CompSci 94
Introduction to Events
Mouse Events
October 28, 2021

Prof. Susan Rodger

Announcements

• Assignment 4 is due tonight!
• Videos and online quiz for Tuesday

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 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?
Q3: Suppose the animals have moved as shown. What does the mystery procedure do?

- It moves the animals back to their original position and orientation.

Q4. What does the following code do?

- 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 you fix the code below so you only click on cow and moose for them to turn around?

- A scene has bear cub, cow, dalmatian and moose.
Q5 - How do you fix the code below so you only click on cow and moose for them to turn around?
• A scene has bear cub, cow, dalmatian and moose.
• Add Detail – Visual array of cow and moose

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

Class Today
• Make a simple game