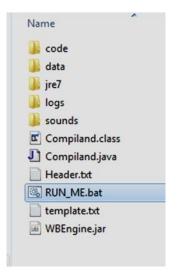
Quickstart

Installation

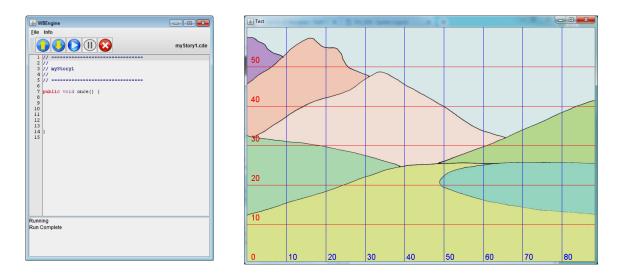
If you have received the WeeBee engine on a memory stick, there is nothing to install on your computer! Everything, including the Java run-time environment is located on the memory stick. If you have downloaded the engine from our website, then you can unzip the folder to your own memory stick or place it on your desktop, or wherever you like. When you have unzipped the folder, you should see the folder **WBEngine_2020_01_Schools**

First Run

1) Open the folder and you will see the following



2) Double-left-click on "RUN_ME.bat" and the engine will open. The first run may take a while, so be patient. Resist the temptation of a second double-left-click. Then press the "run" button (centre icon on the toolbar and you will see this:



 Now, in the code-entry box on the left, type the following line of code on line number 9 add(bigtree,70,10);

4) Then press the "run" button and you should see the bigtree located at the coordinates (70,10).

add(grog,30,10); grog.jump();

and then press the "run" button again. You should see Grog in the scene, and he jumps once.

Saving and Opening Files

To save the work you have just completed, select **File** from the menu then hit **Save**. Your file will be saved, so next time you start the engine, your code will appear on the left. But it is more useful to save a file with a name, so you can save many different programs. Choose **File** then **SaveAs**, then the following dialog box will appear

🛓 Filename to S	Save	•
Save In:	code	- A C C 8: -
aRescue.	cde	
my Story1.	cde	
my Story 2.	cde	
RainDanc	e.cde	
File <u>N</u> ame:	myName	
Files of <u>T</u> ype:	Code Files (.cde)	•
		Save Cancel

Choose a filename, I have chosen myName and hit Save

When you want to load a file into the engine then select **File, Open** and you will get a dialog box. Click on the file you want and then **Open**. Here I have clicked on aRescue.

🛓 Select the Co	de file	—
Look <u>I</u> n:	code	▼ A A C 88 5
aRescue.c myStory1. myStory2. RainDance	cde	
File <u>N</u> ame:	aRescue.cde	
Files of <u>Type</u> :	Code Files (.cde)	•
		Open Cancel

Code Folder Structure

When you save and load as describe above, then the code is stored in the immediate folder. This is the normal way of working. But your will have seen a number of sub-folders which contain some example code. One folder is **"What_Next"** which contains some equivalent "story starters". You show these to children and ask them to write down "what happens next". In my experience, children love this short activity, perhaps as a break from coding.

So here's the **File, Open** dialog box (on the left). Then you double-left-click on the folder icon to the left of **What_Next** and you get another dialog box where you can choose the file (on the right).

🛓 Select the Code file	
Look In: Code	
Childrens_Stories Scene4.cde	scene11.cde
Image: RPM_Stories Image: Scene5.cde Image: Turtles Image: Scene6.cde	Scene12.cde
What_Next Scene7.cde	scene14.cde
scene2.cde Scene9.cde	
scene3.cde scene10.cde	
File <u>N</u> ame:	
Files of <u>Type</u> : Code Files (.cde)	~
	Open Cancel

Select the Code file
Look In: 🖸 What_Next 🔻 🗐 🛱 🗖 🐯 📴
whn1.cde whn9.cde
🗋 whn2.cde
🗋 whn4.cde
🗋 whn5.cde
🗋 whn6.cde
🗋 whn7.cde
🗋 whn8.cde
File Name:
Files of Type: Code Files (.cde)
Open Cancel

Engine Folder Structure

Looking at the contents of the memory stick, there are several files and folders. Let's have a quick look at what these folders contain.

Share with 🔻	Burn	New folder
Name	^	
🐌 code		
鷆 data		
鷆 jre7		
퉬 logs		
Compiland.	class	
Compiland.j	java	
Header.txt		
myStories.de	ocx	
🚳 RUN_ME.bat	t	
template.txt		
template.txt	s	
WBEngine.ja	ar	

Code This is where all of your code is located, the .cde files

Data This is where images are located, the backgrounds, scenery, props and Actors. Feel free to inspect this folder. Later, when children create their own backgrounds, scenery etc., their creations will be copied here.

jre7 The Java run-time environment. You do not need to enter here.

logs Every time you press **run** then a new log file is created. This contains your code, any error messages and lots of other stuff. It is mainly for my research purposes, but it could let you monitor the progress of children.

Finally, **WBEngine.jar** contains my engine. When I send you updates, then it will be a new jar file.