Making Folders
Adding/Editing Local Gallery Folders

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Step 1: Finding the Folder

This tutorial will show you how to create and edit folders within the local gallery. This skill is useful when you want to limit what objects the creator can work with within Alice or help the creator find certain objects more easily.

The first step is to access the contents of your Alice folder. You should look wherever Alice is installed or running on the computer. The folder should be named Alice 2.2. Open it.

For Macs, Alice is an application after you install it. If Alice is not in your Applications folder, find where you downloaded and installed Alice. You should see an Alice 2.2 icon.

Right click and select Show Package Contents.

Step 2: The Gallery Folder

Find the Required folder and open it. Find the gallery folder and open that to go to the list of local gallery folders.

For Macs, the Required folder is inside the Contents folder.

Each folder is a sub folder in the local gallery, some with more sub folders inside.

Each folder contains .a2c files which are Alice object files and a directoryThumbnail.png file which is the image that appears on the folders in the local gallery.

Step 2: The Make Up of a Gallery Folder

If you open Alice and compare the folders you can see how Alice reads in each of the individual components of a gallery folder. Bugs and Dinosaurs do not contain directoryThumbnail.png files so they appear as blank folders.
Step 3: Creating a Folder

Create a new folder inside the gallery folder. Rename it Assignment 1.

Now if you restart Alice and go into the local gallery you can see the newly created folder. Because there is no directoryThumbnail.png or .a2c files, the folder is empty and has a blank folder icon.

The next step is to fill the folder with the objects we want. You can repeat this process to create new sub folders within Assignment 1 (for example Part 1 and Part 2).

Step 4: Filling a Folder

In the finder window, find and copy an object in the local gallery you want in the new folder. In this example we will make a copy of the Penguin.a2c file from Animals.

Once the .a2c file is copied to the clipboard, go to the Assignment 1 folder and paste it inside. Repeat this process to put the RandomGuy2 from the People folder and SeeingStars from Special Effects.

MAKE SURE YOU COPY AND DO NOT SIMPLY DRAG THE ITEM OVER.

Step 5: Directory Thumbnail

If you do not like the blank folder default you can create your own thumbnail. To create a directory thumbnail for the new folder open up an image editing program such as photoshop or paint.

Create a new document that is 128 pixels by 128 pixels and fill it with the icon that you want. Ideally the background is either transparent or a tan color. If your editing program doesn’t support this that’s ok.

Save it as directoryThumbnail.png and move it into your Assignment 1 folder.

Step 6: Testing in Alice

Restart Alice and check the local gallery to see your folder with the image and the three Alice objects you added into it.

Congratulations! You have finished this tutorial. While you cannot add new objects to the local gallery, you can add new folders and subfolders with copies of the objects that already exist. Use this trick to help form new groups and sub groups of objects to fit the worlds you want to create.