CompSci 94
Introduction to Events
Mouse Events
October 29, 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
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- Go to scene setup
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Q2. How do I use an object marker?

• Use it just like a camera marker.

• Bunny moveAndOrientToObject markerBunny
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- Use it just like a camera marker.
- Bunny moveAndOrientToObjectMarkerBunny
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?
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- It moves the animals back to their original position and orientation.
Q4. What does the following code do?
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- Panda moves right, then panda moves left
- Then there is a delay of 1 sec, the doTogether has to finish.
- Then 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.
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- A scene has bear cub, cow, dalmatian and moose.

- Add Detail – Visual array of cow 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" add detail
    this.dalmatian setOpacity 0.9 add detail
  else
    this.dalmatian setOpacity 1.0 add detail
```

• Every other time you click on the dalmatian, it says hello.
Q6 What does this event do?

- Every other time you click on the dalmatian, it says hello.
Announcements

• Assignment 4 is due Thursday, Oct 31
• Videos and online quiz for Thursday
Class Today

• Make a simple game