



WHAT ARE ATTITUDES?

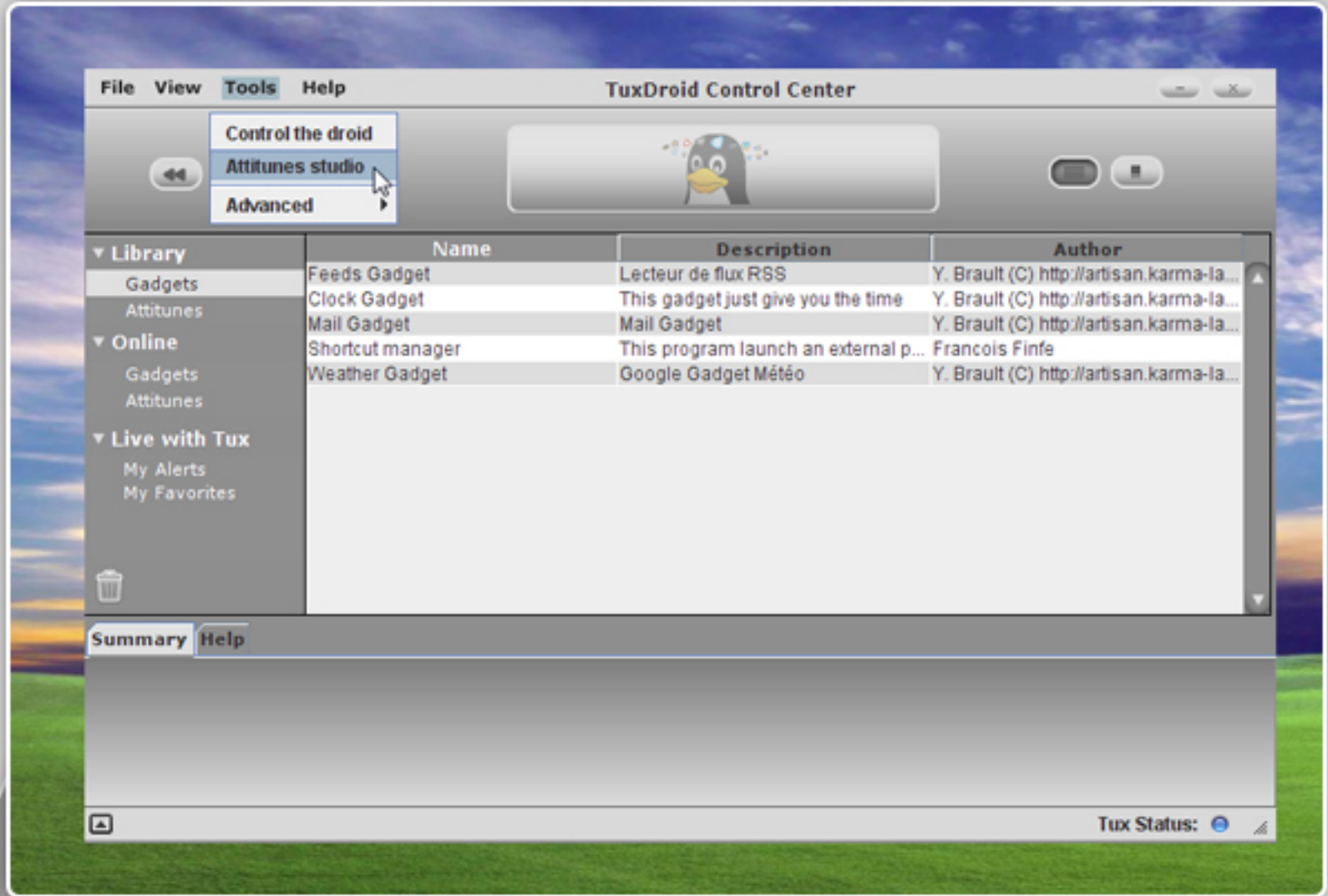
Attitudes are a new way to make robot animations for Tux.

With a visual editor, called Attitudes Studio, you can easily create behavior files or Attitudes without having to write one single line of code.

Besides motor actuations the editor also supports the use of Text-To-Speech and wave sounds.



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Creating an attitune

In the control center, go to Tools > Attitunes Studio



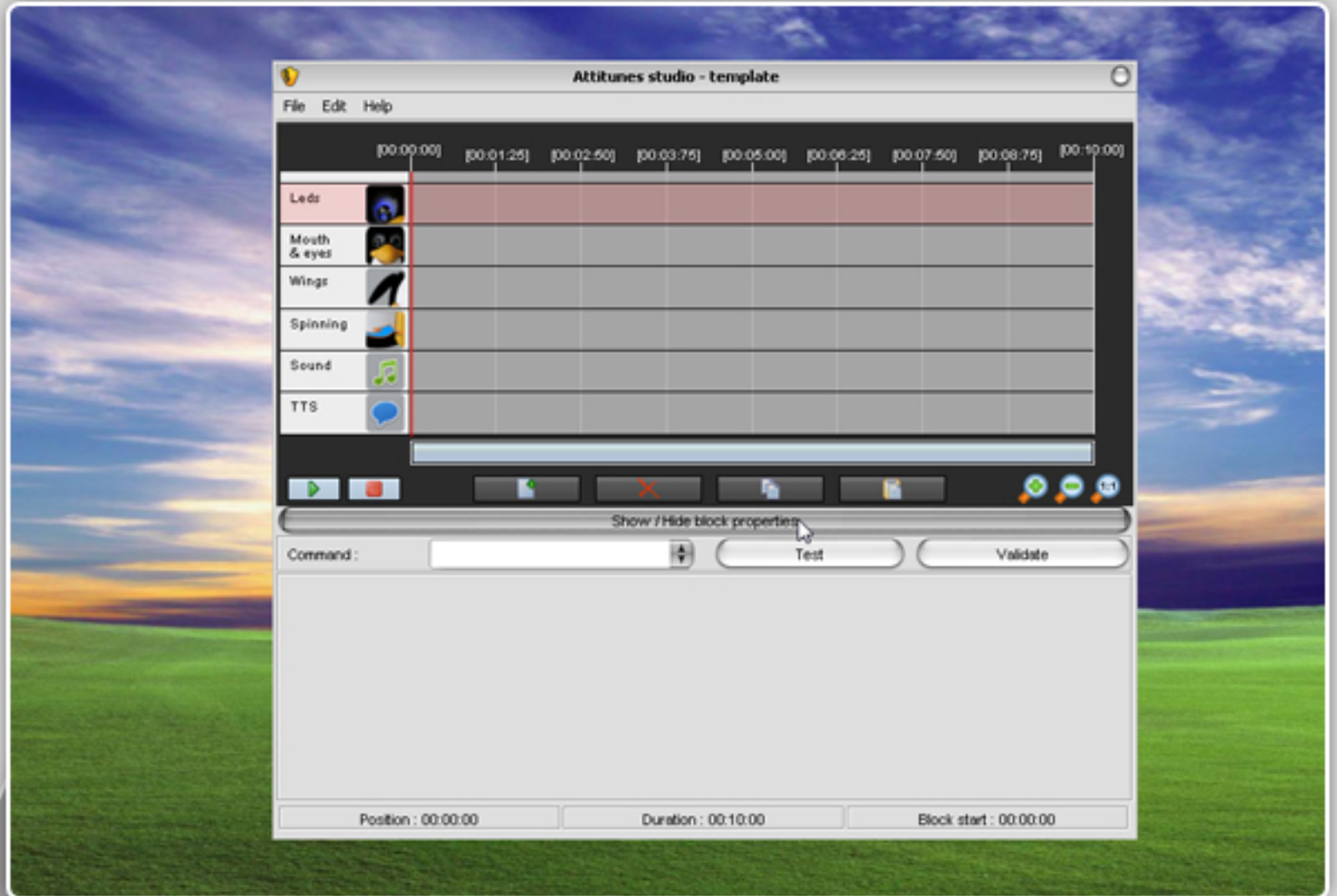
2



Overview of the Attitunes Studio



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By clicking the "Show/hide block properties" button, the window will expand giving access to functions you will need later on.



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Attitunes Studio Behavior Channels

LED's channel: Here you can make your Tux light up or flicker the LED lights in the eyes.

Mouth & eyes channel: Actuate the beak and eyes. Note that both can not be actuated simultaneously. Mouth behavior blocks are orange, eyes behavior blocks are blue.

Wings channel: Adding behavior blocks here will make the wings flap.

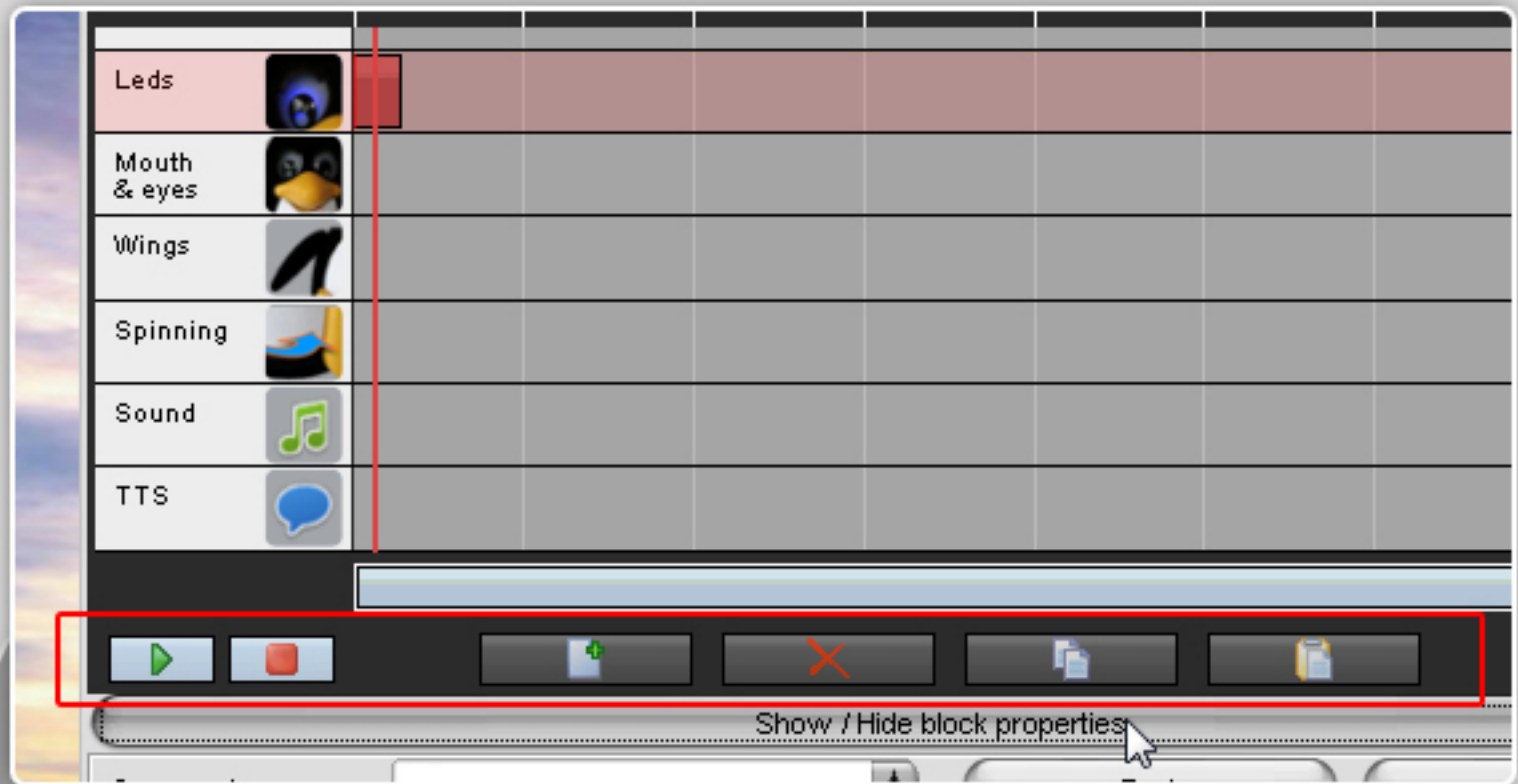
Spinning channel: Adding behavior blocks here will make Tux spin to the left or right.

Sound channel: In this channel you can add wave files or play sounds stored locally in the audio flash of Tux.

Text-To-Speech channel:
This channel is dedicated for adding TTS messages to your Attitune.



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Attitunes Studio

Buttons

Play: play the attitune.

Stop: stop the attitune.

Create: first you have to click a behavior channel (the clicked channel is displayed in red). Also the cursor line (the red vertical line) will appear to indicate where you are in the time line. Now, when clicking the 'create' button a red block will appear next to the cursor line.

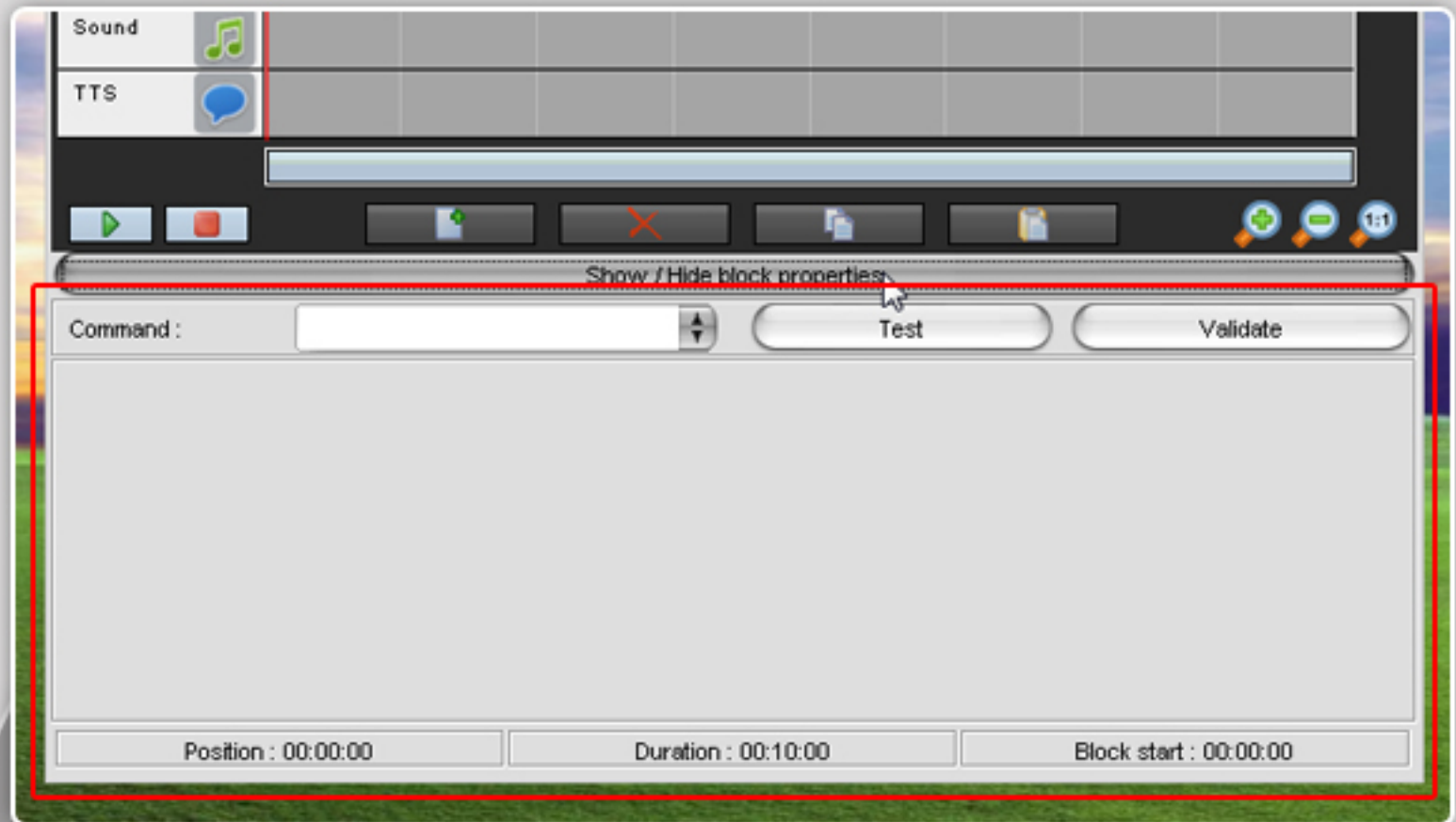
Delete: to delete, click on the block first you want to delete.

Copy: to copy a block, click on this one first.

Paste: Paste the copied block in the right channel.



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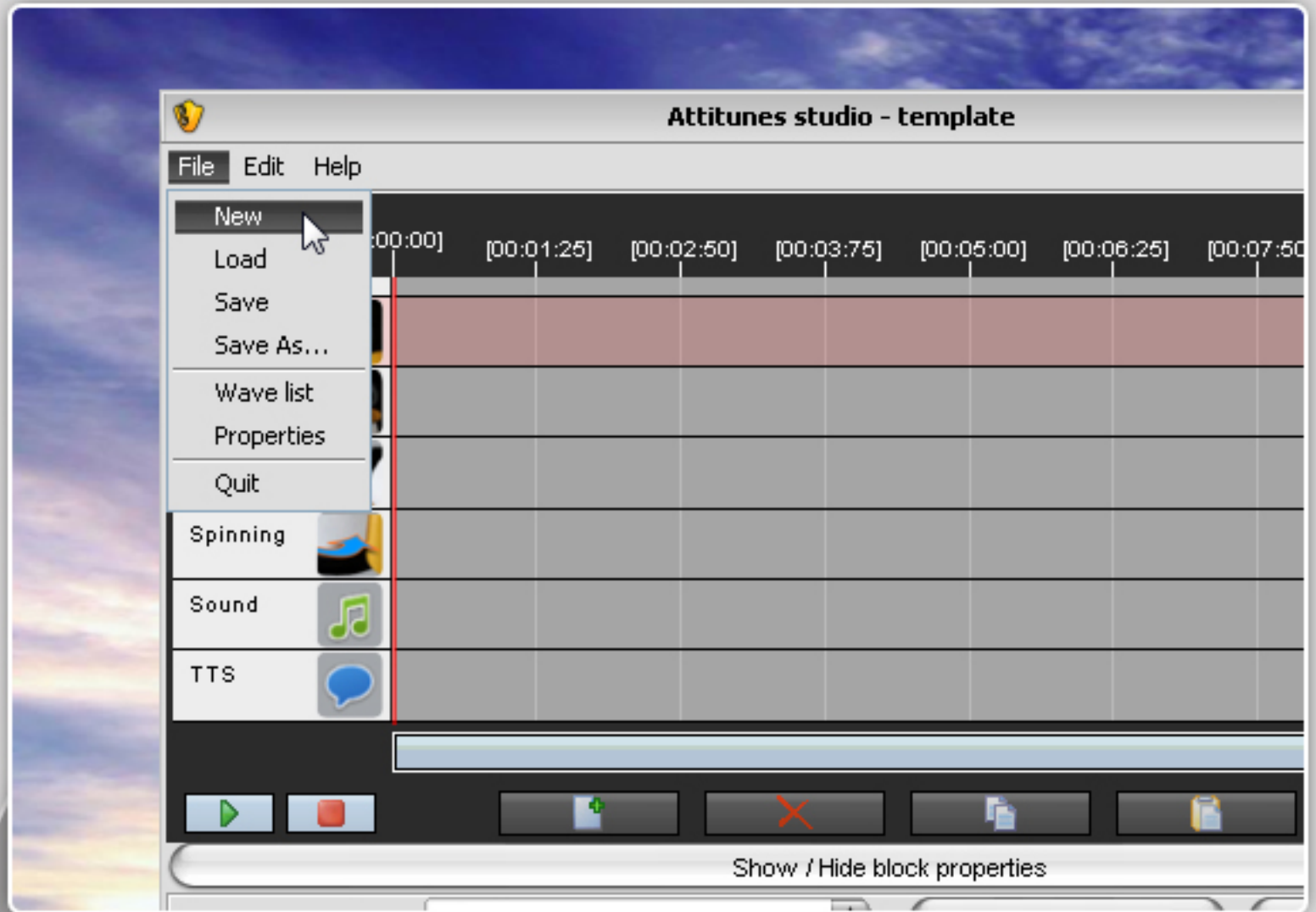
Attitunes Studio Behavior Settings

This part of the window displays the settings of the selected behavior blocks. Behavior blocks are selected by double-clicking them and will be displayed in red.

To test the settings of a behavior block you can click the 'Test' button.

When you are ok with the settings, click the 'Validate' button to store the settings for that block.



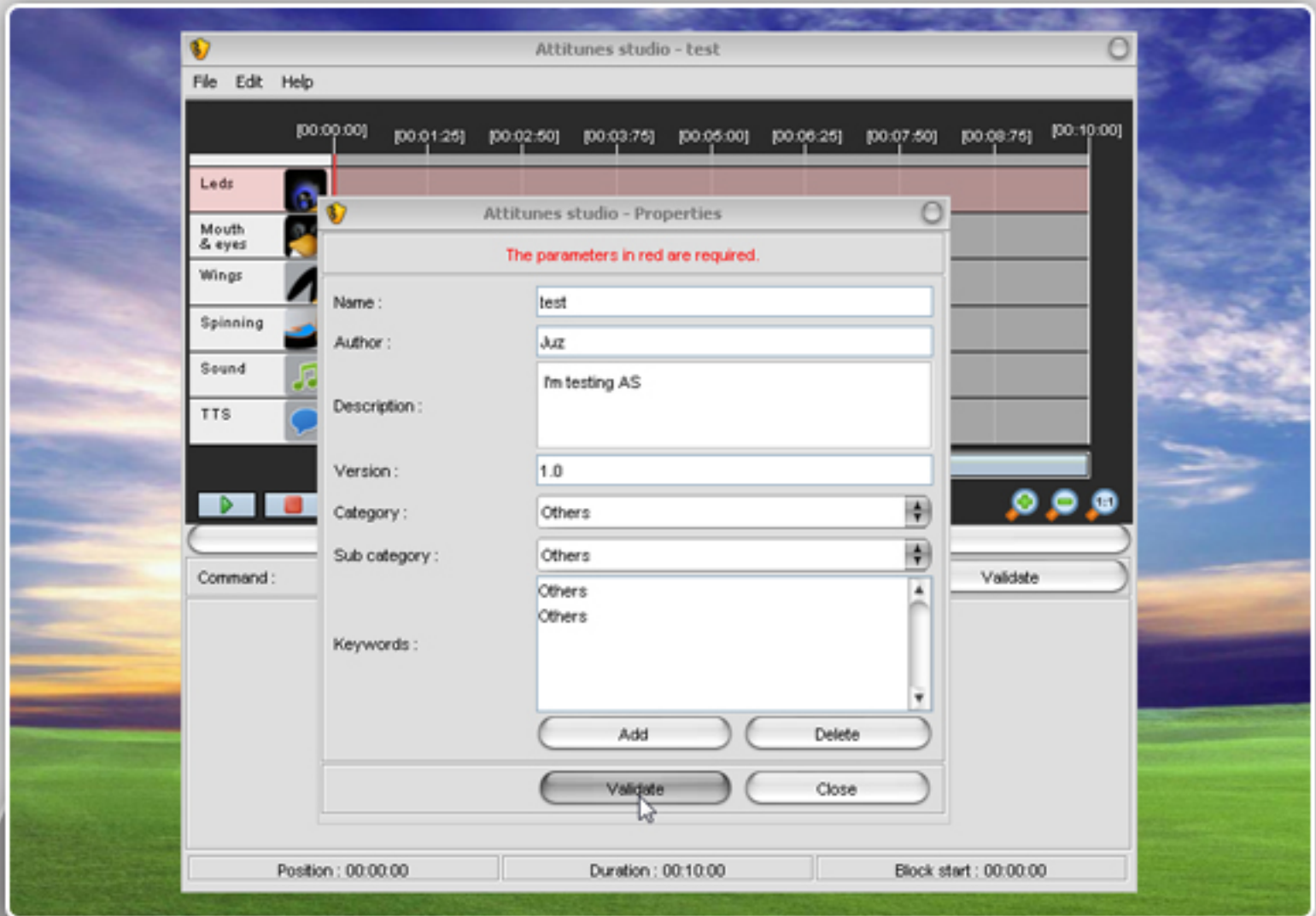


Attitunes - Example

Select 'new' in the 'File' menu



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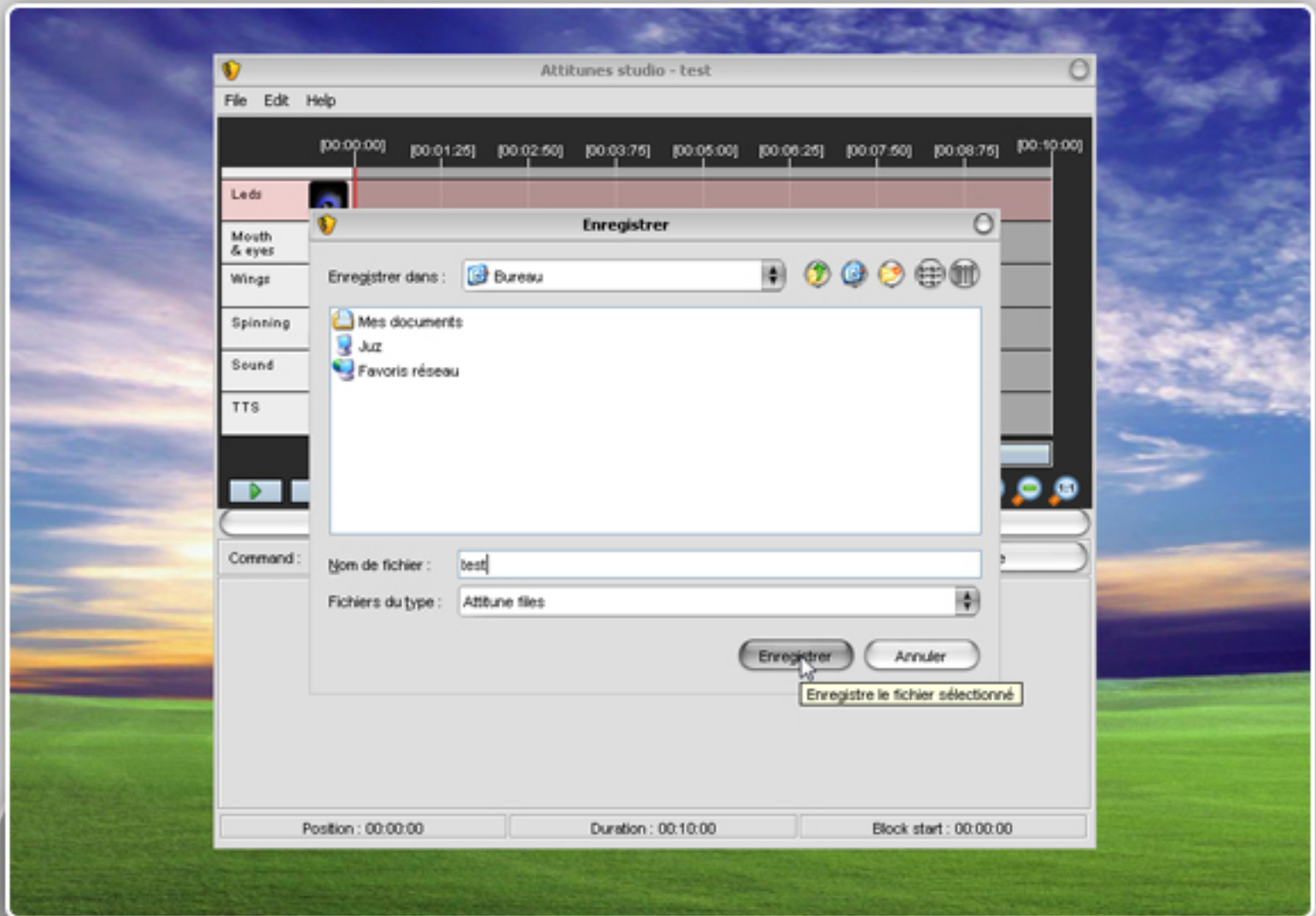
Set up the parameters.

Select Properties in the 'File' menu and change the parameters as you want.

Click on Validate and next on the Close button.



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Click on Save as in the File Menu.

Enter any name you like. The .att extension will be added automatically.

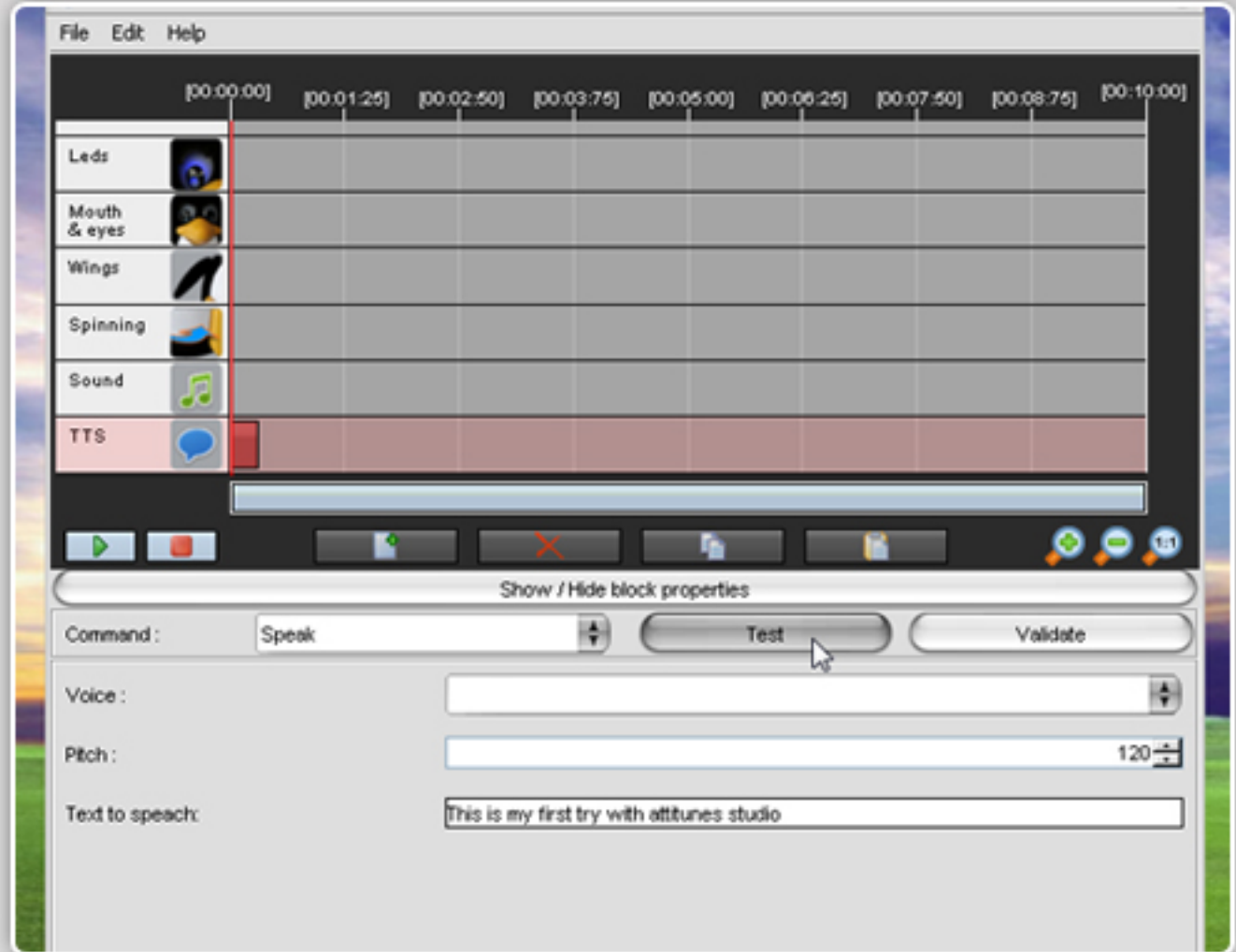


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Step 1 - TTS

Let's start with something simple: we are going to create a TTS block.

- First click in the TTS channel where you want to create a TTS block. The TTS channel will be displayed in a red-ish color and the red cursor line will appear.
- Next click on the create button. A red block will appear just next to the red vertical line.
- In the behavior block settings change the text to "This is my first try with attitunes studio." And to get a more cartoon style voice increase the pitch a little.
- Now click on the right side, in the parameter settings on the 'Test' button. If you like the result click on "Validate" next



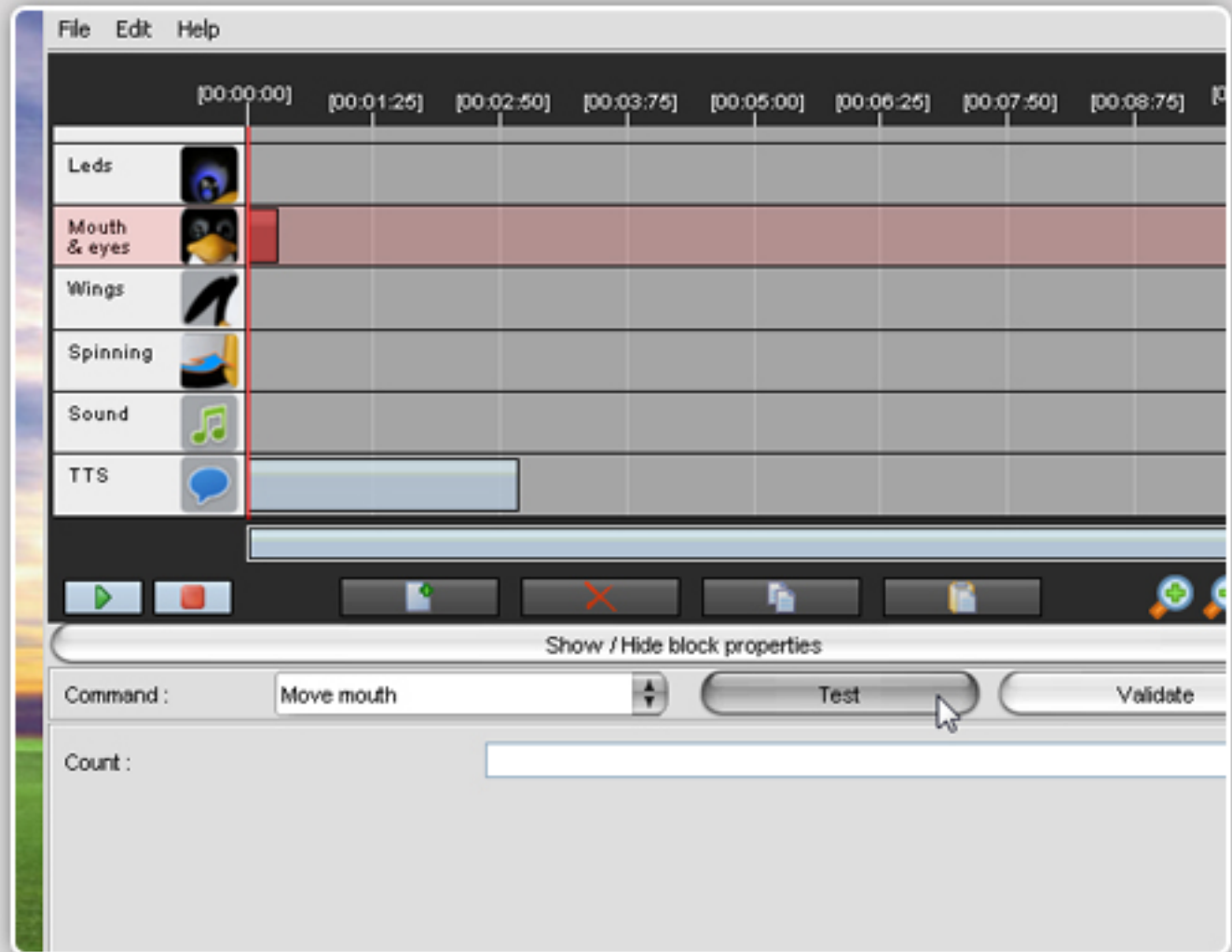
The screenshot displays the Attitunes Studio software interface. At the top, there is a menu bar with 'File', 'Edit', and 'Help'. Below the menu is a timeline with markers at [00:00:00], [00:01:25], [00:02:50], [00:03:75], [00:05:00], [00:06:25], [00:07:50], [00:08:75], and [00:10:00]. The main workspace is divided into several channels: 'Leds', 'Mouth & eyes', 'Wings', 'Spinning', 'Sound', and 'TTS'. The 'TTS' channel is highlighted in a red color. A red vertical line is positioned at the beginning of the TTS channel. Below the channels is a control bar with buttons for play, stop, and other functions. A 'Show / Hide block properties' button is visible. The 'Command' field is set to 'Speak'. The 'Voice' field is empty. The 'Pitch' field is set to 120. The 'Text to speech' field contains the text 'This is my first try with attitunes studio'. The 'Test' button is highlighted with a mouse cursor.



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Step 2 – Adding Movement

- Click on the very left on the 'mouth & eyes' icon. This will switch the active behavior channel.
- Click the 'create' button again, and a new red block will appear in the mouth & eyes channel.
- In the behavior block settings, next set the command to 'move mouth'. The beak will be configured by default to make two movements: it will open and close.
- Let's click the 'Validate' button for now and check the end result by clicking the 'Play' button on the left.



The screenshot displays a software interface with a menu bar (File, Edit, Help) and a timeline at the top. The timeline has markers at [00:00:00], [00:01:25], [00:02:50], [00:03:75], [00:05:00], [00:06:25], [00:07:50], and [00:08:75]. Below the timeline are several channels: Leds, Mouth & eyes, Wings, Spinning, Sound, and TTS. The 'Mouth & eyes' channel is highlighted in red and contains a red block. Below the channels is a toolbar with various icons. A 'Show / Hide block properties' section is visible, containing a 'Command' field with 'Move mouth' selected, a 'Test' button, and a 'Validate' button. A mouse cursor is pointing at the 'Test' button. Below the 'Command' field is a 'Count' field.

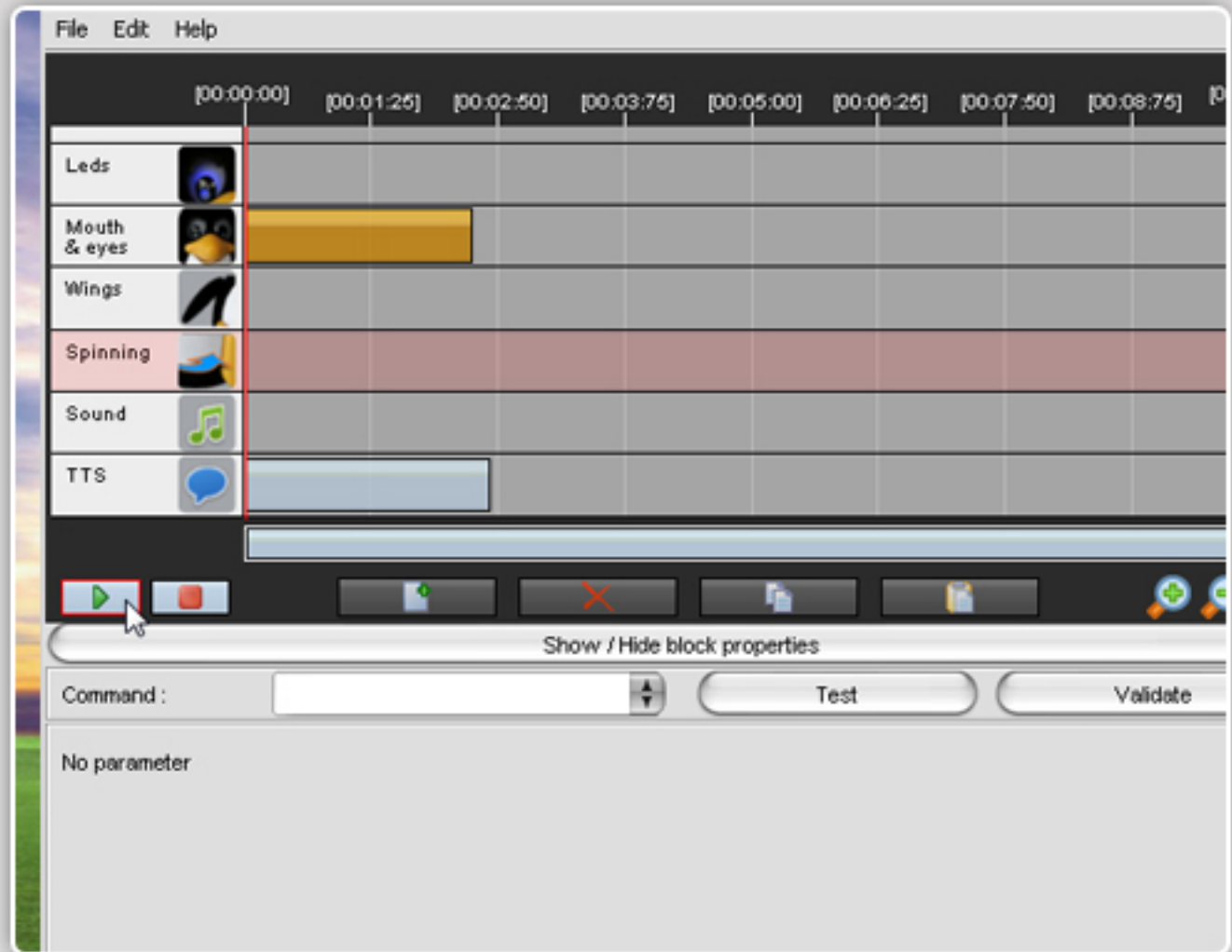


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Step 3 - Tuning Beak Movement

Note when playing the Attitune that the TTS block will increase in length. This is because the behavior blocks durations are not calculated beforehand but only after they have been played once. But now the actual duration is visual, so we can modify the beak movement to synchronize it with the TTS duration:

- Double-click the beak movement block to select it.
- Change the 'count' value from '2' to '10'
- Click the 'validate' button and play the Attitunes again from the beginning by clicking the green 'Play' button on the left.



The screenshot shows a software interface with a menu bar (File, Edit, Help) and a timeline. The timeline has markers at [00:00:00], [00:01:25], [00:02:50], [00:03:75], [00:05:00], [00:06:25], [00:07:50], and [00:08:75]. Below the timeline are several tracks: Leds (with a blue globe icon), Mouth & eyes (with a yellow beak icon), Wings (with a black wing icon), Spinning (with a yellow spinning top icon), Sound (with a green musical note icon), and TTS (with a blue speech bubble icon). A yellow bar is visible in the Mouth & eyes track, and a red bar is visible in the Spinning track. At the bottom, there is a control panel with a green play button, a red stop button, and a 'Show / Hide block properties' button. Below this, there is a 'Command:' field with a dropdown arrow, a 'Test' button, and a 'Validate' button. The text 'No parameter' is displayed below the 'Command:' field.



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Step 4 - Spinning

- Click in the spinning channel at the position of 3.75 seconds in the time line to get the cursor there.
- Click the 'Create' button.
- In the parameter settings for the spinning movement: Set Command to 'turn right' and number of quarter turns to '4'.
- Click 'Validate'.

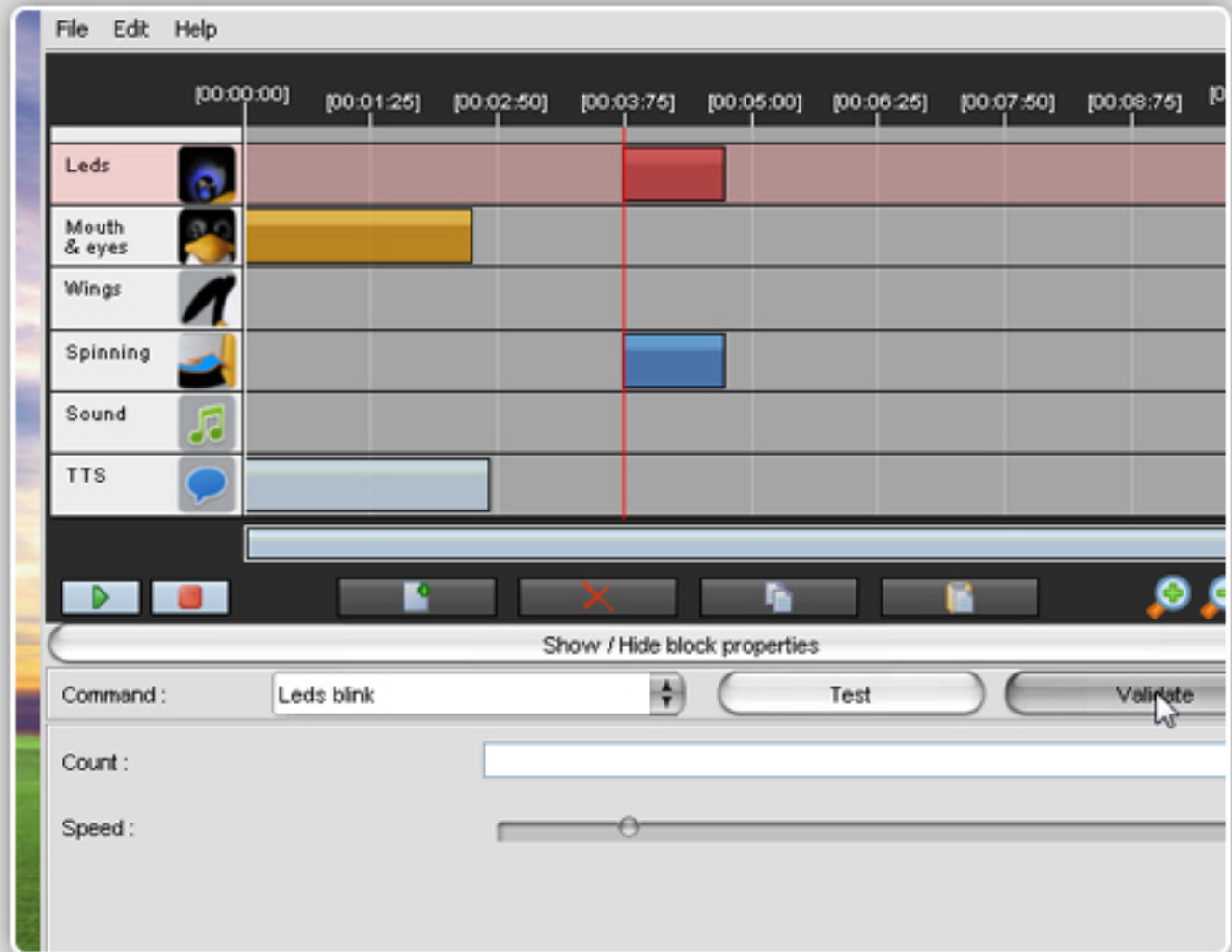
The screenshot displays a software interface with a timeline at the top. The timeline has markers at [00:00:00], [00:01:25], [00:02:50], [00:03:75], [00:05:00], [00:06:25], [00:07:50], and [00:08:75]. A red vertical line is positioned at the 00:03:75 mark. Below the timeline are several channels: Leds, Mouth & eyes, Wings, Spinning, Sound, and TTS. The Spinning channel is highlighted in red and contains a red rectangular block. Below the channels is a control bar with a play button, a stop button, and several icons. Below the control bar is a section titled "Show / Hide block properties" which contains a "Command:" field with the text "Turn right", a "Test" button, and a "Validate" button. Below the "Command:" field are two empty input fields labeled "Number of quarter turns:" and "Speed:".



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Step 5 – Adding some light

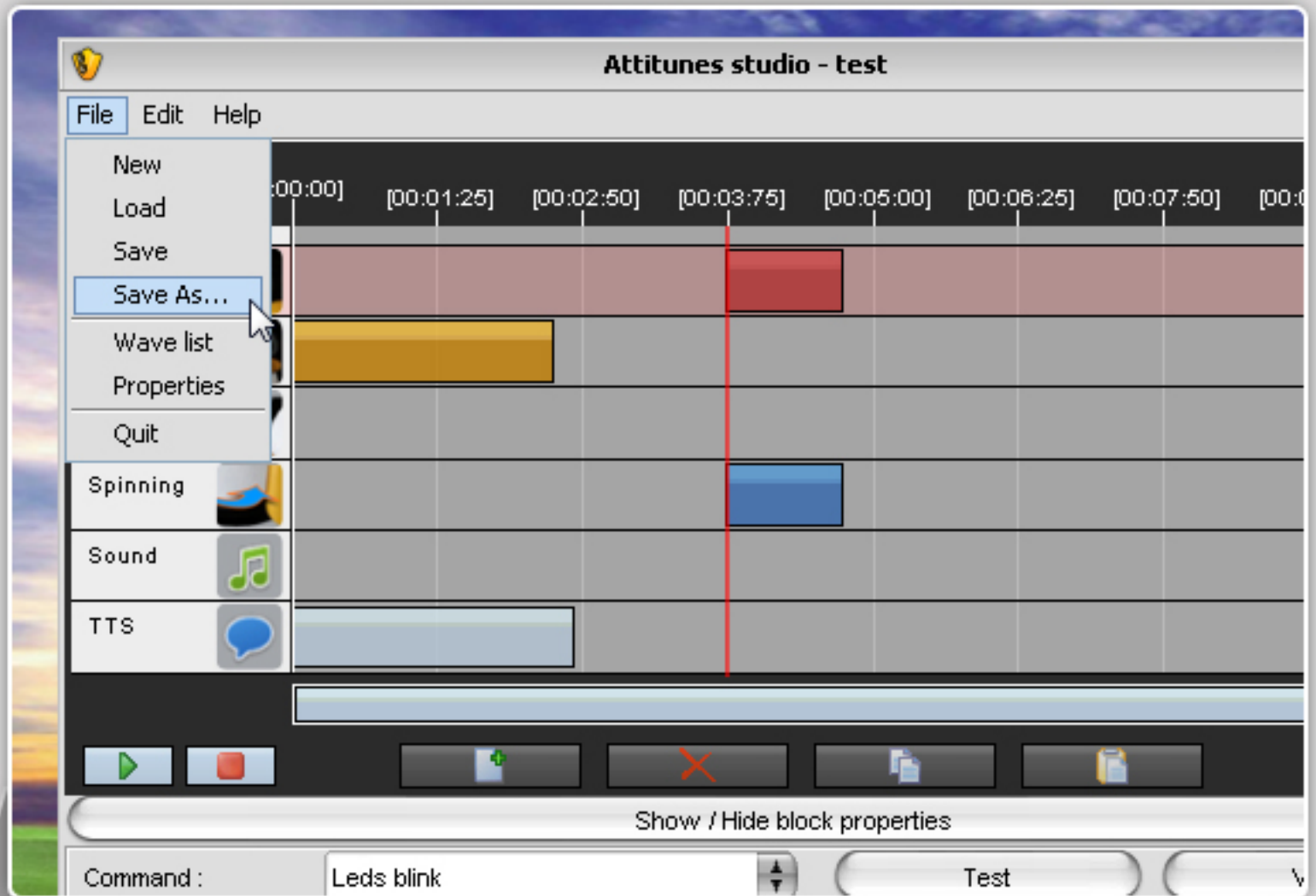
- Click on the 'Leds' icon on the very left of the channels. Like this the red cursor line will remain at the same location.
- Click 'Create' again
- In the parameter settings for the LED's: Change the command type to 'Leds blink' and set count to '20'
- Click 'Validate'



The screenshot shows a software interface with a timeline at the top. The timeline has markers at [00:00:00], [00:01:25], [00:02:50], [00:03:75], [00:05:00], [00:06:25], [00:07:50], and [00:08:75]. A red vertical line is positioned at the [00:03:75] mark. Below the timeline are several channels: 'Leds' (with a lightbulb icon), 'Mouth & eyes' (with a penguin icon), 'Wings' (with a wing icon), 'Spinning' (with a spinning top icon), 'Sound' (with a music note icon), and 'TTS' (with a speech bubble icon). A red bar is visible in the 'Leds' channel, and a blue bar is visible in the 'Spinning' channel. Below the channels is a control bar with a play button, a stop button, and several other icons. Below the control bar is a section titled 'Show / Hide block properties'. The 'Command' field is set to 'Leds blink', and there is a 'Test' button and a 'Validate' button. The 'Count' field is empty, and the 'Speed' field has a slider.



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Don't forget to save

Click on Save in the File Menu



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Attitunes studio - test

File Edit Help

[00:00:00] [00:01:25] [00:02:50] [00:03:75] [00:05:00] [00:06:25] [00:07:50] [00:08:75] [00:10:00]

Leds

Mouth & eyes

Wings

Spinning

Sound

TTS

Show / Hide block properties

Command : Test Validate



Have Fun

Click on the play button to enjoy the results with Tux



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Poll

What do you like most in Tux Droid?

His look! 32%

We can programm it! 40%

His gadgets! 28%

Total votes: 25

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