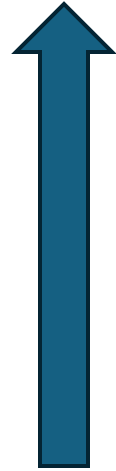


Python/CoSpaces Reference Sheet

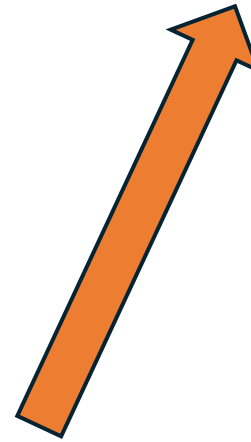
Rotating a Character

time in seconds

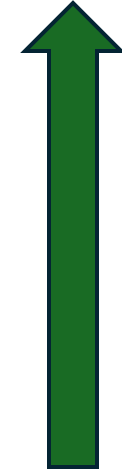
```
youritem.transition.rotate_local(Vector3(0,0,-1), 3.14, 1.00)
```



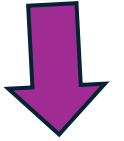
method



the x,y,z axis to rotate with
1 or -1 depending on direction

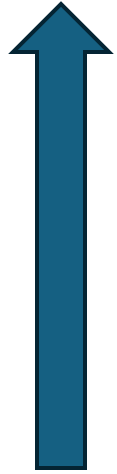


the rotation amount in radians

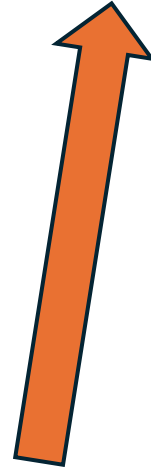


Moving an Item on a Path

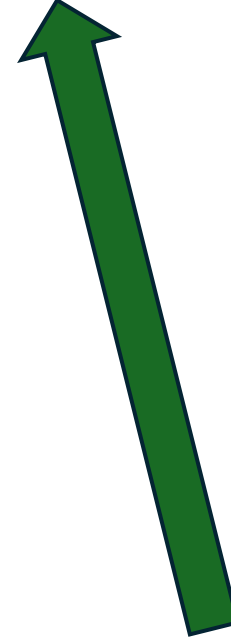
```
myitem.transition.move_on_path(path=mypath, speed=2)
```



method



The path to follow



Speed around the path

Moving an Item to a Location

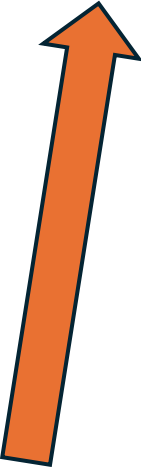
next function
(optional)



```
youritem.transition.move_to(Vector3(3.18, 2.75, 0.13), 6, myfunction)
```



method



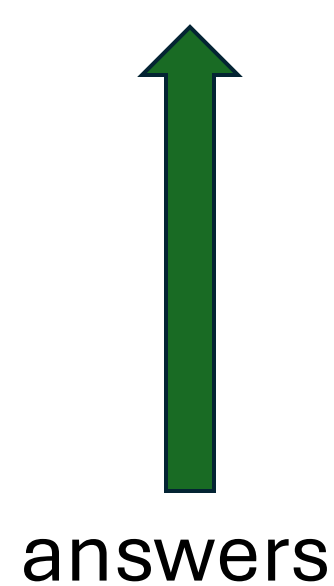
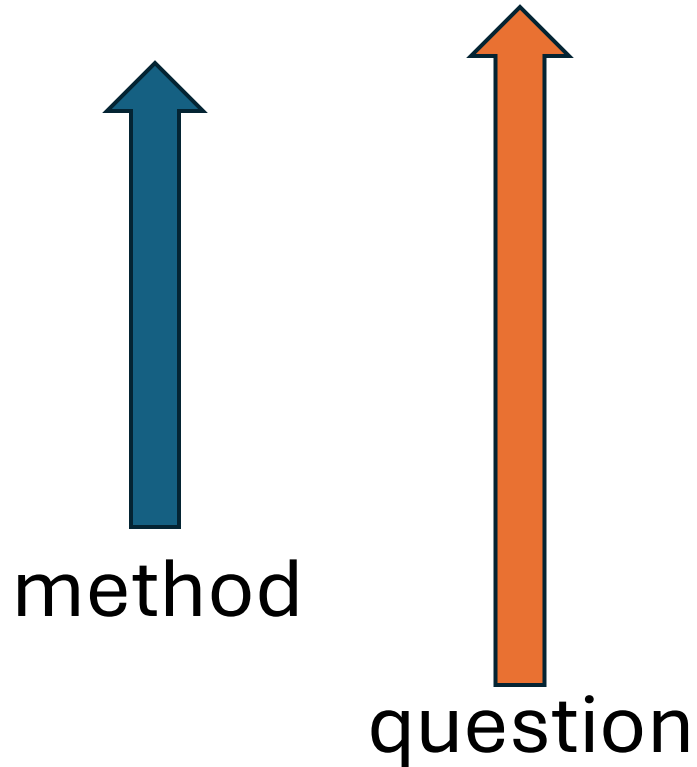
the x,y,z
location to
move to



Time in seconds

Show_choice Panel

```
GUI.hud.show_choice_panel(question="What ...?", answer1="?", answer2="?", answer3="?", on_answer=myfunction)
```



Sends the answer to your function expressed as an integer

Def myfunction(s):
 if s == 1:
 do something
 elif s ==2:
 do something else...

The diagram consists of a blue arrow pointing downwards from the 'on_answer=myfunction' parameter in the code above to the function definition 'Def myfunction(s):' below.

Delay a Function

