CompSci 94
Introduction to Events
Mouse Events
March 19, 2019

Prof. Susan Rodger
Q1. How do I setup an object marker for the bunny?

- Go to scene setup
- Select the bunny first!
- Add objectMarker
- Should see it on the bunny
Q2. How do I use an object marker?

• Use it just like a camera marker.
  
Bunny moveAndOrientTo objectMarkerBunny
Q3. Consider the following

- Have 3 animals in an array named animals, and three object markers in an array called objectMarkers. They are in the order in the array as shown from left to right.
Q3: Suppose the animals have moved as shown. What does the mystery procedure do?
Q4. What does the following code do?

- The code first moves the panda to the right.
- It then moves the panda to the left.
- There is a delay of 1 second.
- The panda turns.
Q5  - How do I click on only cow and moose for them to turn around?

• A scene has bear cub, cow, dalmatian and moose.
Q6 What does this event do?

declare procedure mouseClicked

do in order

if this.dalmatian.getOpacity > 0.95 is true then
  this.dalmatian.say("hello")
  this.dalmatian.setOpacity 0.9
else
  this.dalmatian.setOpacity 1.0

Announcements

• Assignment 5, A simple Quiz, is due March 26
• Videos and online quiz for Thursday
Class Today

• Make a simple game