

# Python cheat sheet



```
item = scene.get_item("objectID")
item.transition.rotate_local(Vector3(0, 0, 1), 3, 1)
# Rotates locally by 3 degrees along the Z-axis in 1 second
```

```
for i in range(X):
    # Repeated action
    pass
```

```
soundexample = Sound.load("soundID")
soundexample.play()
# It plays the sound once
```

```
def choicepanel():
    GUI.hud.show_choice_panel(
        question="question text?",
        answer1="text answer1",
        answer2="text answer2",
        answer3="text answer3",
        on_answer=dosomething
    )

def dosomething(s):
    if s == 1:
        action1() # Call action for answer 1
    elif s == 2:
        action2() # Call action for answer 2
    elif s == 3:
        action3() # Call action for answer 3

def action1():
    # Example action 1
    [redacted]

def action2():
    # Example action 2
    [redacted]

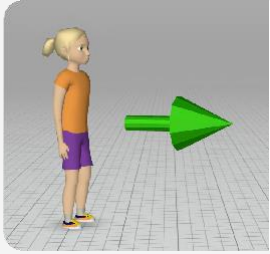
def action3():
    # Example action 3
    [redacted]

# Call the choice panel function to display it
choicepanel()
```

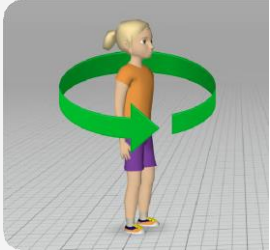


## Transform

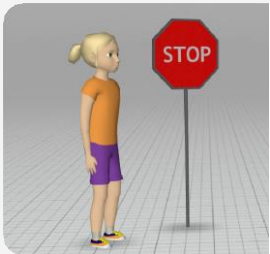
### Action to perform



Move an Object or Character over time



Local Rotation of Object over time



Stop an object or a character

### Python code to use

```
item = scene.get_item("objectID")

# Move by vector (X, Y, Z) over a duration
item.transition.move_by(Vector3(1, 0, 0), 1) # Moves 1 meter along the X-axis in 1 second
```

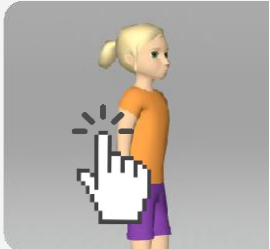
```
item = scene.get_item("objectID")

item.transition.rotate_local(Vector3(0, 0, 1), 3, 1)
# Rotates locally by 3 degrees along the Z-axis in 1 second
```

```
item.transition.stop()
```



## Events



Make something happen when an item is clicked

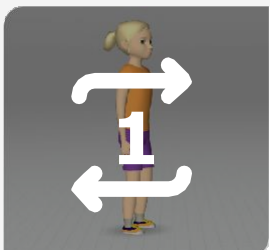
```
item = scene.get_item("objectID")

# Define any custom function to be triggered when the item is clicked
def custom_function():
    item.speech = "This is an example" # Example action, can be anything

# Assign the custom function to the on_click event
item.input.on_click(custom_function)
```



## Control



Make one or more actions **repeat** a certain amount of times

```
for i in range(X):
    # Repeated action
    pass
```

Repeats the action x times



Make my program **wait** for some time

```
time.schedule(lambda:
    # Action after 3 seconds
    , 3)
```

Performs the action after 1 second.



Go to specific scene.

```
space.go_to_scene(1)
```

Switches to scene with ID 1.

# Actions

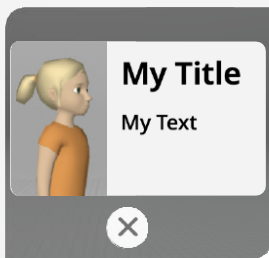
## Action to perform



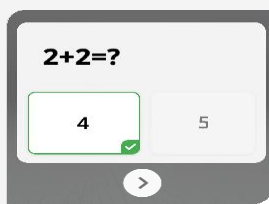
Make a character **say** or **think** something



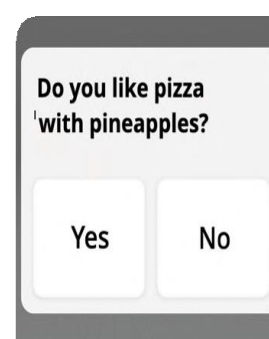
Change the **opacity** of an item



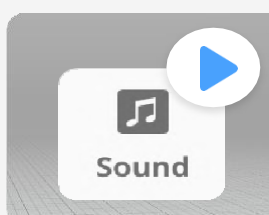
Show an **info panel** with a title, text (and an image)



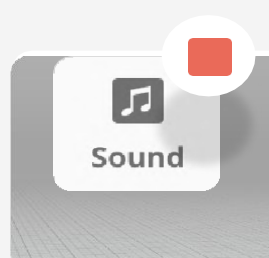
Show a **quiz panel** with a question and answers that can be clicked and will trigger an action when the selected answer is



Show a **choice panel** with a question and options that can be clicked and that trigger different actions.



Play a **sound** file



Stop playing the **sound** file

## Python to use

```
character = scene.get_item("objectID")

character.speech = "Hi!" # Character says "Hi!"
character.thought = "Hmm..." # Character thinks "Hmm..."
```

```
item = scene.get_item("objectID")

item.opacity = 0.5 # Sets the opacity to 50%
```

Sets the opacity(see-through level) of the object to 50%.

```
def infopanel():
    GUI.hud.show_info_panel(title='Title here', image="imageID", text='Text here')

# Call the function to display the info panel
infopanel()
```

```
def quizpanel():
    GUI.hud.show_quiz_panel(
        question='Question text',
        answer1='text answer 1',
        answer2='text answer 2',
        answer3='text answer 3',
        correct_answer=2, # Set the correct answer here
        on_correct=action1, # Action to perform when the correct answer is chosen
        on_wrong=action2 # Action to perform when a wrong answer is chosen
    )

def action1():
    # Example action 1

def action2():
    # Example action 2

# Call the quiz panel function to display it
quizpanel()
```

```
def choicepanel():
    GUI.hud.show_choice_panel(
        question="Question text?",
        answer1="text answer1",
        answer2="text answer2",
        answer3="text answer3",
        on_answer=dosomething
    )

def dosomething(s):
    if s == 1:
        action1() # Call action for answer 1
    elif s == 2:
        action2() # Call action for answer 2
    elif s == 3:
        action3() # Call action for answer 3

def action1():
    # Example action 1

def action2():
    # Example action 2

def action3():
    # Example action 3

# Call the choice panel function to display it
choicepanel()
```

```
soundexample = Sound.load("soundID")
soundexample.play()
# It plays the sound once
```

```
soundexample = Sound.load("soundID")
soundexample.stop()
# Stops the sound
```