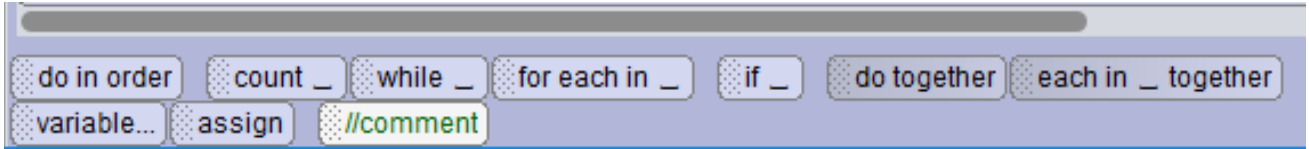
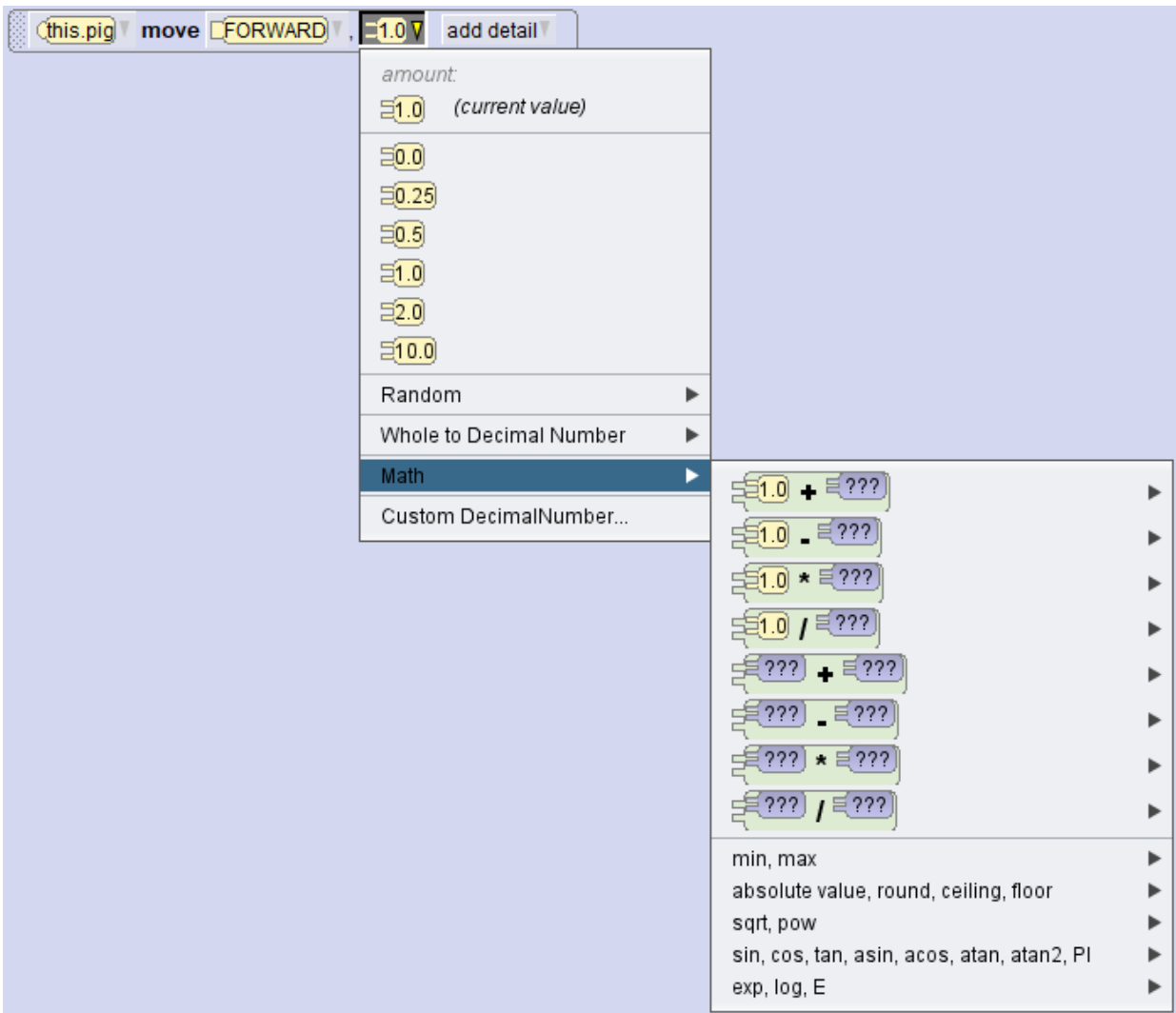


Below are the tiles at the bottom of a **procedure**



Math



Next are pig procedures and properties

this.pig

Procedures Functions

group by category

Pig's Editable Procedures (0)

Biped's Editable Procedures (0)

say, think

- this.pig say text: ???
- this.pig think text: ???

position

- this.pig move direction: ???, amount: ???
- this.pig moveToward target: ???, amount: ???
- this.pig moveAwayFrom target: ???, amount: ???
- this.pig moveTo target: ???
- this.pig place spatialRelation: ???, target: ???

orientation

- this.pig turn direction: ???, amount: ???
- this.pig roll direction: ???, amount: ???
- this.pig turnToFace target: ???
- this.pig orientTo target: ???
- this.pig orientToUpright
- this.pig pointAt target: ???

position & orientation

- this.pig moveAndOrientTo target: ???

size

- this.pig setWidth width: ???
- this.pig setHeight height: ???
- this.pig setDepth depth: ???
- this.pig resize factor: ???
- this.pig resizeWidth factor: ???
- this.pig resizeHeight factor: ???
- this.pig resizeDepth factor: ???

appearance

- this.pig setPaint paint: ???
- this.pig setOpacity opacity: ???

vehicle

- this.pig setVehicle vehicle: ???

audio

- this.pig playAudio audioSource: ???

vehicle

- this.pig setVehicle vehicle: ???

audio

- this.pig playAudio audioSource: ???

Random Integers and Decimal Numbers

Random	nextRandomIntegerFrom0UpToButExcludingN ???
Decimal to Whole Number	nextRandomIntegerFromAUpToButExcludingB ???, ???
Math	nextRandomIntegerFromAUpToAndIncludingB ???, ???
Custom WholeNumber...	

Random	nextRandomRealNumberInRange 0.0, 1.0
Whole to Decimal Number	nextRandomRealNumberInRange ???, ???
Math	
Custom DecimalNumber...	

this.pig

one shots

this.pig's Properties

Pig pig ← new Pig

Paint = WHITE

Opacity = 1.0

Vehicle = this

Position = (x: 0.65, y: 0.00, z: -1.51)

Width: 0.95

Size = Height: 1.17

Depth: 0.42

Reset

Given below are the panda functions.

this.panda

Procedures **Functions**

group by category

Panda's Editable Functions (3)

- edit **this.panda** getLeftEar
- edit **this.panda** getRightEar
- edit **this.panda** creatureAbove friend1: ??? , friend2: ???

Biped's Editable Functions (0)

appearance

- this.panda** getPaint
- this.panda** getOpacity

size

- this.panda** getWidth
- this.panda** getHeight
- this.panda** getDepth

prompt user

- this.panda** getBooleanFromUser message: ???
- this.panda** getStringFromUser message: ???
- this.panda** getDoubleFromUser message: ???
- this.panda** getIntegerFromUser message: ???

other

- this.panda** getDistanceAbove other: ???
- this.panda** getDistanceBehind other: ???
- this.panda** getDistanceBelow other: ???
- this.panda** getDistanceInFrontOf other: ???
- this.panda** getDistanceTo other: ???
- this.panda** getDistanceToTheLeftOf other: ???
- this.panda** getDistanceToTheRightOf other: ???
- this.panda** getVantagePoint entity: ???
- this.panda** getVehicle
- this.panda** isAbove other: ???
- this.panda** isBehind other: ???
- this.panda** isBelow other: ???
- this.panda** isCollidingWith other: ???
- this.panda** isFacing other: ???
- this.panda** isInFrontOf other: ???
- this.panda** isToTheLeftOf other: ???
- this.panda** isToTheRightOf other: ???
- this.panda** toString

joints

- this.panda** getHead
- this.panda** getLeftAnkle
- this.panda** getLeftClavicle
- this.panda** getLeftElbow
- this.panda** getLeftEye
- this.panda** getLeftEyelid
- this.panda** getLeftFoot
- this.panda** getLeftHand
- this.panda** getLeftHip
- this.panda** getLeftIndexFinger
- this.panda** getLeftIndexFingerKnuckle
- this.panda** getLeftKnee
- this.panda** getLeftMiddleFinger
- this.panda** getLeftMiddleFingerKnuckle
- this.panda** getLeftPinkyFinger
- this.panda** getLeftPinkyFingerKnuckle
- this.panda** getLeftShoulder
- this.panda** getLeftThumb
- this.panda** getLeftThumbKnuckle
- this.panda** getLeftWrist
- this.panda** getMouth
- this.panda** getNeck
- this.panda** getPelvis
- this.panda** getRightAnkle
- this.panda** getRightClavicle
- this.panda** getRightElbow
- this.panda** getRightEye
- this.panda** getRightEyelid
- this.panda** getRightFoot
- this.panda** getRightHand
- this.panda** getRightHip
- this.panda** getRightIndexFinger
- this.panda** getRightIndexFingerKnuckle
- this.panda** getRightKnee
- this.panda** getRightMiddleFinger
- this.panda** getRightMiddleFingerKnuckle
- this.panda** getRightPinkyFinger
- this.panda** getRightPinkyFingerKnuckle
- this.panda** getRightShoulder
- this.panda** getRightThumb
- this.panda** getRightThumbKnuckle
- this.panda** getRightWrist
- this.panda** getSpineBase
- this.panda** getSpineMiddle
- this.panda** getSpineUpper