

Using Anima-gadgets

Miki 2/6/00

Anima-gadgets are a new way of presenting behaviours. To make them more useable for children they are both colourful and compact exploiting ToonTalk's graphics, animation, sound and speech capabilities.

Let's say you are making a game which has a butterfly, controlled by the player, which flies up and down. Once you have got your butterfly picture, you need to give it a behaviour (or behaviours) to make it move up and down with the mouse.

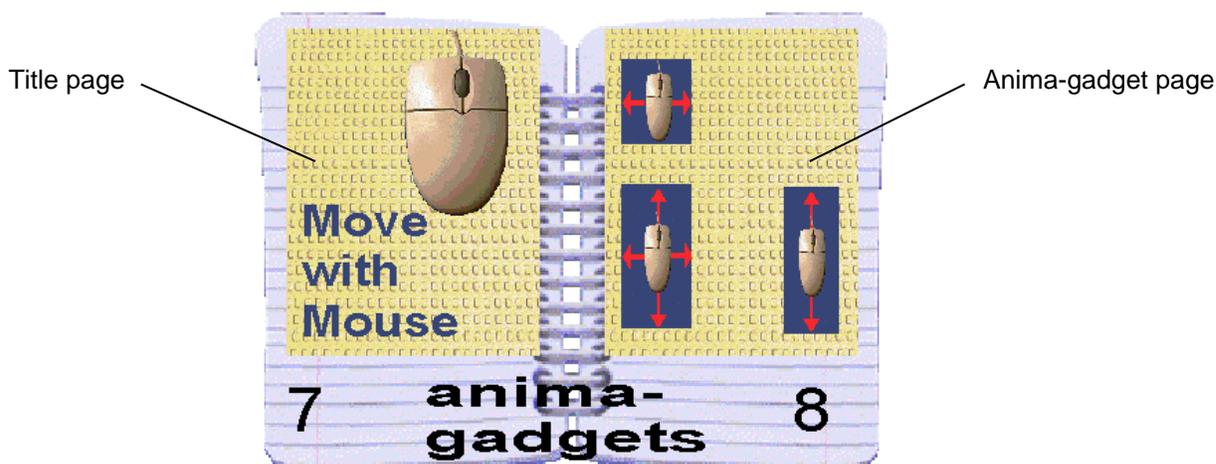


To find the behaviour you need, flick through the anima-gadgets notebook or go into the anima-gadgets house.

Anima-gadgets notebook:

There are two types of pages:

1. **Title pages** which contain text and are always on the left-hand side. The text is a description of the anima-gadget on the facing page (or on the following pages)
2. **Anima-gadget pages** which appear after a title page with the same background design.



To try the "move with mouse" behaviour, take out the anima-gadget on page 8. Put it on the floor and switch it on. (To switch on any picture, point to it and press space.) Now move the mouse to see what each one of the behaviours does. This particular anima-gadget has 3 behaviours on it; the 3 purple rectangles.

By observing the behaviour in action (or, with practice, simply by "reading" the image) you



should deduce that the “move up and down with mouse” behaviour is this one:

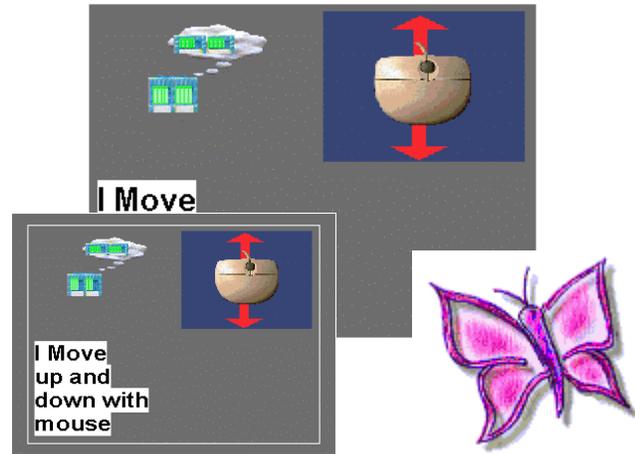
Switch off the robots (press F8) Remove the behaviour from the game using Dusty. Or use the magic wand to make a copy, ensuring you get the entire purple rectangle shown.

Flip the rectangle over to see the back of the behaviour:

(All text labels on the back of anima-gadgets speak when you point at them)

Put the behaviour on the back of your butterfly picture:

Now the butterfly is ready to use!



back of butterfly

front of butterfly

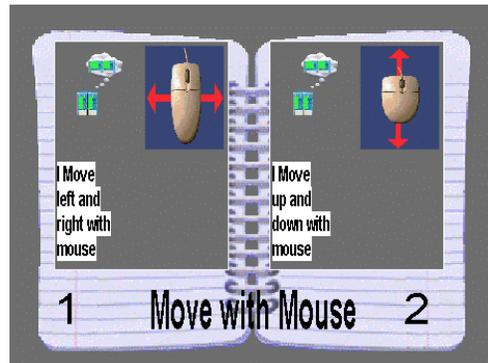
Anima-gadgets house:



In the anima-gadgets house, all the anima-gadgets are laid out on the floor. To use one, just point to it and switch it on (press space). The anima-gadgets are actually saved as stacks, which means you can pick up or suck up as many copies of them as you want.

Another way to use anima-gadgets:

If you pick up an anima-gadget and flip it over, you will find a notebook on the back containing all the useful behaviours on the front. You might find this is a faster way to get the behaviour you are looking for.



back of the “move with mouse” an anima-gadget