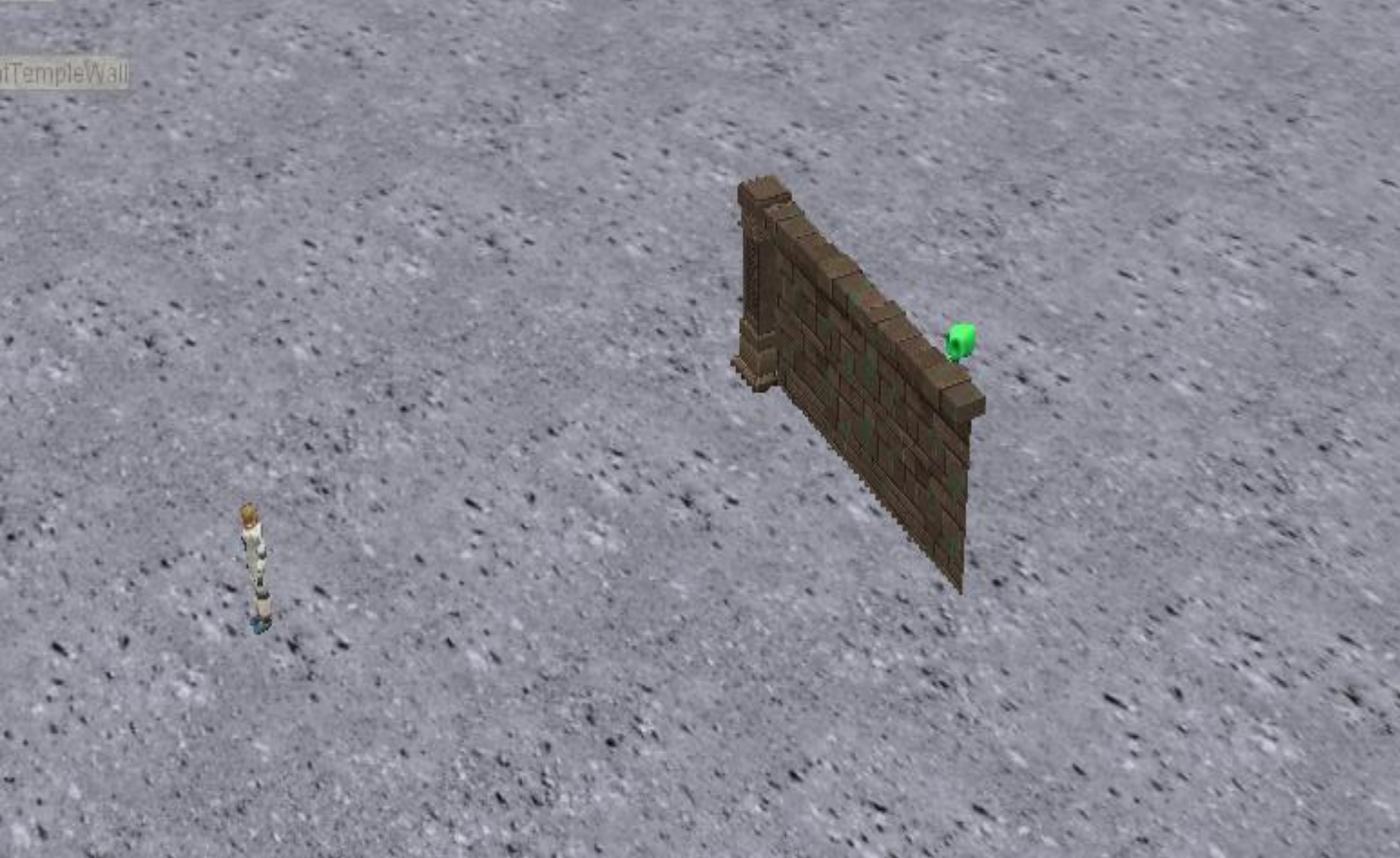
Starting Camera View

Run...

7: For return on the edit code clicked on the bottom « edit code » at the bottom right



Edit Code



8: I chose to create the scene of an alien who hides this



this.adultPerson

- this
- this.ground
- this.camera
- this.adultPerson**
- this.alien
- this.ancientTempleWall

group by category

PersonResource adultPers

this.adultPerson say [???]

this.adultPerson think [???]

position

this.adultPerson move direction: [???], amount: [???]

this.adultPerson moveToward target: [???], amount: [???]


this.adultPerson moveAwayFrom target: [???], amount: [???]

this.adultPerson moveTo target: [???]

this.adultPerson place spatialRelation: [???], target: [???]

9: For choose the personage of if you wan't make the instruction cliked on the case below the scene and selected the main carachter (the humain)



 **this.adultPerson** ▼

Procedures **Functions**

group by category ▼

AdultPerson 's Editable Procedures (1)


edit  **setAdultPersonResource** *adultPers...*

Person 's Editable Procedures (0)


Biped 's Editable Procedures (0)

say, think


 **say** *???*


 **think** *???*


position

 **move** *direction: ???, amount: ???*


 **moveToward** *target: ???, amount: ???*


 **moveAwayFrom** *target: ???, amount: ?*


 **moveTo** *target: ???*


 **place** *spatialRelation: ???, target: ???*


orientation


 **turn** *direction: ???, amount: ???*

 **roll** *direction: ???, amount: ???*

 **turnToFace** *target: ???*

 **orientTo** *target: ???*

 **orientToUpright**

 **pointAt** *target: ???*

```
Scene initializeEventListeners myFirstMethod
declare procedure myFirstMethod
do in order
  this.adultPerson say ???
  this.adultPerson say ???
```

10: Take the command say so that your character say what you want

```
declare procedure myFirstMethod
```


```
do in order
```

```
  this.adultPerson say "sit" add detail
```

| | |
|--------------------------|-----------------|
| <code>"sit"</code> | (current value) |
| <code>"hello"</code> | |
| Custom TextString... | |
| <code>"sit" + ???</code> | ▶ |
| <code>??? + ???</code> | ▶ |

11: if you want your character to say what you want click on the command custom textString and type what you want (example: hello)



 **this.adultPerson**

Procedures **Functions**

group by category

position

- this.adultPerson** move direction: ???, amount: ???
- this.adultPerson** moveToward target: ???, amount: ???
- this.adultPerson** moveAwayFrom target: ???, amount: ???
- this.adultPerson** moveTo target: ???
- this.adultPerson** place spatialRelation: ???, target: ???

orientation

- this.adultPerson** turn direction: ???, amount: ???
- this.adultPerson** roll direction: ???, amount: ???
- this.adultPerson** turnToFace target: ???
- ~~**this.adultPerson** orientTo target: ???~~
- this.adultPerson** orientToUpright
- this.adultPerson** pointAt target: ???

position & orientation

- this.adultPerson** moveAndOrientTo target: ???

size

- this.adultPerson** setWidth width: ???

Scene initializeEventListeners myFirstMethod

declare procedure **myFirstMethod**

do in order

- this.adultPerson** say "where is the alien" add detail
- this.adultPerson** turnToFace target: ???

target:

- this
- this.ground
- this.camera
- this.adultPerson
- this.alien
- this.ancientTempleWall**

12: I have choose the command turn to face to orient my carachter in front of the wall



this.adultPerson

Procedures Functions

group by category

- AdultPerson's Editable Procedures (1)
 - edit this.adultPerson setAdultPersonResource adultPers
- Person's Editable Procedures (0)
- Biped's Editable Procedures (0)

say, think

- this.adultPerson say text: ???
- this.adultPerson think text: ???

position

- this.adultPerson move direction: ???, amount: ???
- this.adultPerson moveToward target: ???, amount: ???
- ~~this.adultPerson moveAwayFrom target: ???, amount: ???~~
- this.adultPerson moveTo target: ???
- ~~this.adultPerson place spatialRelation: ???, target: ???~~

orientation

- this.adultPerson turn direction: ???, amount: ???
- this.adultPerson roll direction: ???, amount: ???
- this.adultPerson turnToFace target: ???
- this.adultPerson orientTo target: ???
- this.adultPerson orientToUpright
- this.adultPerson pointAt target: ???

position & orientation

- this.adultPerson moveAndOrientTo target: ???

size

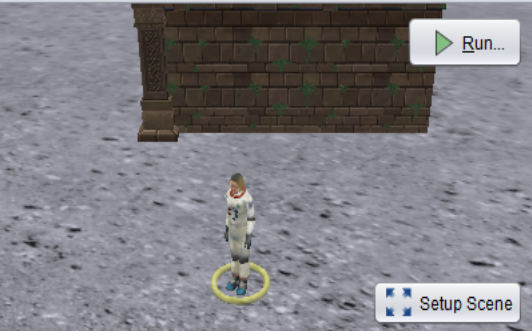
Scene initializeEventListeners myFirstMethod

```
declare procedure myFirstMethod
do in order
  (this.adultPerson) say (where is the alien) add detail
  (this.adultPerson) turnToFace (this.ancientTempleWall) add detail
  (this.adultPerson) moveTo target: ???
```

target:

- this
- this.ground
- this.camera
- this.adultPerson
- this.ancientTempleWall**
- this.alien

13: now take move to for move the character to the wall



this.adultPerson

Procedures Functions

group by category

AdultPerson's Editable Procedures (1)
edit this.adultPerson setAdultPersonResource adultPers

Person's Editable Procedures (0)

Biped's Editable Procedures (0)

say, think

this.adultPerson say text: /???

this.adultPerson think text: /???

position

this.adultPerson move direction: ???, amount: ???

this.adultPerson moveToward target: ???, amount: ???

this.adultPerson moveAwayFrom target: ???, amount: ??

this.adultPerson moveTo target: ???

this.adultPerson place spatialRelation: ???, target: ???

orientation

this.adultPerson turn direction: ???, amount: ???

this.adultPerson roll direction: ???, amount: ???

this.adultPerson turnToFace target: ???

this.adultPerson orientTo target: ???

this.adultPerson orientToUpright

this.adultPerson pointAt target: ???

position & orientation

this.adultPerson moveAndOrientTo target: ???

size

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order

this.adultPerson say /where is the alien/ add detail

this.adultPerson turnToFace this.ancientTempleWall add detail

this.adultPerson moveTo this.ancientTempleWall add detail

this.adultPerson move direction: ???, amount: ???

direction:

- LEFT
- RIGHT
- UP
- DOWN
- FORWARD
- BACKWARD

amount:

- 0.0
- 0.25
- 0.5
- 1.0
- 2.0
- 10.0
- Custom DecimalNumber...

14: so as not to stay in the wall during the staging I will go back my character with "move backward 2.0"



this.camera

Procedures Functions

group by category

position

- this.camera move direction: ???, amount: ???
- this.camera moveToward target: ???, amount: ???
- this.camera moveAwayFrom target: ???, amount: ???
- this.camera moveTo target: ???
- this.camera place spatialRelation: ???, target: ???

orientation

- this.camera turn direction: ???, amount: ???
- this.camera roll direction: ???, amount: ???
- this.camera turnToFace target: ???
- this.camera orientTo target: ???
- this.camera orientToUpright
- this.camera pointAt target: ???

position & orientation

- this.camera moveAndOrientTo target: ???
- this.camera moveAndOrientToAGoodVantagePointOf entity:

vehicle

- this.camera setVehicle vehicle: ???

audio

- this.camera playAudio audioSource: ???

timing

- this.camera delay duration: ???

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order

- this.adultPerson say "where is the alien" add detail
- this.adultPerson turnToFace this.ancientTempleWall add detail
- this.adultPerson moveTo this.ancientTempleWall add detail
- this.adultPerson move BACKWARD, 2.0 add detail
- this.adultPerson say "i think is behind" add detail
- this.camera moveTo target: ???

- target
- this
 - this.ground
 - this.camera
 - this.adultPerson
 - this.ancientTempleWall
 - this.alien

SBiped Joints:

- this.alien getPelvis
- this.alien getSpineBase
- this.alien getNeck
- this.alien getHead
- this.alien getMouth
- this.alien getRightEye
- this.alien getLeftEye
- this.alien getLeftEyelid
- this.alien getRightEyelid
- this.alien getRightHip
- this.alien getRightKnee
- this.alien getRightAnkle
- this.alien getLeftHip
- this.alien getLeftKnee
- this.alien getLeftAnkle
- this.alien getRightClavicle
- this.alien getRightShoulder
- this.alien getRightElbow
- this.alien getRightWrist
- this.alien getLeftClavicle
- this.alien getLeftShoulder

15: changes the character and takes the camera with which I will advance it to the head of the alien



this.camera

Procedures Functions

group by category

position

- this.camera move direction: ???, amount: ???
- this.camera moveToward target: ???, amount: ???
- this.camera moveAwayFrom target: ???, amount: ???
- this.camera moveTo target: ???
- this.camera place spatialRelation: ???, target: ???

orientation

- this.camera turn direction: ???, amount: ???
- this.camera roll direction: ???, amount: ???
- this.camera turnToFace target: ???
- this.camera orientTo target: ???
- this.camera orientToUpright
- this.camera pointAt target: ???

position & orientation

- this.camera moveAndOrientTo target: ???
- this.camera moveAndOrientToAGoodVantagePointOf entity:

vehicle

- this.camera setVehicle vehicle: ???

audio

- this.camera playAudio audioSource: ???

timing

- this.camera delay duration: ???

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

- do in order
 - this.adultPerson say "where is the alien" add detail
 - this.adultPerson turnToFace this.ancientTempleWall add detail
 - this.adultPerson moveTo this.ancientTempleWall add detail
 - this.adultPerson move BACKWARD, 2.0 add detail
 - this.adultPerson say "i think is behind" add detail
 - this.camera moveTo this.alien getHead add detail
 - this.camera move direction: ???, amount: ???

direction:

- LEFT
- RIGHT
- UP
- DOWN
- FORWARD
- BACKWARD**

amount:

- 0.0
- 0.25
- 0.5
- 1.0
- 2.0
- 10.0
- Custom DecimalNumber...

16: changes the character and takes the camera with which I will advance it to the head of the alien



this.adultPerson

Procedures Functions

group by category

AdultPerson's Editable Procedures (1)

edit this.adultPerson setAdultPersonResource adultPers

Person's Editable Procedures (0)

Biped's Editable Procedures (0)

say, think

this.adultPerson say text: ???

this.adultPerson think text: ???

position

this.adultPerson move direction: ???, amount: ???

this.adultPerson moveToward target: ???, amount: ???

this.adultPerson moveAwayFrom target: ???, amount: ???

this.adultPerson moveTo target: ???

this.adultPerson place spatialRelation: ???, target: ???

orientation

this.adultPerson turn direction: ???, amount: ???

this.adultPerson roll direction: ???, amount: ???

this.adultPerson turnToFace target: ???

this.adultPerson orientTo target: ???

this.adultPerson orientToUpright

this.adultPerson pointAt target: ???

position & orientation

this.adultPerson moveAndOrientTo target: ???

size

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order

this.adultPerson say "where is the alien" add detail

this.adultPerson turnToFace this.ancientTempleWall add detail

this.adultPerson moveTo this.ancientTempleWall add detail

this.adultPerson move BACKWARD, 2.0 add detail

this.adultPerson say "i think is behind" add detail

this.camera moveTo this.alien.getHead add detail

this.camera move BACKWARD, 2.35 add detail

this.alien say "is thinking i dont her" add detail

this.adultPerson move direction: ???, amount: ???

| direction: | amount: |
|------------|---------|
| LEFT | 0.0 |
| RIGHT | 0.25 |
| UP | 0.5 |
| DOWN | 1.0 |
| FORWARD | 2.0 |
| BACKWARD | 10.0 |

Custom DecimalNumber...

17: return to the human and now it will be necessary to make him go around the wall so that he finds the alien. so put move to the right 0.5



this.adultPerson

Procedures Functions

group by category

AdultPerson's Editable Procedures (1)

Person's Editable Procedures (0)

Biped's Editable Procedures (0)

say, think

this.adultPerson say text: ???
this.adultPerson think text: ???

position

this.adultPerson move direction: ???, amount: ???
this.adultPerson moveToward target: ???, amount: ???
this.adultPerson moveAwayFrom target: ???, amount: ???
this.adultPerson moveTo target: ???
this.adultPerson place spatialRelation: ???, target: ???

orientation

this.adultPerson turn direction: ???, amount: ???
this.adultPerson roll direction: ???, amount: ???
this.adultPerson turnToFace target: ???
this.adultPerson orientTo target: ???
this.adultPerson orientToUpright
this.adultPerson pointAt target: ???

position & orientation

this.adultPerson moveAndOrientTo target: ???

size

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order

this.adultPerson say "where is the alien" add detail
this.adultPerson turnToFace this.ancientTempleWall add detail
this.adultPerson moveTo this.ancientTempleWall add detail
this.adultPerson move BACKWARD, 2.0 add detail
this.adultPerson say "i think is behind" add detail
this.camera moveTo this.alien getHead add detail
this.camera move BACKWARD, 2.35 add detail
this.alien say "is thinking i don't her" add detail
this.adultPerson move LEFT, 0.5 add detail
this.adultPerson move direction: ???, amount: ???

direction:

- LEFT
- RIGHT
- UP
- DOWN
- FORWARD**
- BACKWARD

amount:

- 0.0
- 0.25
- 0.5
- 1.0
- 2.0
- 10.0
- Custom DecimalNumber...

18: maintenant mettre move forward 4.0 pour faire avancer le personnage derrière le mur



this.adultPerson

Procedures Functions

group by category

Person's Editable Procedures (0)

Biped's Editable Procedures (0)

say, think

this.adultPerson say text: ???
this.adultPerson think text: ???

position

this.adultPerson move direction: ???, amount: ???
this.adultPerson moveToward target: ???, amount: ???
this.adultPerson moveAwayFrom target: ???, amount: ???
this.adultPerson moveTo target: ???
this.adultPerson place spatialRelation: ???, target: ???

orientation

this.adultPerson turn direction: ???, amount: ???
~~this.adultPerson roll direction: ???, amount: ???~~
this.adultPerson turnToFace target: ???
this.adultPerson orientTo target: ???
this.adultPerson orientToUpright
this.adultPerson pointAt target: ???

position & orientation

this.adultPerson moveAndOrientTo target: ???

size

this.adultPerson setWidth width: ???
this.adultPerson setHeight height: ???
this.adultPerson setDepth depth: ???

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order
this.adultPerson say "where is the alien" add detail
this.adultPerson turnToFace this.ancientTempleWall add detail
this.adultPerson moveTo this.ancientTempleWall add detail
this.adultPerson move BACKWARD, 2.0 add detail
this.adultPerson say "i think is behind" add detail
this.camera moveTo this.alien getHead add detail
this.camera move BACKWARD, 2.35 add detail
this.alien say "is thinking i don't her" add detail
this.adultPerson move LEFT, 0.5 add detail
this.adultPerson move FORWARD, 4.0 add detail
this.adultPerson turnToFace target: ???

- target:
- this
 - this.ground
 - this.camera
 - this.adultPerson
 - this.ancientTempleWall
 - this.alien

19: then have the human's head directed to look at the alien with alien turn to face



this.camera

Procedures Functions

group by category

position

- this.camera move direction: ???, amount: ???
- this.camera moveToward target: ???, amount: ???
- this.camera moveAwayFrom target: ???, amount: ???
- this.camera moveTo target: ???
- this.camera place spatialRelation: ???, target: ???

orientation

- this.camera turn direction: ???, amount: ???
- ~~this.camera roll direction: ???, amount: ???~~
- this.camera turnToFace target: ???
- this.camera orientTo target: ???
- this.camera orientToUpright
- this.camera pointAt target: ???

position & orientation

- this.camera moveAndOrientTo target: ???
- this.camera moveAndOrientToAGoodVantagePointOf entity:

vehicle

- this.camera setVehicle vehicle: ???

audio

- this.camera playAudio audioSource: ???

timing

- this.camera delay duration: ???

Scene initializeEventListeners myFirstMethod

declare procedure myFirstMethod

do in order

- this.adultPerson say "where is the alien" add detail
- this.adultPerson turnToFace this.ancientTempleWall add detail
- this.adultPerson moveTo this.ancientTempleWall add detail
- this.adultPerson move BACKWARD, 2.0 add detail
- this.adultPerson say "i think is behind" add detail
- this.camera moveTo this.alien getHead add detail
- this.camera move BACKWARD, 2.35 add detail
- this.alien say "is thinking i don't her" add detail
- this.adultPerson move LEFT, 0.5 add detail
- this.adultPerson move FORWARD, 4.0 add detail
- this.adultPerson turnToFace this.alien add detail
- this.camera turnToFace target: ???

- target:
- this
 - this.ground
 - this.camera
 - this.adultPerson
 - this.ancientTempleWall
 - this.alien

20: now to finish choosing the camera and orienting it towards the human to show on the pain that the human to find the alien if you want to take the command say with the human and type "I found it"