

Story Baker Animation System: List of Macro-Actions

Macro-Action	Description	Parameters	Example(s)
Reposition	<p>Reposition an actor or patient horizontally from its current position to a locationX at the height locationY</p> <p>Note: The actor is automatically looking in the direction of movement</p>	<ul style="list-style-type: none"> • locationX: can be a value (in pixels) or xLeft, xMiddle, xRight, • locationY: can be a value (in pixels) or yGround, ySky (when ySky the actor is automatically rotated to show a fly behavior) • reposType: Linear or Parabolic • Speed: speed of repositioning in pixels/seconds • Sfx: ref to an optional sfx played during repositioning. By default a linear repositioning will play (hop0.wav – hop9.wav) every time the actor bounces 	<ul style="list-style-type: none"> • Reposition: 500, yGround, Linear, 200, yup.wav • Reposition: xRight, yGround, Parabolic, 300,
Talk	Lips animation	<ul style="list-style-type: none"> • Speed: Speed of lips • Size: Amplitude of mouth open • Repeat: number of repetition • Sfx: ref to sfx. • Note: if the sfx is laugh.wav, an array of laugh (laugh0.wav – laugh9.wav depending of the actor's weight which is a value between 0-9) is automatically queried 	<ul style="list-style-type: none"> • Talk: 400, 20, 11, laugh.wav • Talk: 400, 20, 11, gulps.wav • Talk: 400, 20, 11, xxx_intro.wav <p>Note: If the house is executing this macro-action, it will look for house_intro.wav and play the sfx with lips animation if it exists.</p>

Emotion	Show an emotion	<ul style="list-style-type: none"> Type of emotion: confident happy angry sad surprise disgust shy <p>Note: It automatically query the sfx (emotion0.wav – emotion9.wav depending of the actor’s weight which is a value between 0-9)</p>	<ul style="list-style-type: none"> Emotion: happy Emotion: <p>Note: if the emotion is not specified, an emotion will be picked from the actor’s metadata (see metadata formulas)</p>
BodyRotation	Rotate the body of the actor	<ul style="list-style-type: none"> Speed: degree / seconds of rotation Angle: angle to reach Counterclockwise: direction of the rotation Sfx: ref to sfx to play while rotating 	<ul style="list-style-type: none"> BodyRotation: 1200, 360, true, Wzzzz.wav BodyRotation: 1200, 0, false, zzzzW.wav
Look	Look left or right Note: The art has to be authored to lok toward the right direction by default	<ul style="list-style-type: none"> Direction: Direction toward the actor is looking 	<ul style="list-style-type: none"> Look: right
Depth	Change the depth of the actor	<ul style="list-style-type: none"> Depth: [0..255] 0 - front, 255 – back <p>Note: By default the actor/patient are place at depth of 128 with the patient at the front of the actor</p>	<ul style="list-style-type: none"> Depth: 129
Burst	Display a burst at the front of the actor	<ul style="list-style-type: none"> grow speed: %of scale grow / seconds scaleMin: starting scale scaleMax: ending scale gfxPath: optional gfx sfxPath: optional sfx <p>Note: If no gfx/sfx is specified, the burst will be chosen from the actor metadata between: Bang, Burp, Crash, Glass, Klonk, Ouch, Urkk, Zap (querying</p>	<ul style="list-style-type: none"> Burst: .7, 0.01, 1.4, burst_glass.ktai, burst_glass.wav Burst: .7, 0.01, 1.4,,

		burst_XXX.ktai and bust_XXX.wav files)	
Idle	<p>Stay idle while playing idle behavior.</p> <p>Note: The actor/patient plays idle animation burp/fart using (burp0.wav – burp9.wav / fart0.wav – fart9.wav) depending on metadata during the idle state</p>	<ul style="list-style-type: none"> • Duration: idle duration in seconds • SfxPath: optional sfx 	<ul style="list-style-type: none"> • Idle: 2,
IdleSync	<p>Idle with global synchronization.</p> <p>Stay idle until actor and patient calls this instruction</p> <p>Note: The actor/patient plays idle animation burp/fart using (burp0.wav – burp9.wav / fart0.wav – fart9.wav) depending on metadata during the idle state</p>	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • IdleSync: