Extra notes for Day 3
June 18, 2008
Extra Notes for Day 3 – how to’s

• Adding 3D text to your world
• How to make objects invisible during “Play”
• How to add a delay – “wait”
• How to make objects invisible at setup
• How to move the camera with the princess
• Getting the ground to be straight again
• How to move the camera with skycar cab2
To add 3D text
In local gallery, go to right end.
Click on 3D text
Type in a phrase and click ok...
Those words appear in the world and also in the object tree.
Use the controls to move the words up back and straighten out....
1) Click on the object and properties, 
2) then the text, and 3) then other and enter “Starting ok?”
Notice the words in the world changed, but not the words in the object tree....
Making 3D text invisible in code - Click and drag IsShowing and select false – then click play
Add a wait, drag “wait” up from the bottom of the window and select 2 secs, then Play
Add this code and Play
Then, add a cow to your world
Now make the cow invisible –
Click on cow in object tree, then click on isShowing true and set to false
The cow should disappear
Now add this code and play to see the cow appear later
Setting camera to move with princess -
First, set camera to move with princess
Then, set to no longer move with her
If you move the ground by mistake, like this, how do you get it back to its original position?
Drag into the picture, ground “stand up” and it goes back to original placement
Moving the camera with car2 – see code below