

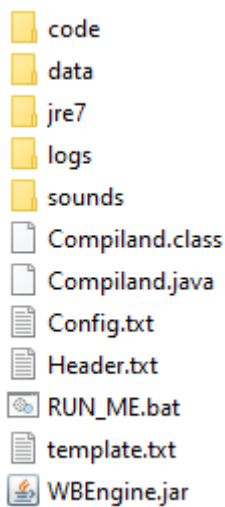
# Quickstart

## Installation

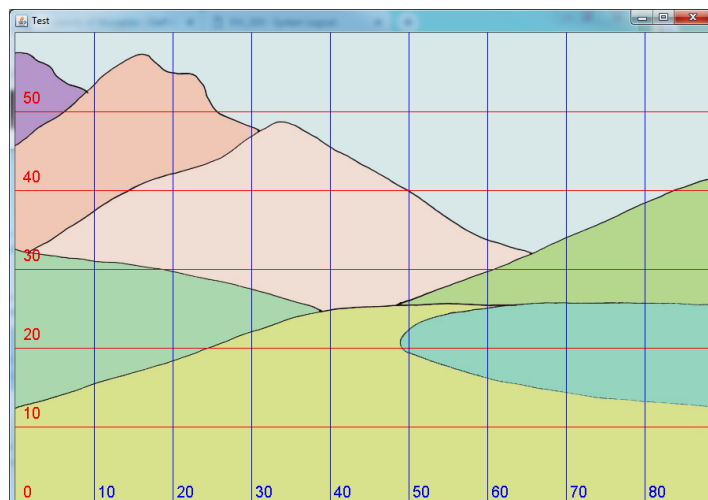
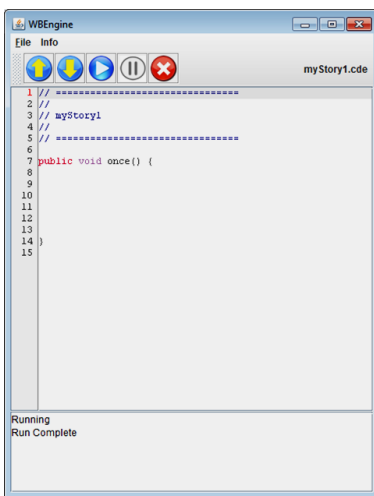
If you have received the WeeBee engine on a memory stick, there is nothing to install on your computer! Everything, including the Java run-time environment is located on the memory stick. If you have downloaded the engine from our website, then you can unzip the folder to your own memory stick or place it on your desktop, or wherever you like. When you have unzipped the folder, you should see the folder **WBEngine\_2020\_02\_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:



3) 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).

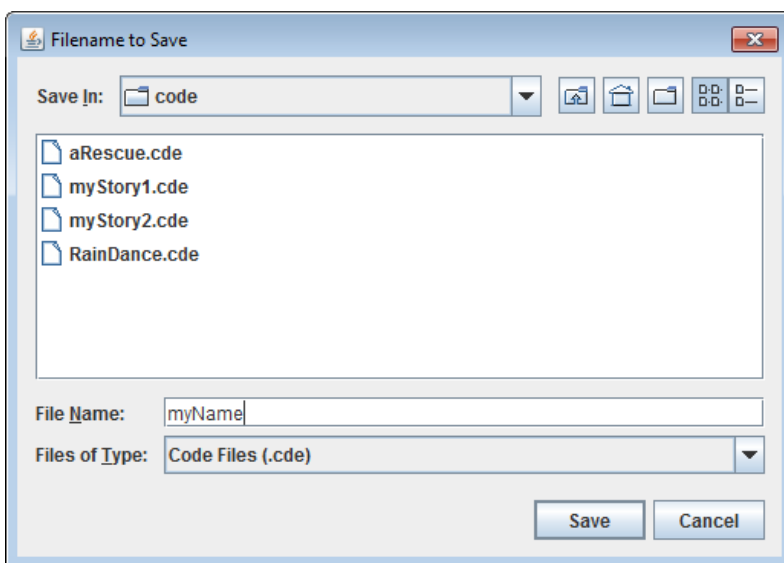
5) Now type the lines

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

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

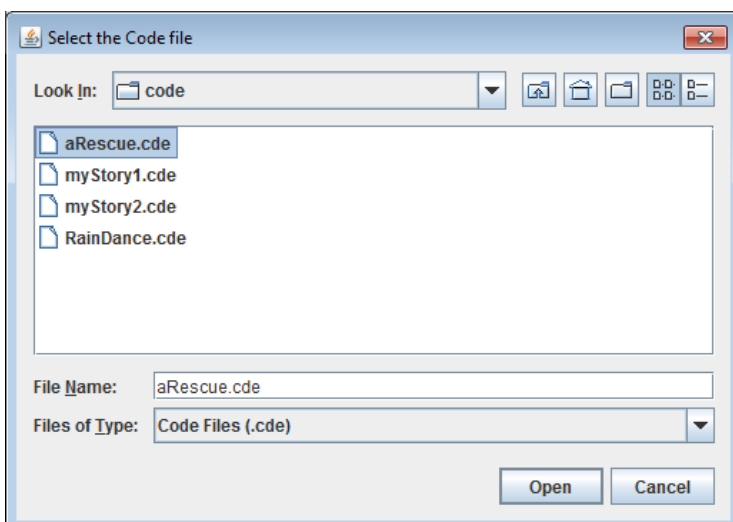
## Saving and Opening Files

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



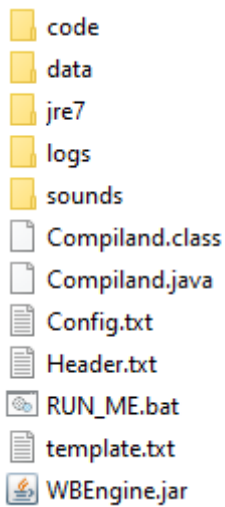
Choose a filename, I have chosen **myName** and hit **Save**

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.



## 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.



**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.

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

The text file **Config.txt** allows you to change the animation speed and also the font size in the text-entry box. Open this using Wordpad or better still, Notepad++.