



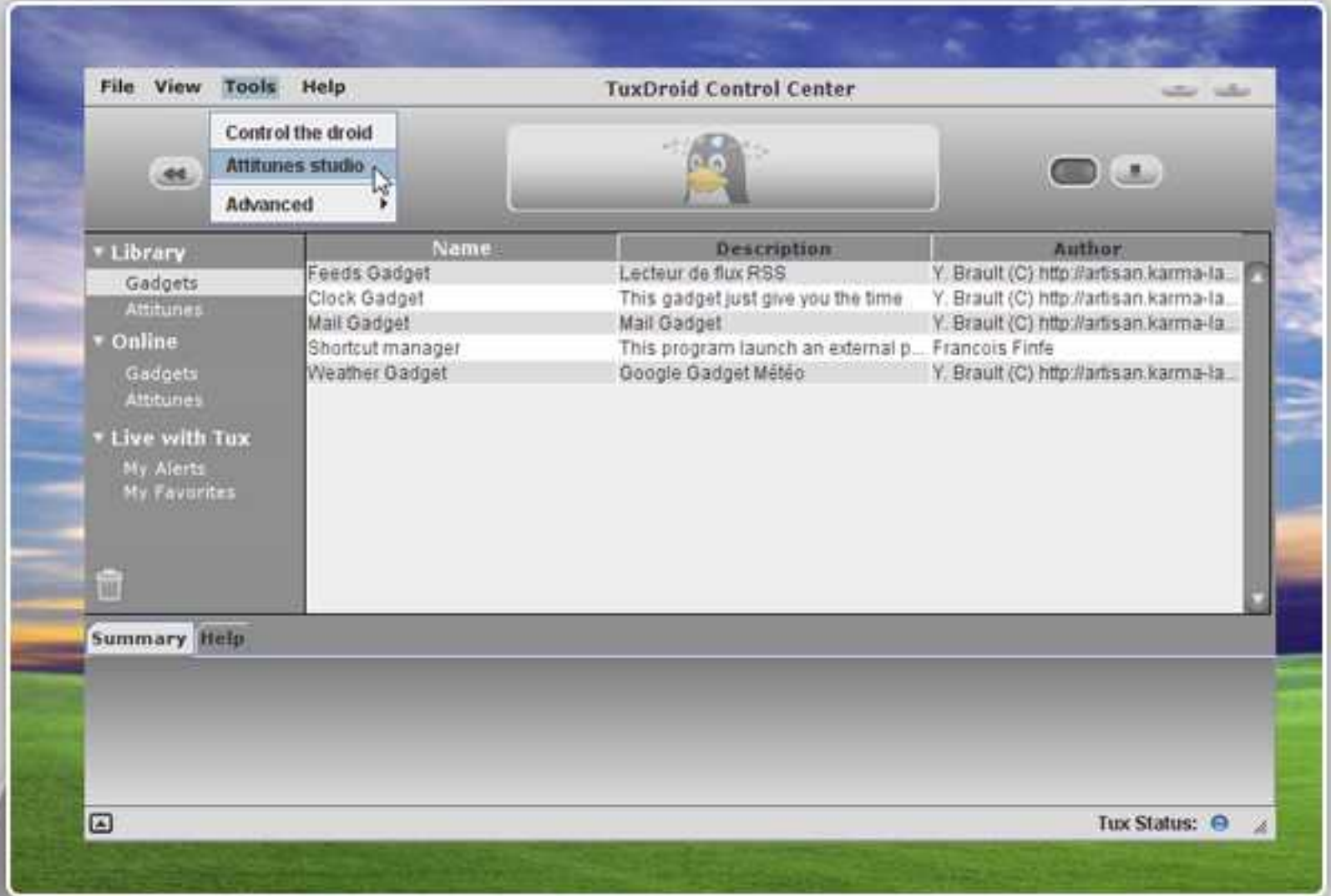
WHAT ARE ATTITUDES?

Attitudes are a new way to make robot animations for Tux.

With a visual editor, called Attitudes Studio, you can easily create behavior files or Attitudes without having to write one single line of code. Besides motor actuations the editor also supports the use of Text-To-Speech and wave sounds.



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Creating an attitune

In the control center, go to Tools > Attitunes Studio



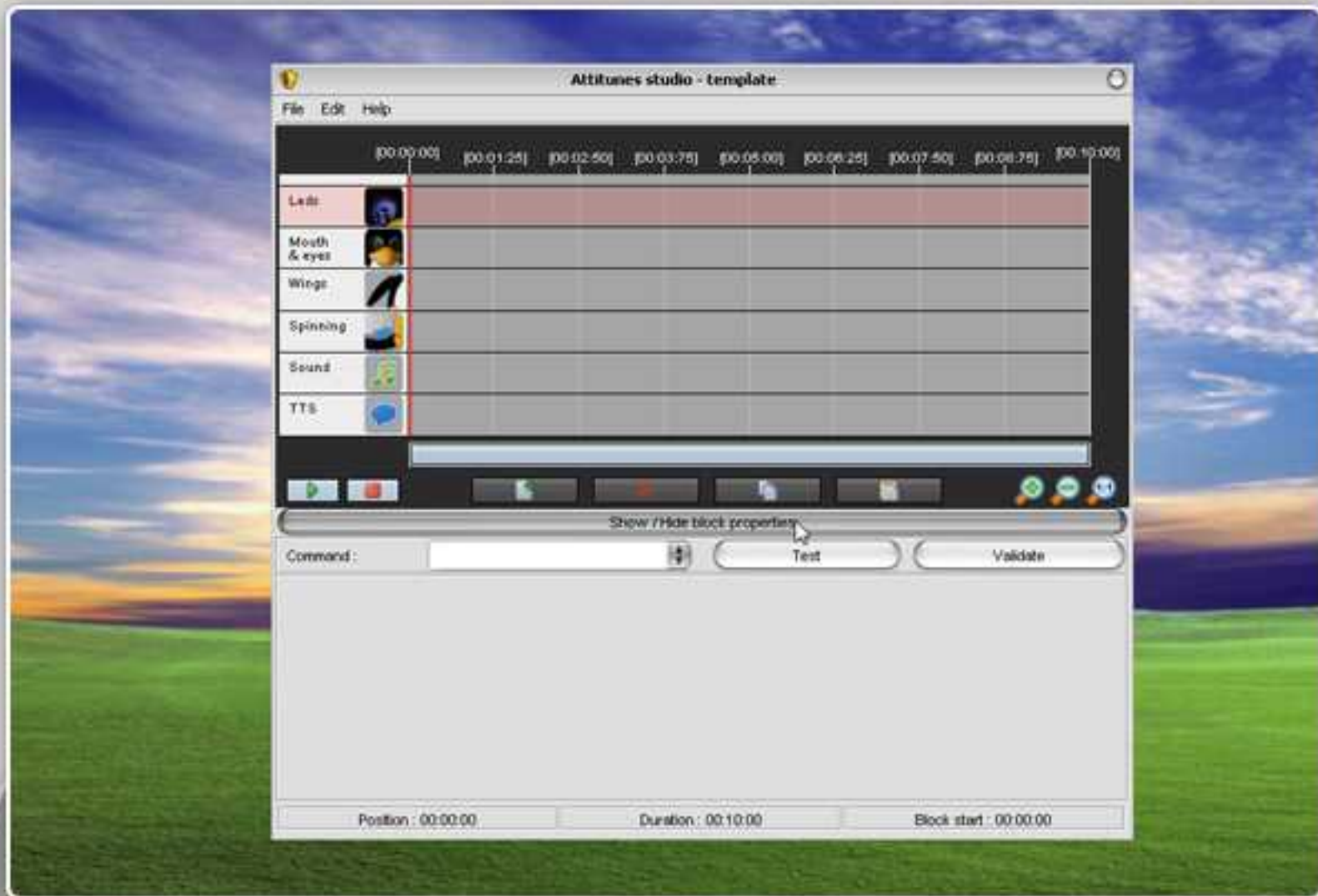
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Overview of the Attitunes Studio



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By clicking the "Show/hide block properties" button, the window will expand giving access to functions you will need later on.



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Attitunes Studio Behavior Channels

LED's channel: Here you can make your Tux light up or flicker the LED lights in the eyes.

Mouth & eyes channel: Actuate the beak and eyes. Note that both can not be actuated simultaneously. Mouth behavior blocks are orange, eyes behavior blocks are blue.

Wings channel: Adding behavior blocks here will make the wings flap.

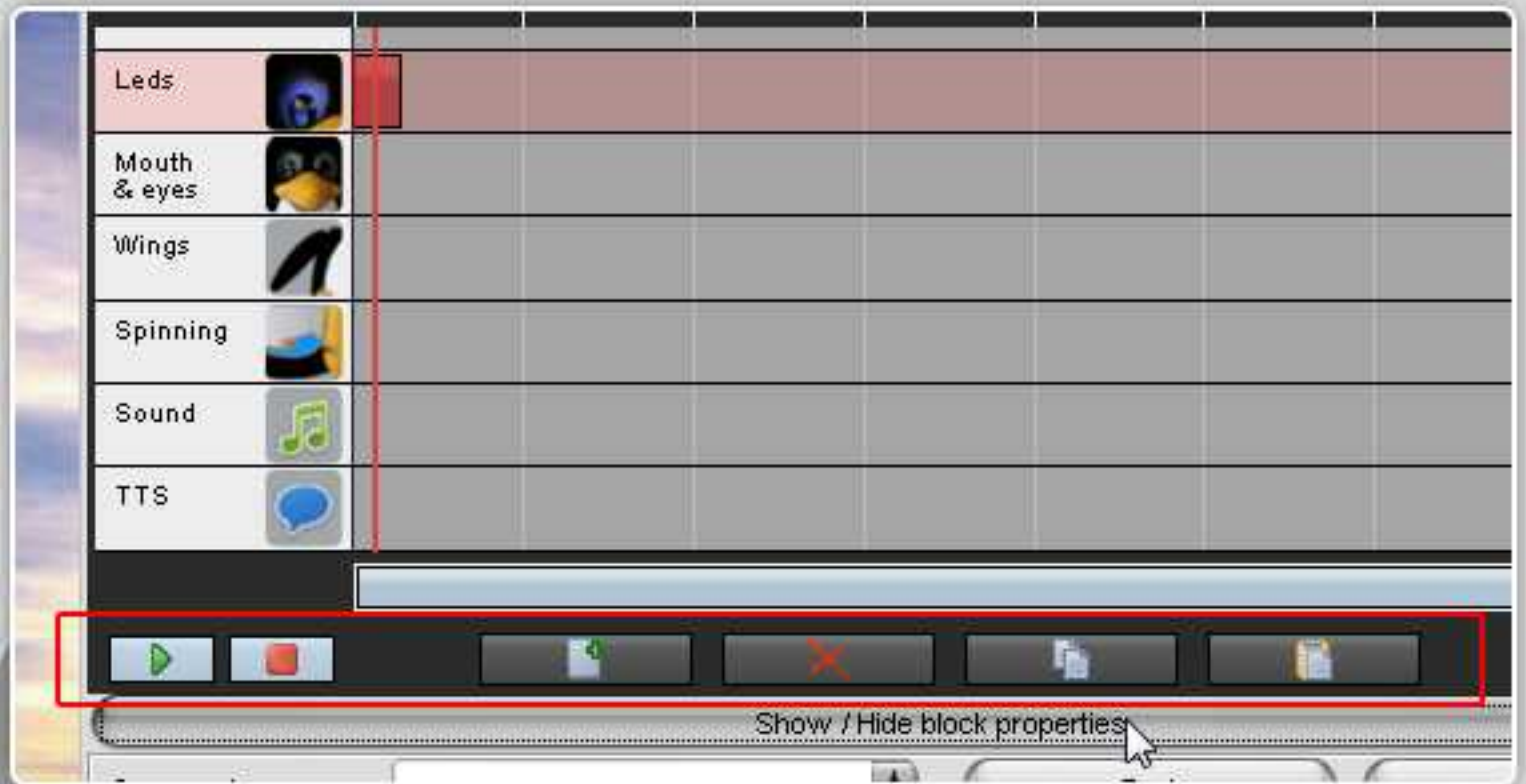
Spinning channel: Adding behavior blocks here will make Tux spin to the left or right.

Sound channel: In this channel you can add wave files or play sounds stored locally in the audio flash of Tux.

Text-To-Speech channel:
This channel is dedicated for adding TTS messages to your Attitune.



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Attitudes Studio

Buttons

Play: play the attitune.

Stop: stop the attitune.

Create: first you have to click a behavior channel (the clicked channel is displayed in red). Also the cursor line (the red vertical line) will appear to indicate where you are in the time line. Now, when clicking the 'create' button a red block will appear next to the cursor line.

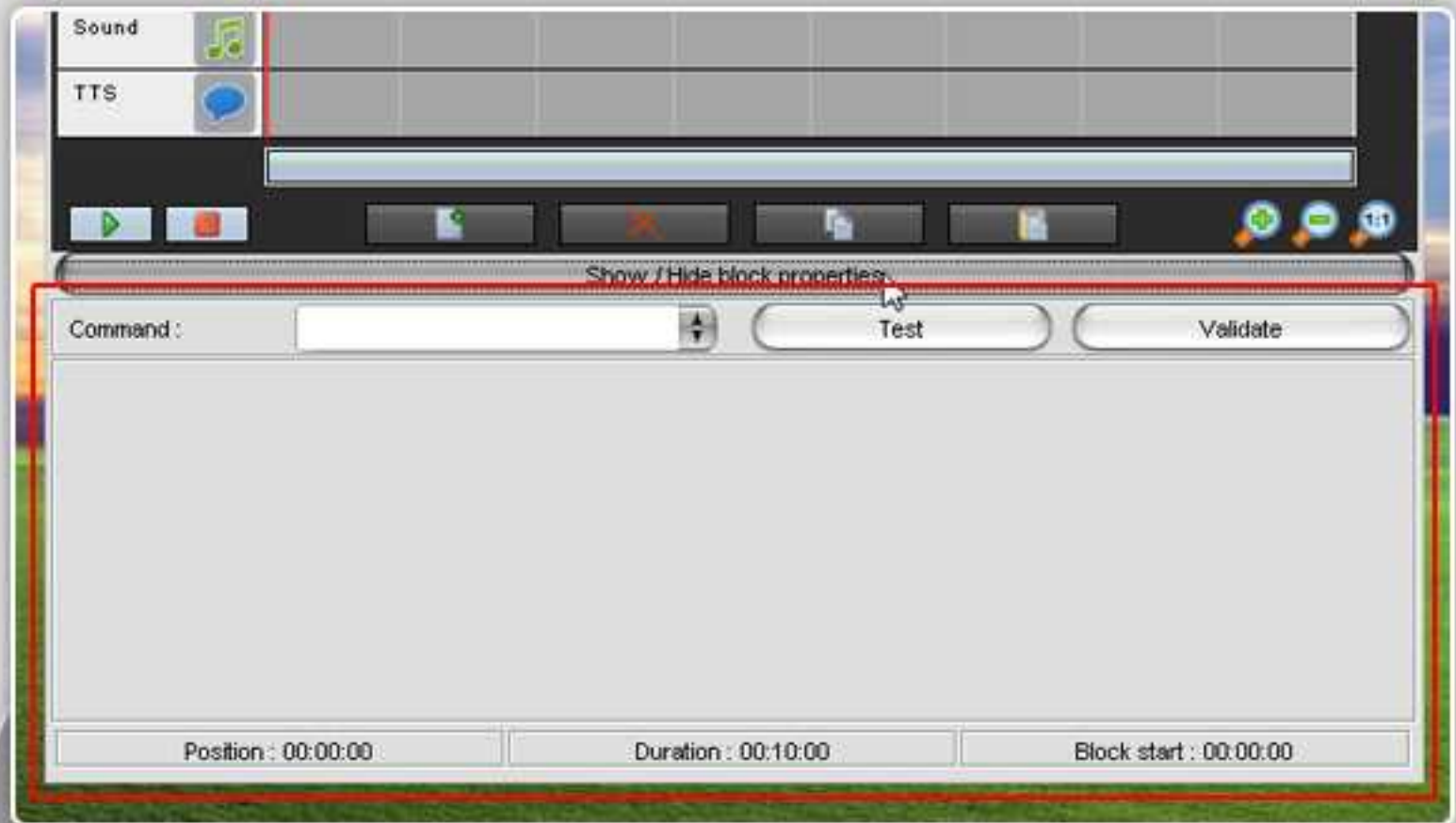
Delete: to delete, click on the block first you want to delete.

Copy: to copy a block, click on this one first.

Paste: Paste the copied block in the right channel.



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Attitunes Studio Behavior Settings

This part of the window displays the settings of the selected behavior blocks. Behavior blocks are selected by double-clicking them and will be displayed in red.

To test the settings of a behavior block you can click the 'Test' button.

When you are ok with the settings, click the 'Validate' button to store the settings for that block.



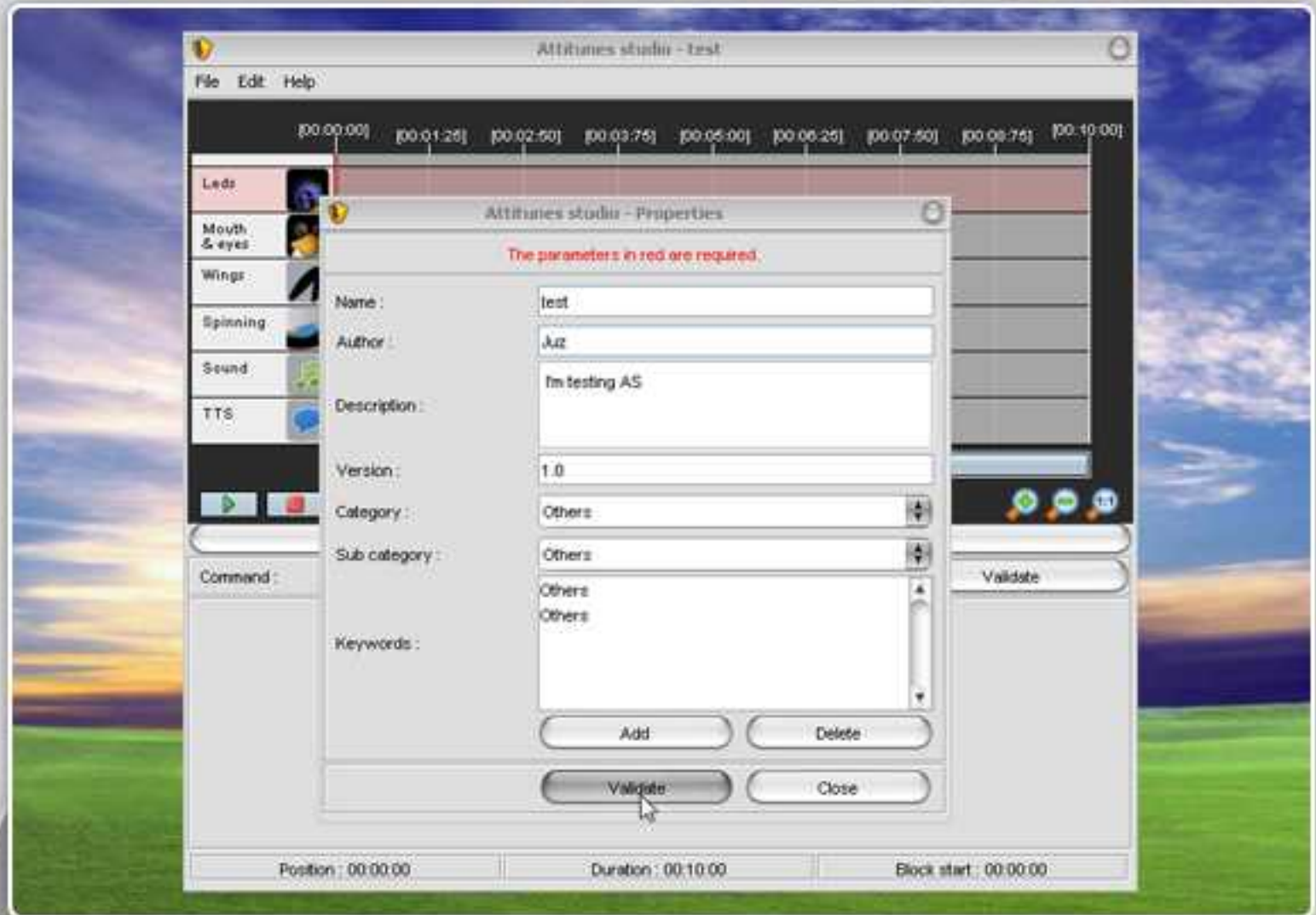


Attitunes - Example

Select 'new' in the 'File' menu



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Set up the parameters.

Select Properties in the 'File' menu and change the parameters as you want.

Click on Validate and next on the Close button.



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Click on Save as in the File Menu.

Enter any name you like. The .att extension will be added automatically.



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Step 1 - TTS

Let's start with something simple: we are going to create a TTS block.

- First click in the TTS channel where you want to create a TTS block. The TTS channel will be displayed in a red-ish color and the red cursor line will appear.
- Next click on the create button. A red block will appear just next to the red vertical line.
- In the behavior block settings change the text to "This is my first try with attitunes studio." And to get a more cartoon style voice increase the pitch a little.
- Now click on the right side, in the parameter settings on the 'Test' button. If you like the result click on "Validate" next



The screenshot shows the Attitudes Studio software interface. At the top, there is a menu bar with 'File', 'Edit', and 'Help'. Below the menu bar is a timeline with time markers: [00:00:00], [00:01:25], [00:02:50], [00:03:75], [00:05:00], [00:06:25], [00:07:50], [00:08:75], and [00:10:00]. The main area is divided into several channels: 'Leds', 'Mouth & eyes', 'Wings', 'Spinning', 'Sound', and 'TTS'. The 'TTS' channel is highlighted in a red color. A red vertical line is positioned at the beginning of the TTS channel. Below the channels is a control bar with buttons for 'Play', 'Stop', 'Mute', 'Solo', and 'Volume'. Below the control bar is a 'Show / Hide block properties' section. The 'Command' is set to 'Speak'. There are three buttons: 'Speak', 'Test', and 'Validate'. The 'Test' button is highlighted. Below the buttons are fields for 'Voice', 'Pitch', and 'Text to speech'. The 'Pitch' field is set to 120. The 'Text to speech' field contains the text 'This is my first try with attitunes studio'.



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Step 2 – Adding Movement

- Click on the very left on the 'mouth & eyes' icon. This will switch the active behavior channel.
- Click the 'create' button again, and a new red block will appear in the mouth & eyes channel.
- In the behavior block settings, next set the command to 'move mouth'. The beak will be configured by default to make two movements: it will open and close.
- Let's click the 'Validate' button for now and check the end result by clicking the 'Play' button on the left.



The screenshot shows a software interface with a timeline at the top. The timeline has markers for [00:00:00], [00:01:25], [00:02:50], [00:03:75], [00:05:00], [00:06:25], [00:07:50], and [00:08:75]. Below the timeline are several channels: Leds, Mouth & eyes, Wings, Spinning, Sound, and TTS. The 'Mouth & eyes' channel is highlighted in red and contains a red block. Below the channels is a control bar with a play button, a stop button, and other icons. Below the control bar is a 'Show / Hide block properties' section. The 'Command' field is set to 'Move mouth' and the 'Count' field is empty. There are 'Test' and 'Validate' buttons next to the 'Command' field.



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Step 3 - Tuning Beak Movement

Note when playing the Attitune that the TTS block will increase in length. This is because the behavior blocks durations are not calculated beforehand but only after they have been played once. But now the actual duration is visual, so we can modify the beak movement to synchronize it with the TTS duration:

- Double-click the beak movement block to select it.
- Change the 'count' value from '2' to '10'
- Click the 'validate' button and play the Attitunes again from the beginning by clicking the green 'Play' button on the left.



The screenshot shows a software interface with a menu bar (File, Edit, Help) and a timeline. The timeline has markers at [00:00:00], [00:01:25], [00:02:50], [00:03:75], [00:05:00], [00:06:25], [00:07:50], and [00:08:75]. Below the timeline are several tracks: Leds (with a globe icon), Mouth & eyes (with a yellow bar), Wings (with a black wing icon), Spinning (with a blue spinning icon), Sound (with a green musical note icon), and TTS (with a blue speech bubble icon). A play button (green triangle) is highlighted with a mouse cursor. Below the timeline is a 'Show / Hide block properties' section with a 'Command:' field, a 'Test' button, and a 'Validate' button. The 'Command:' field contains the text 'No parameter'.



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Step 4 - Spinning

- Click in the spinning channel at the position of 3.75 seconds in the time line to get the cursor there.
- Click the 'Create' button.
- In the parameter settings for the spinning movement: Set Command to 'turn right' and number of quarter turns to '4'.
- Click 'Validate'.



The screenshot displays a software interface with a timeline at the top. The timeline has markers at [00:00:00], [00:01:25], [00:02:50], [00:03:75], [00:05:00], [00:06:25], [00:07:50], and [00:08:75]. A red vertical line is positioned at the 3.75-second mark. Below the timeline are several channels: Leds, Mouth & eyes, Wings, Spinning, Sound, and TTS. The Spinning channel is highlighted in pink and contains a red rectangular block. Below the channels is a control bar with a play button, a stop button, and several other icons. Below the control bar is a section titled "Show / Hide block properties" with a dropdown menu set to "Turn right", a "Test" button, and a "Validate" button. Below this are input fields for "Number of quarter turns:" and "Speed:".



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Step 5 – Adding some light

- Click on the 'Leds' icon on the very left of the channels. Like this the red cursor line will remain at the same location.
- Click 'Create' again
- In the parameter settings for the LED's: Change the command type to 'Leds blink' and set count to '20'
- Click 'Validate'

The screenshot shows a software interface with a timeline at the top. The timeline has markers at [00:00:00], [00:01:25], [00:02:50], [00:03:75], [00:05:00], [00:06:25], [00:07:50], and [00:08:75]. Below the timeline are several channels: Leds, Mouth & eyes, Wings, Spinning, Sound, and TTS. The 'Leds' channel has a red bar starting at [00:00:00] and ending at [00:03:75]. A red vertical cursor line is positioned at [00:03:75]. Below the channels is a 'Show / Hide block properties' section. The 'Command' field is set to 'Leds blink', and the 'Count' field is set to '20'. The 'Speed' field has a slider. There are 'Test' and 'Validate' buttons. A mouse cursor is pointing at the 'Validate' button.



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Don't forget to save

Click on Save in the File Menu



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The screenshot shows the 'Attitunes studio - test' application window. At the top is a menu bar with 'File', 'Edit', and 'Help'. Below is a timeline with time markers from [00:00:00] to [00:10:00]. The timeline contains several tracks: 'Leds' (blue block from 03:30 to 04:30), 'Mouth & eyes' (yellow block from 00:00 to 01:30), 'Wings' (empty), 'Spinning' (blue block from 03:30 to 04:30), 'Sound' (pink block from 00:00 to 10:00), and 'TTS' (light blue block from 00:00 to 01:30). Below the timeline are playback controls including a play button (highlighted with a mouse cursor), a stop button, and other icons. A 'Show / Hide block properties' button is also present. At the bottom, there is a 'Command:' field with a dropdown arrow, and 'Test' and 'Validate' buttons. The text 'No parameter' is displayed below the command field.



Have Fun

Click on the play button to enjoy the results with Tux



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The screenshot shows a Mozilla Firefox browser window with the address bar displaying <http://livewithapenguin.com/>. The website header features the Tux Droid logo, which is a penguin wearing a blue hat with a 'T' on it, and the text "tux droid community portal". To the right of the logo is a navigation menu with the following items: "How to get started", "Forums", "Media", "Create & Share", "Calendar", and "Docu". A mouse cursor is hovering over the "Create & Share" link.

Below the header, there is a "Poll" section titled "What do you like most in Tux Droid?". The poll has three options with corresponding progress bars and percentages:

Option	Percentage
His look!	32%
We can programm it!	40%
His gadgets!	28%

Total votes: 25

To the right of the poll is a video player with the title "Ever dream of living with a penguin?". The video player shows a penguin on a screen with a play button in the center. The YouTube logo is visible in the bottom right corner of the video player.



Publish your attitune.

Log onto www.livewithapenguin.com.

Click on Create and Share.

