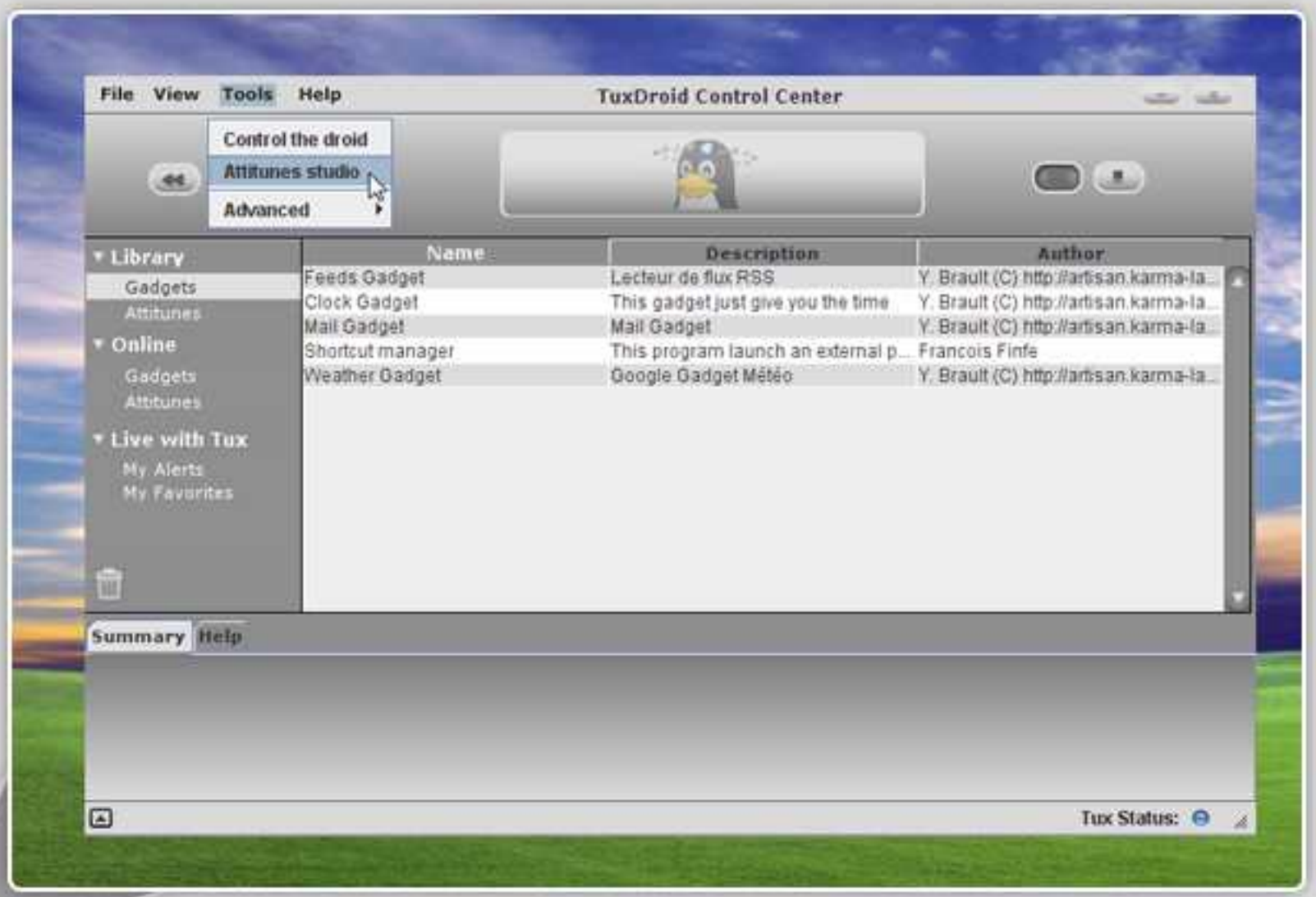
Kyson
Attitunes studio guide

what are attitunes?

Attitunes are a new way to make robot animations for Tux.
With a visual editor, called Attitunes Studio, you can easily create behavior files or Attitunes 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.

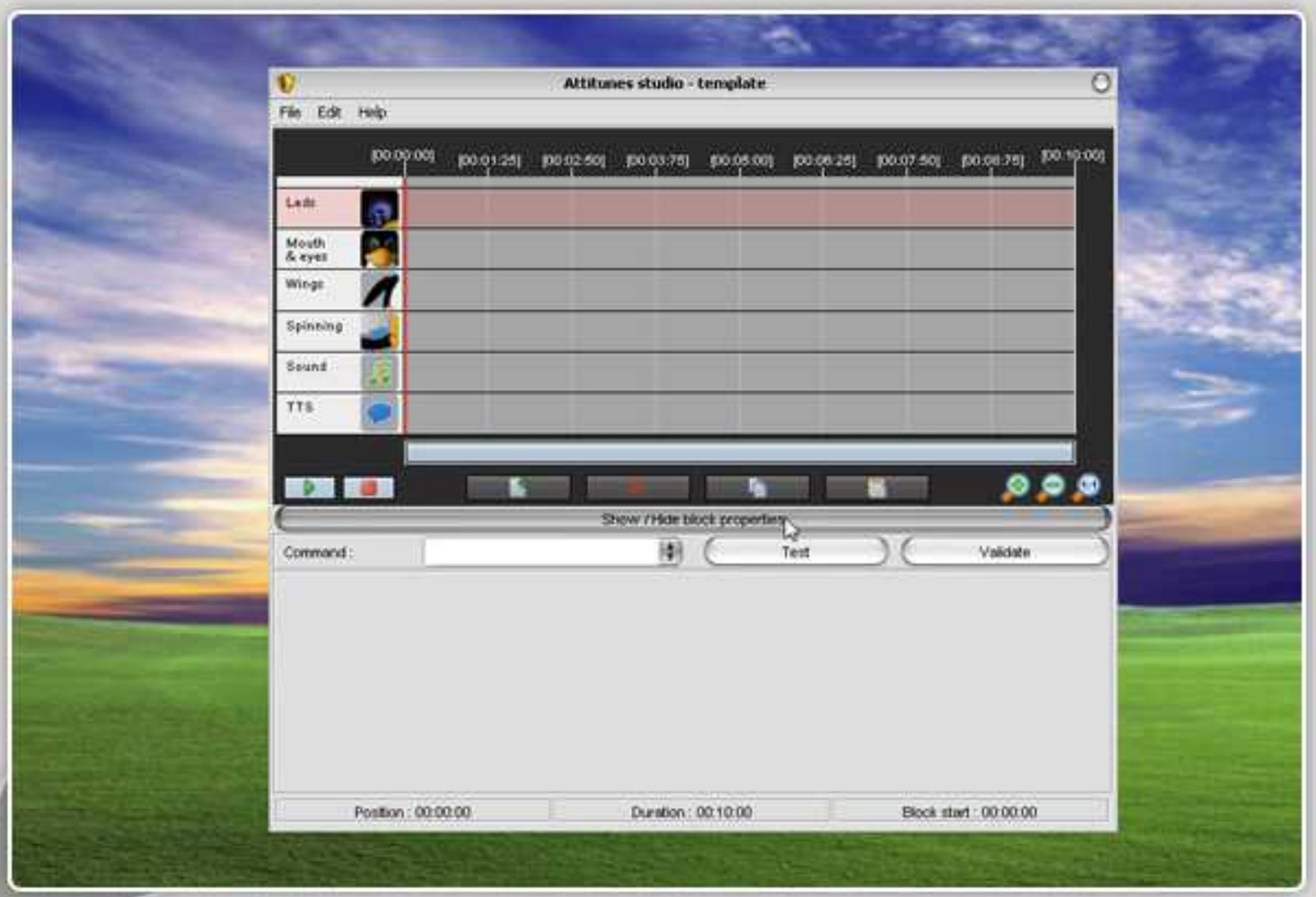
1



Creating an attitune

In the control center, go to Tools > Attitunes Studio

Overview of the Attitunes Studio



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

4

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.

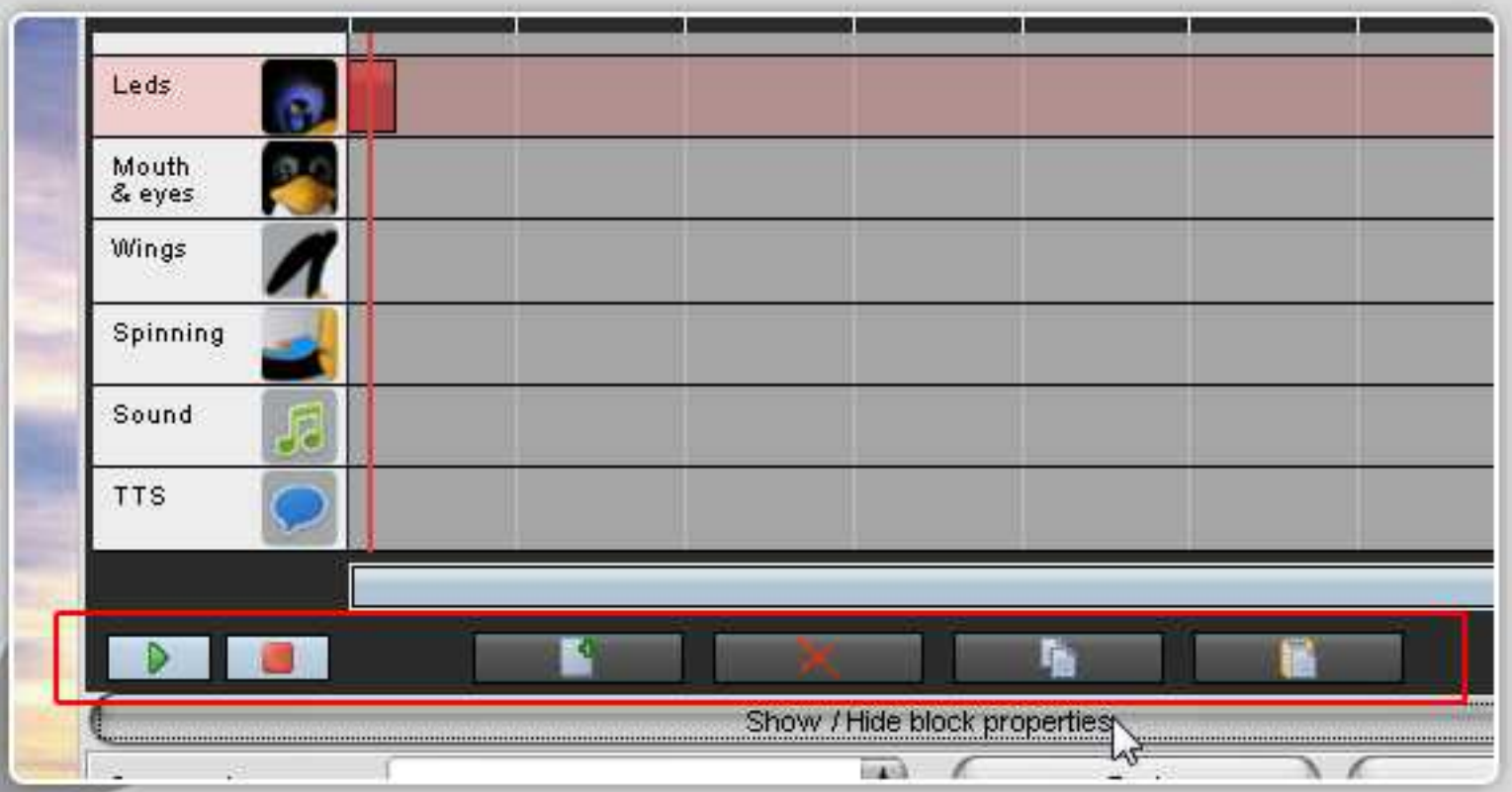
Wings channel: Adding behavior blocks here will make the wings flap.

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.

5

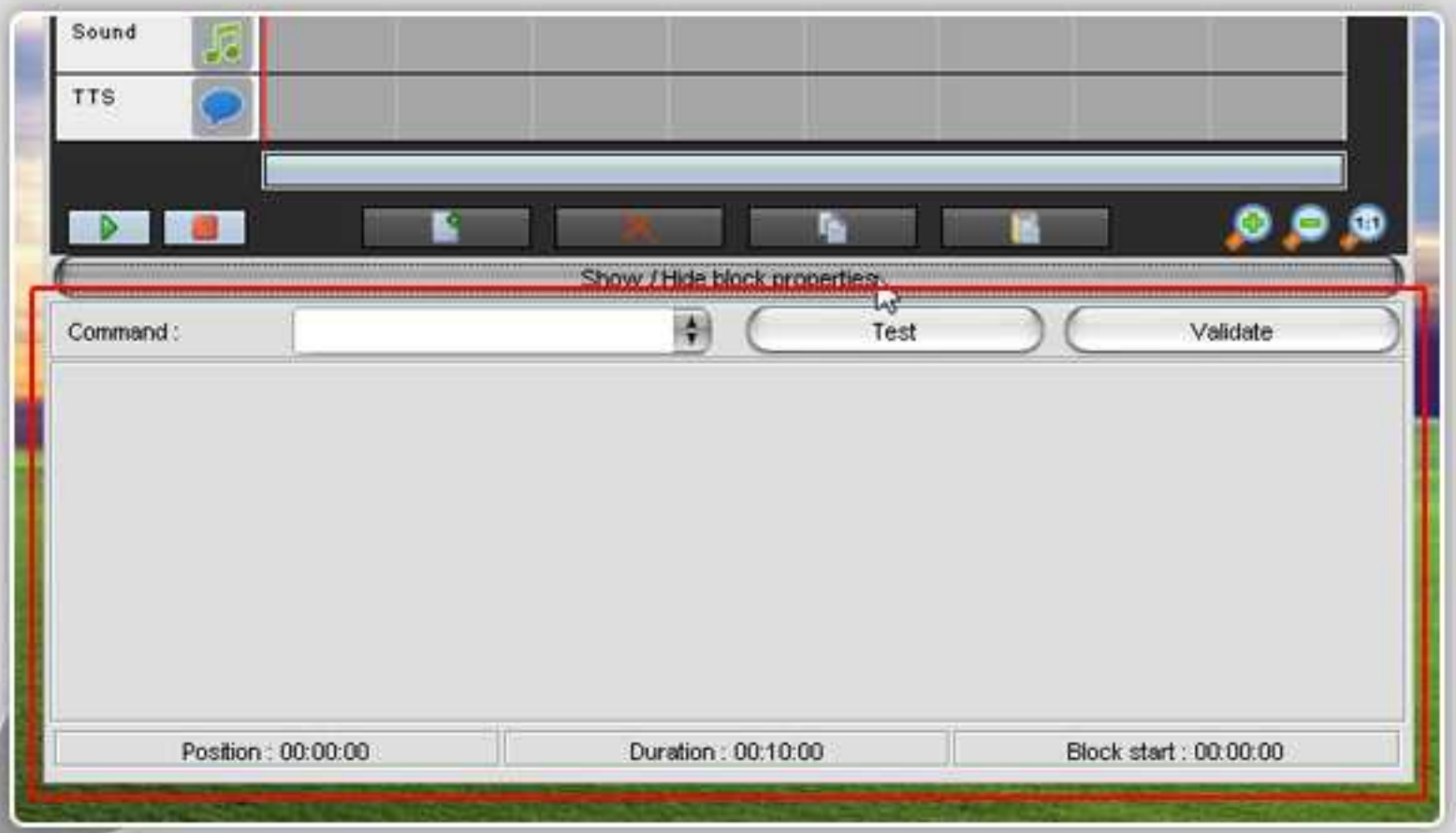


Attitunes Studio

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.

6



Attitunes Studio

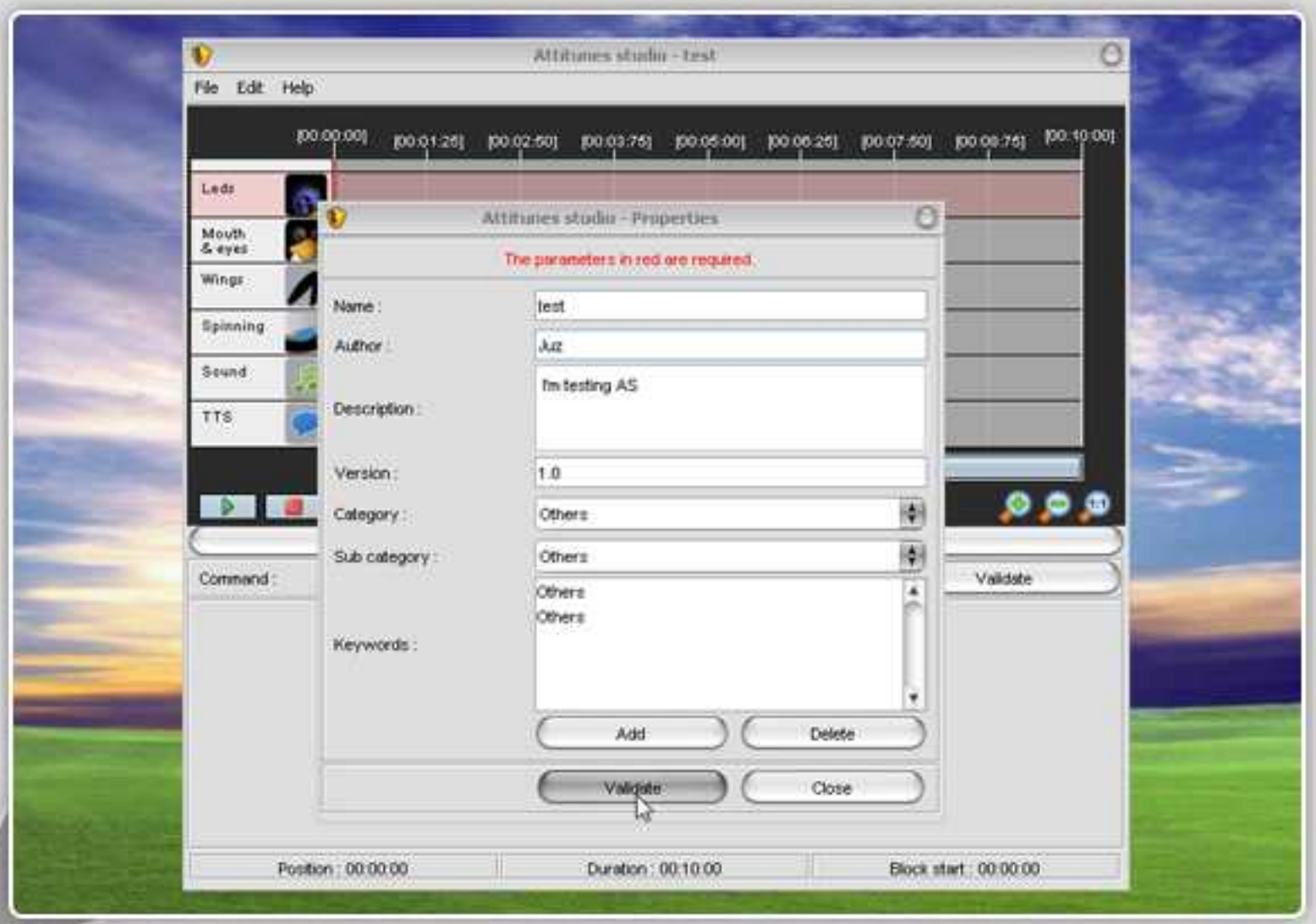
Behavior Settings

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

8

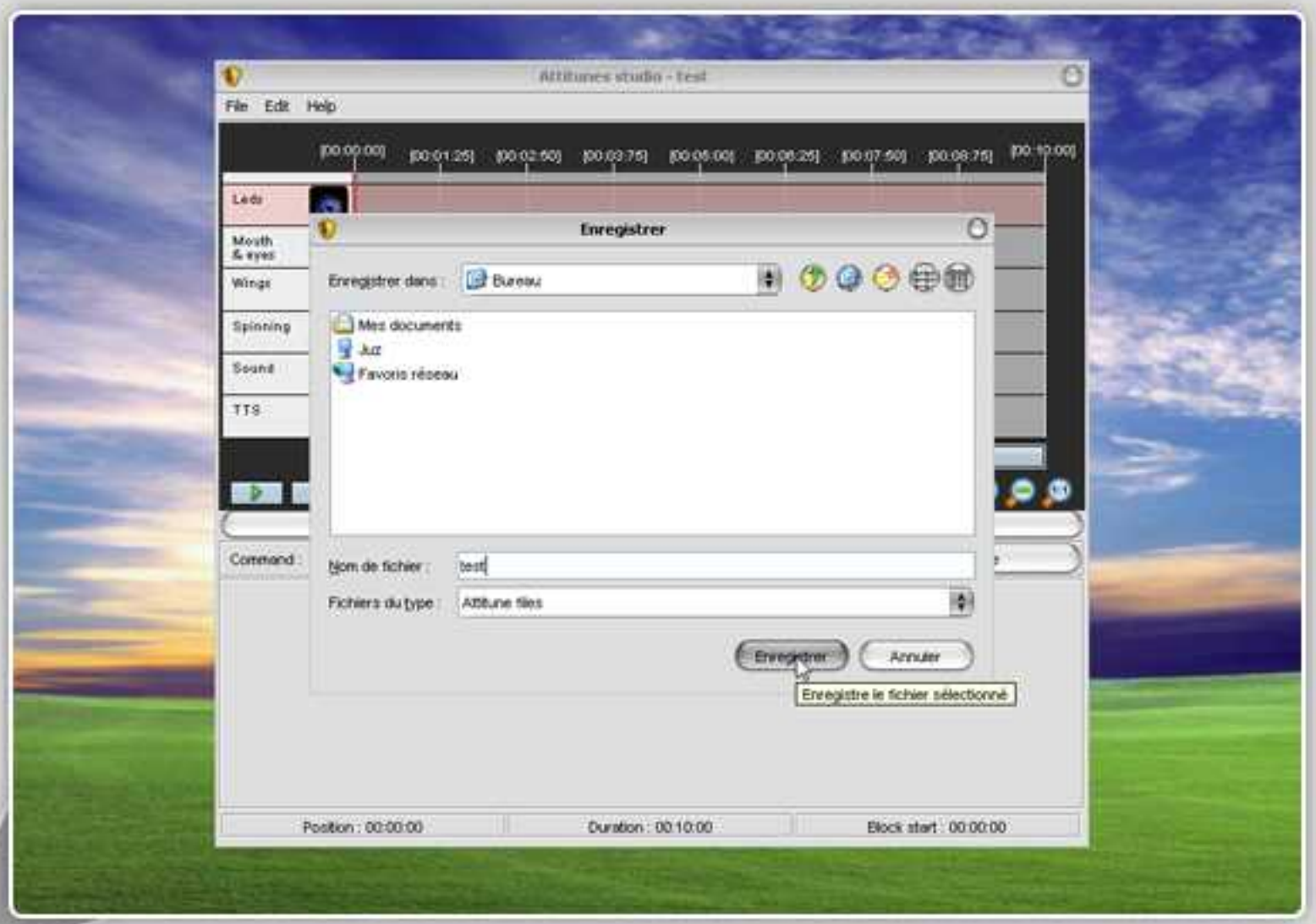


Set up the parameters.

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

Click on Validate and next on the Close button.

9



Click on Save as in the File Menu.

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

10

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

11

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.

12

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.

13

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'.

14

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'

15

Don't forget to save

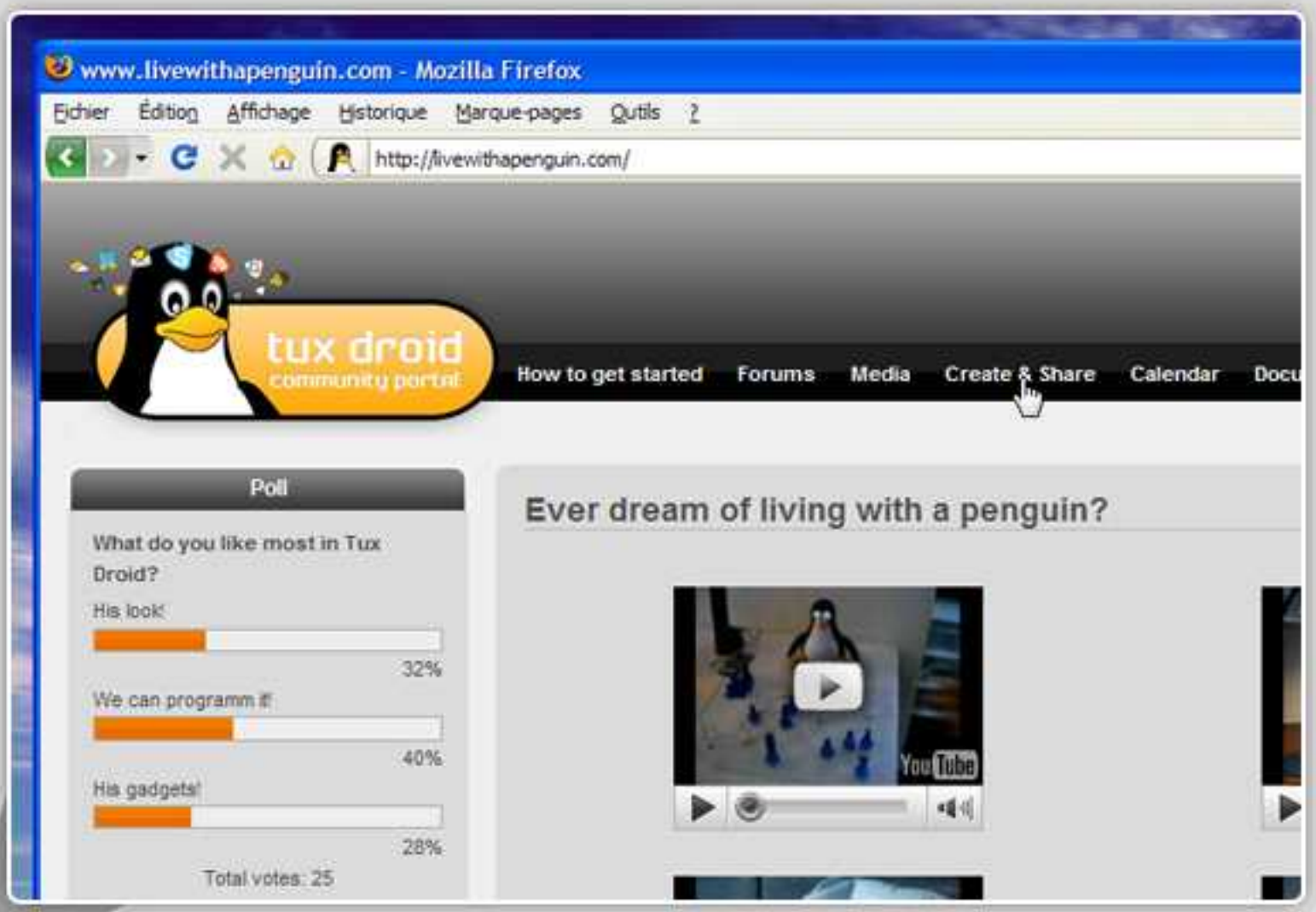
Click on Save in the File Menu

16

Have Fun

Click on the play button to enjoy the results with Tux

17



Publish your attitune.

Log onto www.livewithapenguin.com.

Click on Create and Share.