

ALICE 3 Reference Sheet

Given below are the condition possibilities for an if statement

The main panel lists the following conditions for an if statement:

- if **true** is true then
- true** (current value)
- true**
- false**
- nextRandomBoolean**
- NOT true**
- NOT ???**
- BOTH true AND ???**
- EITHER true OR ???**
- BOTH ??? AND ???**
- EITHER ??? OR ???**
- Relational (DecimalNumber) { ==, !=, <, <=, >=, > }
- Relational (WholeNumber) { ==, !=, <, <=, >=, > }
- Relational (SThing) { ==, != }
- TextString Comparison

The side panels show the following options:

- Relational (DecimalNumber) { ==, !=, <, <=, >=, > }
- Relational (WholeNumber) { ==, !=, <, <=, >=, > }
- Relational (SThing) { ==, != }
- TextString Comparison

The side panels also show the following options:

- Relational (DecimalNumber) { ==, !=, <, <=, >=, > }
- Relational (WholeNumber) { ==, !=, <, <=, >=, > }
- Relational (SThing) { ==, != }
- TextString Comparison

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

The tiles at the bottom of a procedure are:


- do in order
- count _
- while _
- for each in _
- if _
- do together
- each in _ together
- variable...
- assign
- //comment

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

The tiles at the bottom of a function are:

- do in order
- count _
- while _
- for each in _
- if _
- do together
- each in _ together
- variable...
- assign
- //comment
- return _

Given below are the panda procedures and panda Properties on the bottom right.

 **this.panda**

Procedures

Functions

group by category ▼

Panda

's Editable Procedures (3)

edit

this.panda

standingPose

edit

this.panda

sleepingPose

edit

this.panda

crawlingPose

Biped

's Editable Procedures (0)

say, think

this.panda

say

text: ???

this.panda

think

text: ???

position

this.panda

move

direction: ???

, amount: ???

this.panda

moveToward

target: ???

, amount: ???

this.panda

moveAwayFrom

target: ???

, amount: ???

this.panda

moveTo

target: ???

this.panda

place

spatialRelation: ???

, target: ???

orientation

this.panda

turn

direction: ???

, amount: ???

this.panda

roll

direction: ???

, amount: ???

this.panda

turnToFace

target: ???

this.panda

orientTo

target: ???

this.panda

orientToUpright

this.panda

pointAt

target: ???

position & orientation

this.panda

moveAndOrientTo

target: ???

size

this.panda

setWidth

width: ???

this.panda

setHeight

height: ???

this.panda

setDepth

depth: ???

this.panda

resize

factor: ???

this.panda

resizeWidth

factor: ???

this.panda

resizeHeight

factor: ???

this.panda

resizeDepth

factor: ???

appearance

this.panda

setPaint

paint: ???

this.panda

setOpacity

opacity: ???

vehicle

this.panda

setVehicle

vehicle: ???

audio

this.panda

playAudio

audioSource: ???

timing

this.panda

delay

duration: ???

other

this.panda

straightenOutJoints

 **this.panda** ▼

one shots ▼

▼

 **this.panda's Properties**

Panda

panda

←

new Panda

Paint =

Opacity =

Vehicle =

Position = (x: , y: , z:)

Width:


Size = Height:

Depth:

Reset

Show Joints: ☐



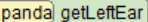


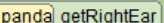


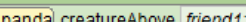


Given below are the panda functions.

 **this.panda**

Procedures **Functions**


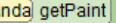

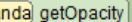
group by category ▼

Panda's Editable Functions (3)


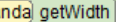

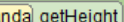

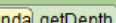
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-   
-    friend1: , friend2: 

Biped's Editable Functions (0)


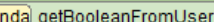



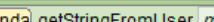



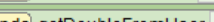



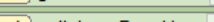


appearance

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-  


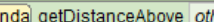

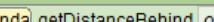


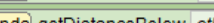







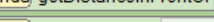



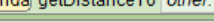



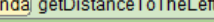


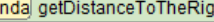



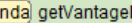



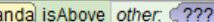



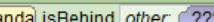



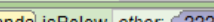


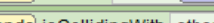



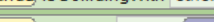



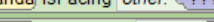



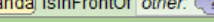



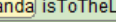
size

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prompt user

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other

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joints

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