Etoys Quick Start Guide

Every thing is an object.

Authoring is always on.

Etoys World

Navigator Bar

A source of tools to move between projects, to publish, and to paint.

Supplies contains an assortment of objects and tools
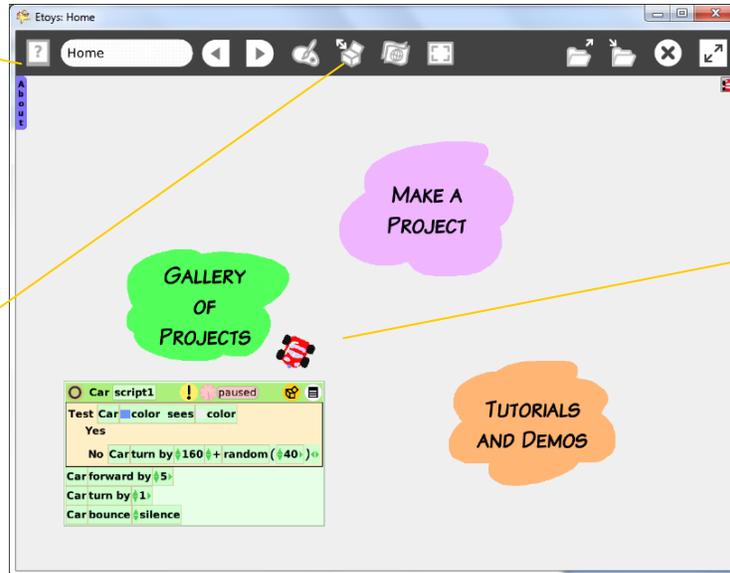
Sketch

Any painted object before it is named, is a Sketch.

It is good practice to name sketches after painting and keeping them.

MAKE A PROJECT

GALLERY OF PROJECTS

TUTORIALS AND DEMOS

Etoys: Home

About

```
○ Car  script1    !    paused
Test Car  color  sees   color
    Yes
    No   Car turn by ↕160↕ + random (↕40↕)
Car forward by ↕5↕
Car turn by ↕1↕
Car bounce ↕silence
```

Project

A project is the "hyper-document" in Etoys. Projects are created, published (saved) and, projects are shared and exchanged. In word processing we create documents, in Etoys projects are created that can be published and opened again.

Navigator Bar

Help		**Languages**
Project Name	Home	**Full Screen Toggle**
Previous Project		**Find Projects**
Next Project		**Publish**
Paint Tools		**Quit**
Supplies		**Hide Navigator Bar**
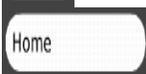
Halo Handles

The colored icons surround an object allow for different manipulation and change to that object. Every object has a set of halo handles. Right click on any thing to reveal its icons. Each icon is supplied with balloon describing its function.

	Menu	Pick Up	Move	
Trash				Copy
Collapse				
Viewer				Repaint
Make a tile				
Rotate				Resize

Car

Script

Objects can be sent messages and instructions by combining tiles and running them in a Scriptor. It is good practice to name scripts as you create them.

Remove script from screen

Object's name
Script's name

Run the script once

Script Tiles

Car move   paused

Test Car color sees color
Yes

No Car turn by 160 + random (40)

Car forward by 5

Car turn by 1

Car bounce silence

A menu of useful commands

A supply of useful tiles

When the script runs

Test for yes or no
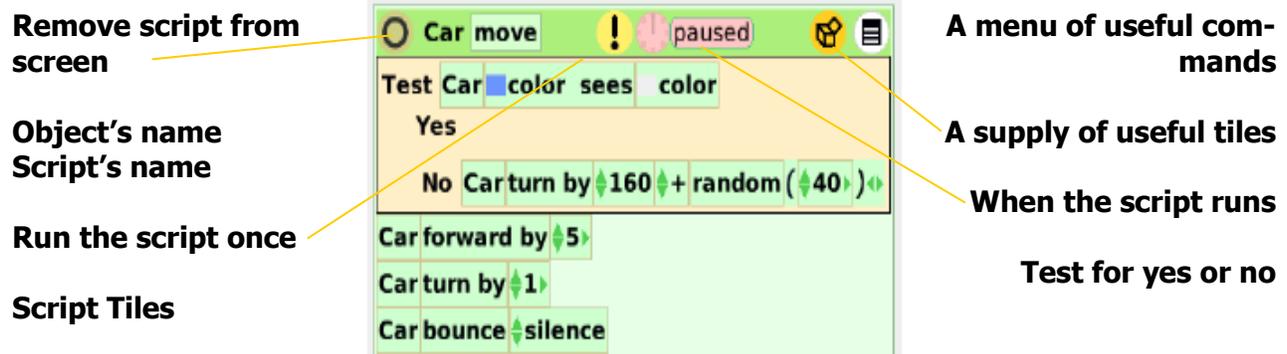
Etoys Help

The Quick Guides introduce seventy-six common Etoys tools, tiles, menus, commands and techniques. Each four page book is interactive and invites experimentation.

Etoys Quick Guides

Navigator Bar
Paint Tools
Halo Handles
Supplies
Object Catalog
Script Tiles
Menus
Books

1/4 ←   Index   → (Jump to...)

Help

Etoys Scripting

The Viewer shows categories of properties and instructions for the object represented by the tiles.
Click the yellow exclamation point to run a particular instruction one time.
Drag a tile and drop it on the screen to form a script.
Values of properties such as X, Y, and heading are also in the Viewer.
There are many categories of tiles, click on a category name, such as basic, to open a menu of categories.
Help balloons are available for tiles and icons.

Object name

Remove category pane
Search for methods tile
Script

Run command once

Script tiles for commands and properties

Menu with simple and de-tailed watchers and to change the number of deci-mal places
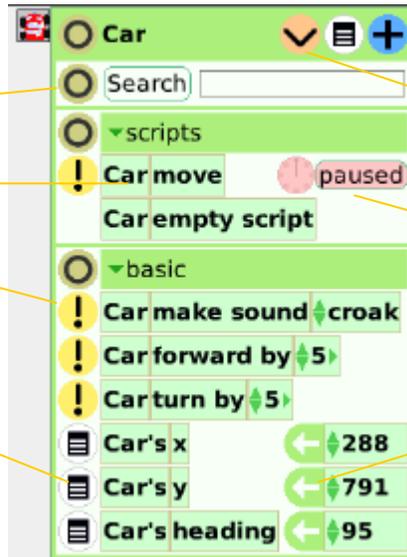
Add a category pane
Menu

Create a variable

Ticking clock state

Drag from white arrow to obtain an assignment phrase

Viewer panel:
- Car
- Search
- ▾scripts
- ! Car move   paused
- Car empty script
- ▾basic
- ! Car make sound ⬍croak
- ! Car forward by ⬍5▸
- ! Car turn by ⬍5▸
- Car's x   ⬅⬍288
- Car's y   ⬅⬍791
- Car's heading ⬅⬍95

Supplies and Tools

Click the Supplies box in the Navigator Bar to open this flap of objects and tools.

Object Catalog All Scripts Players Trash Text Sound Recorder Rectangle Ellipse Star Book Holder

Joystick Playfield Flap Button Slider Grab patch Lasso

Object Catalog: ready-to-use objects

Paint tools: brushes, erasers, palette

Object Catalog panel:
- X alphabetic find categories ?
- Basic Connectors Games Graphics
- Just for Fun Multimedia Scripting Tools
- Curve Ellipse Joystick Particles
- Playfield Polygon Rectangle
- RoundRect Scrolling Text Slider
- Text Trash

Paint tools panel:
- Undo
- Keep
- Clear
- Toss