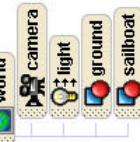


File Edit Tools Help



world



camera

light

ground

sailboat

properties

methods

functions

my first method

world's details

properties

methods

functions

edit

create new method

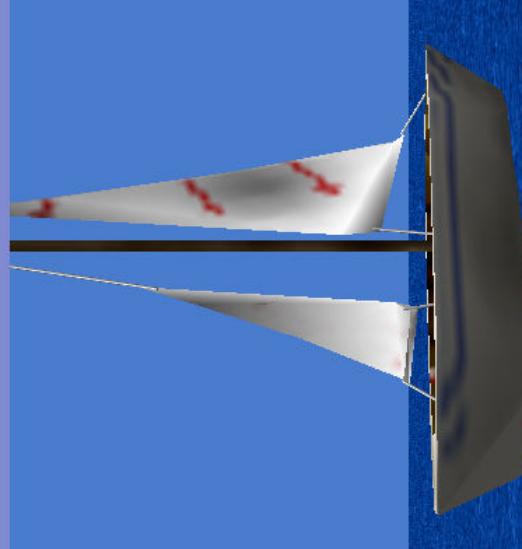
single view quat view

Move Objects Freely



affect subparts

more controls >>



Methods Tab
 Methods are the actions that an object knows how to do.
 Most objects come with default methods, and you can
 create your own methods as well.

Home > Local Gallery > Vehicles



Search Gallery

Class StationWagon		on your computer
Class Shakira		on your computer
Class Seaplane		on your computer
Class Sailboat		on your computer
Class Rowboat		on your computer
Class PoliceCar		on your computer
Class NavyJet		on your computer

Alice (2.0 04/05/2005) - C:\Documents and Settings\augustin\SummerSeminar1.a2w [Modified]

File Edit Tools Help

Play Undo Redo

world camera light ground sailboat navy-jet

camera light ground sailboat navy-jet

world's details properties methods functions

my first method edit create new method

single view quad view Move Objects Freely affect subparts more controls >>

Search Gallery

	Class	Image	on your computer
navyJet	NavyJet		on your computer
Rowboat	Rowboat		on your computer
Sailboat	Sailboat		on your computer
Seaplane	Seaplane		on your computer
Shakira	Shakira		on your computer
StationWagon	StationWagon		on your computer

Home > Local Gallery > Vehicles

Airplane sounds - Microsoft Internet Explorer

File Edit View Favorites Tools Help

Back Forward Stop Home Favorites Search Favorites Bookmarks 53 blocked Bookmarks 53 blocked Check Autolink AutoFill Send to whush wav

Address <http://avanimation.avisupport.com/Sound.htm>

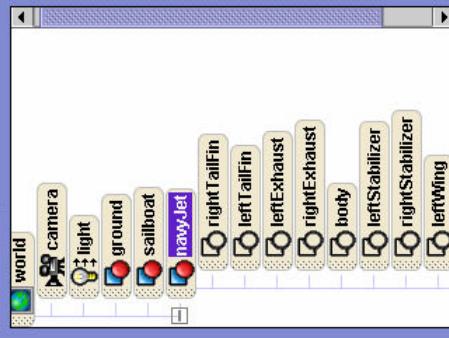
Submit a sound Your contributions will be recognized here.

To download the file, right click on the player.

Larger files take longer to load-N-play. Keep in mind, when you use some of these larger files on your site, some of your visitors won't wait.

1	LOAD-N-PLAY	Round engine running slow.	Running.wav	32.2 Kb.
2	LOAD-N-PLAY	Fast rotor passing over.	Copter1.wav	110.4 Kb.
3	LOAD-N-PLAY	Slow rotor passing over.	Copter2.wav	175.6 Kb.
4	LOAD-N-PLAY	Dives into a high speed pass.	Diver.wav	79.4 Kb.
5	LOAD-N-PLAY	Passes over.	Flyby.wav	116.9 Kb.
6	LOAD-N-PLAY	Passes over.	Flyby2.wav	68.9 Kb.
7	LOAD-N-PLAY	Jet wind.	Firestrm.wav	56.6 Kb.
Contributed by Marty Fancher KeyTrax Productions Inc. . Custom synthesized sounds.				
8	LOAD-N-PLAY	P-51 fly by.	P-51.wav	99.6 Kb.
9	LOAD-N-PLAY	GeeBee R-2 replica. Vancouver, Washington.	Radial.wav	125.7 Kb.
Created by Alan Davenport . Take a look at this sound files history.				
10	LOAD-N-PLAY	27 seconds of actual DUSTOFF communication, aeromedical evacuation, Viet Nam.	Dustoff.wav	594.8 Kb.
Contributed by Armond 'Si' Simmons . You can visit "Si" at his DUSTOFF site.				

Internet



Events [create new event]

When the world starts, do `world.myFirstMethod`

When `[↓]` is typed, do `sailboat.rollPort degrees = 10`

When `[↑]` is typed, do `Sailboat.rollStarboard degrees = 10`

When `[1]` is typed, do `sailboat.pitchUp degrees = 10`

When `[0]` is typed, do `sailboat.pitchDown degrees = 10`

When `[navyJetOver]` is typed, do `sailboat.yawStarboard degrees = 10`

When `[1]` is typed, do `sailboat.yawPort degrees = 10`

sailboat.getStuck no parameters

No variables

No variables

Loop 2 times [times] show complicated version

Do together

- `sailboat.rollPort degrees = 10`
- `sailboat.yawPort degrees = 10`
- `sailboat.pitchUp degrees = 10`

Do together

- `sailboat.rollStarboard degrees = 10`
- `sailboat.yawStarboard degrees = 10`
- `sailboat.pitchDown degrees = 10`

Do together

- `sailboat.rollStarboard degrees = 5`
- `sailboat.yawStarboard degrees = 5`
- `sailboat.rollPort degrees = 5`

Do in order

- `sailboat.rollPort degrees = 5`
- `sailboat.yawPort degrees = 5`
- `sailboat.rollStarboard degrees = 5`

create new parameter

create new variable

navyJet's details

properties [methods] [functions]

capture pose

`color =` `color =` `color =`

`opacity = 0.1 (10%)` `skin texture = navyJet.texture`

`vehicle = world` `fillingStyle = solid`

`pointOfView = position: 89.6, 7.16, -30`

`isShowing = true`

Sel dom Used Properties

Sounds

import sound

reload a Sound File into this World.

Tell You can play a sound when the world runs by using an Object's PlaySound method.

Do together

IfElse

Loop

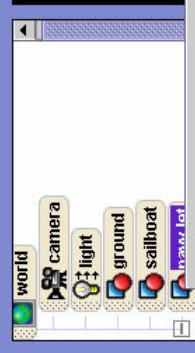
While

print

Wait

The screenshot shows the Alice 2.0 04/05/2005 software environment. At the top, there's a toolbar with icons for file operations like Open, Save, and Print. Below the toolbar is a menu bar with File, Edit, Tools, Help, and a world selection. The main workspace shows a 3D scene with a navy jet flying over water, a sailboat, and a police car. A context menu is open for the navy jet, listing methods such as move, turn, resize, and say. To the right, a local gallery displays objects like a station wagon, sailboat, rowboat, police car, and a jet, each with its class name and a preview image. The bottom of the screen features a status bar with various status indicators.

File Edit Tools Help



methods

rename

Camera get a good look at this
capture pose
delete
save object...

navyJet move

navyJet turn

navyJet roll

navyJet resize

navyJet say

navyJet think

navyJet play sound

navyJet's details

methods

functions

<

>

create new method

navyJet move

navyJet turn

navyJet roll

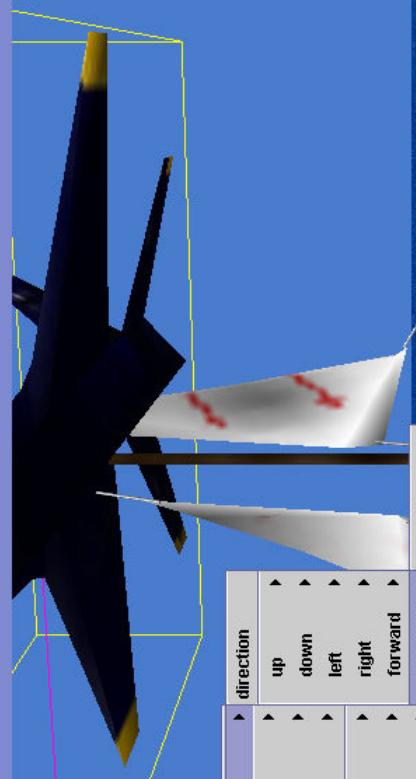
navyJet resize

navyJet say

navyJet think

navyJet play sound

more controls >>



Search Gallery

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Home > Local Gallery > Vehicles