

2DIY v1.3

The new version of 2DIY incorporates a number of changes:

- new features, mainly a “code helper” and code examples - see page 2 for more details
- some fixes from the original version
- 200 more pieces of clipart
- updated and more extensive user guide

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New Features in 2DIY

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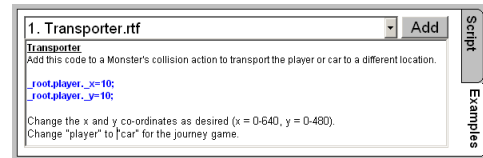
ActionScript code can be added to a number of different places in 2DIY, as explained in the user guide. This version of 2DIY features a “code helper” which assists in this process. This section is *for the more advanced user*. In any section where you can add code, there is now a spanner button on the bottom right. When clicked on, the code window expands to include 2 sections - “Script” and “Examples”.



The script tab - this tab is for use within the GAMES section of 2DIY. Its aim is to help with object names and properties. It has a number of dropdowns: the first dropdown lists all available objects (you need to drag an object into the canvas for it to appear in this list). The 2nd dropdown lists available properties of the object. The 3rd dropdown lists some operations which can be used in relation to the object and property (note that $x += y$ means $x = x + y$). The 4th dropdown is a blank textbox which allows you to type in any relevant value. Click “Add” to insert the contents of each dropdown into the main code area. Using the dropdowns provides a convenient way to add code which refers to existing objects and properties, but this tab is just a helper - you can still type any code into the main code area without using the script tab.



The examples tab - this tab is also for use mainly within the GAMES section, but there are some other activities which also have code examples, such as Multi Drag, Placing and Shapes. Click on the dropdown list to view all examples. Read the code and its explanation. Click “Add” to insert the blue code into the main code area. The examples are listed in order of difficulty. The last examples use advanced mathematics but were added because the effects they produce are powerful, and they show the extent to which the program can be used.



Patrolling monsters in platform game

Another new feature in this version of 2DIY allows you add monsters which “patrol” a platform in the platform game. To do this: add a platform and drag a monster so that it is just above the platform. Now set the animation of the monster to be “back and forth”, and when you press play the monster will automatically move from the one end of the platform to the other and back. This effect can be used with apples and suns as well as monsters

