

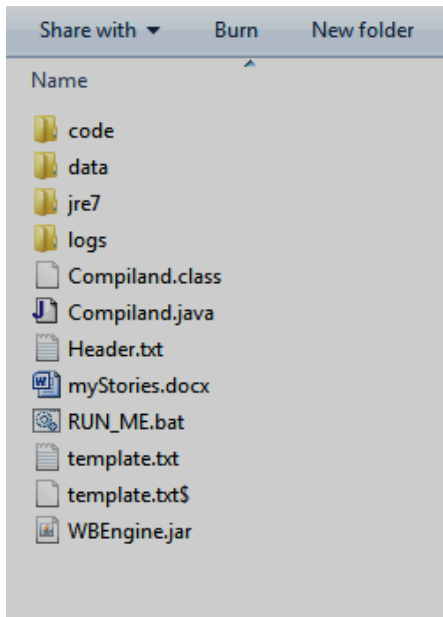
Quickstart

Installation

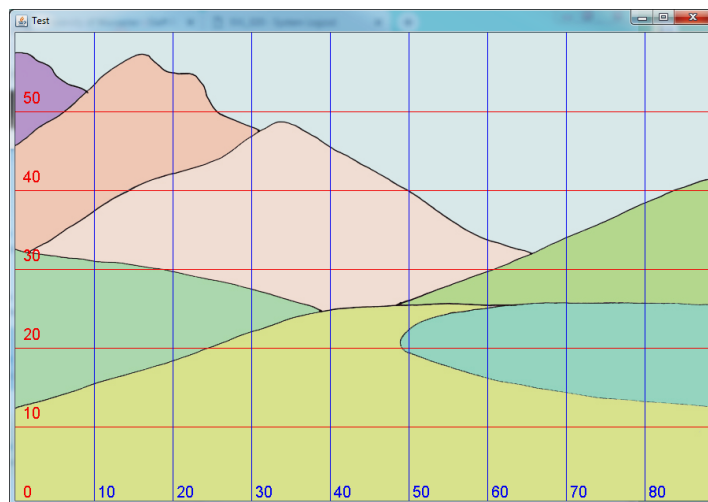
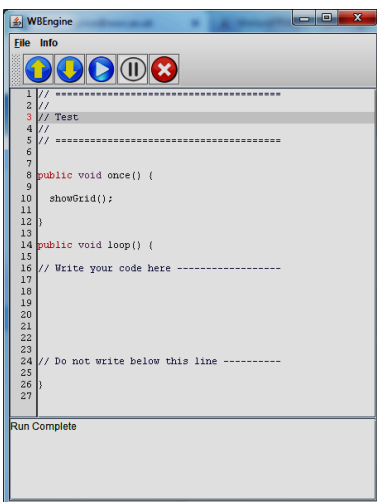
There is nothing to install! Everything, including the Java run-time environment is located on the memory stick

First Run

1) Open the memory stick in Windows Explorer 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, underneath “Write your code here ----- “, type the following line of code

add(bigtree,70,10);

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

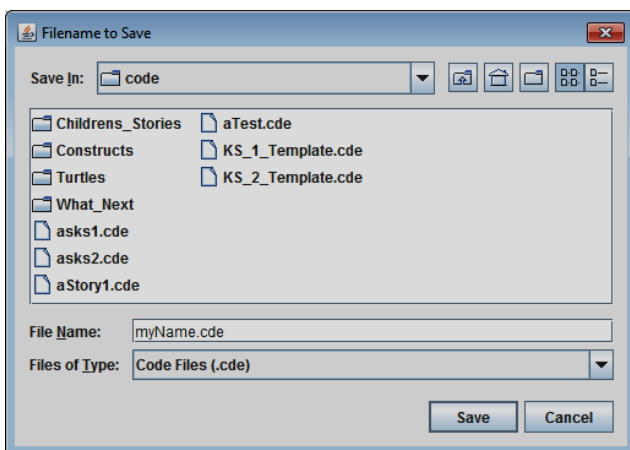
5) Now type the lines

```
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



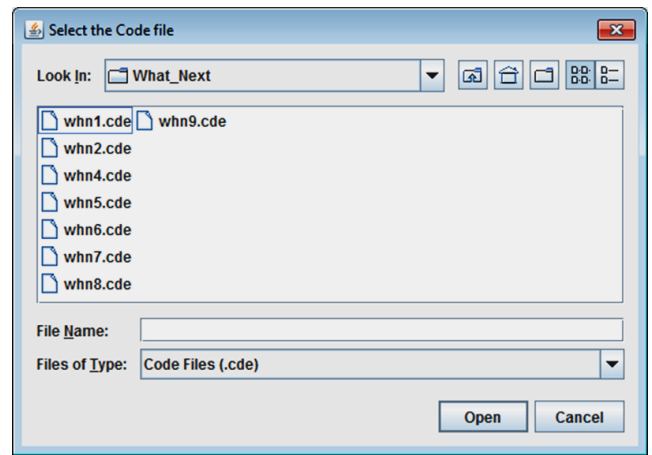
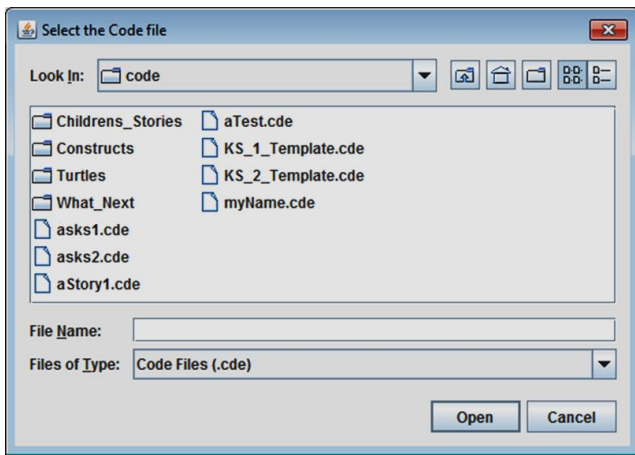
Choose a filename, and add the extension **.cde** (which means “code”). I have chosen **myName.cde**.

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**. Your chosen filename will appear at the top of both the code-entry window and the canvas.

Code Folder Structure

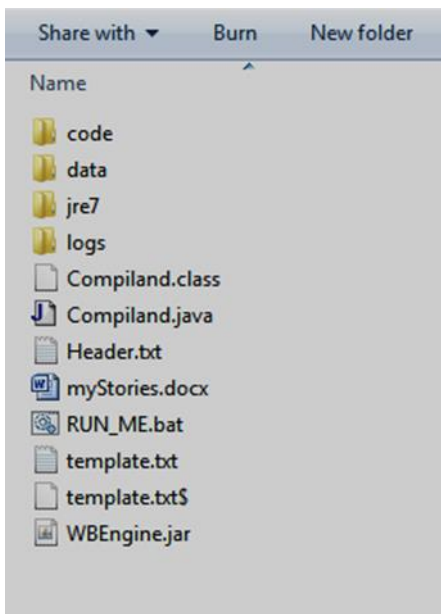
When you save and load as describe above, then the code is stored in the immediate folder. This is the normal way of working. But your will have seen a number of sub-folders which contain some example code. One folder is “**What_Next**” which contains some equivalent “story starters”. You show these 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).



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.

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