

# SOARS Tutorial X

# Tutorial's Goal

- Learn how to define image files to Spot/Agent.
- Learn how to use SOARS Animator.

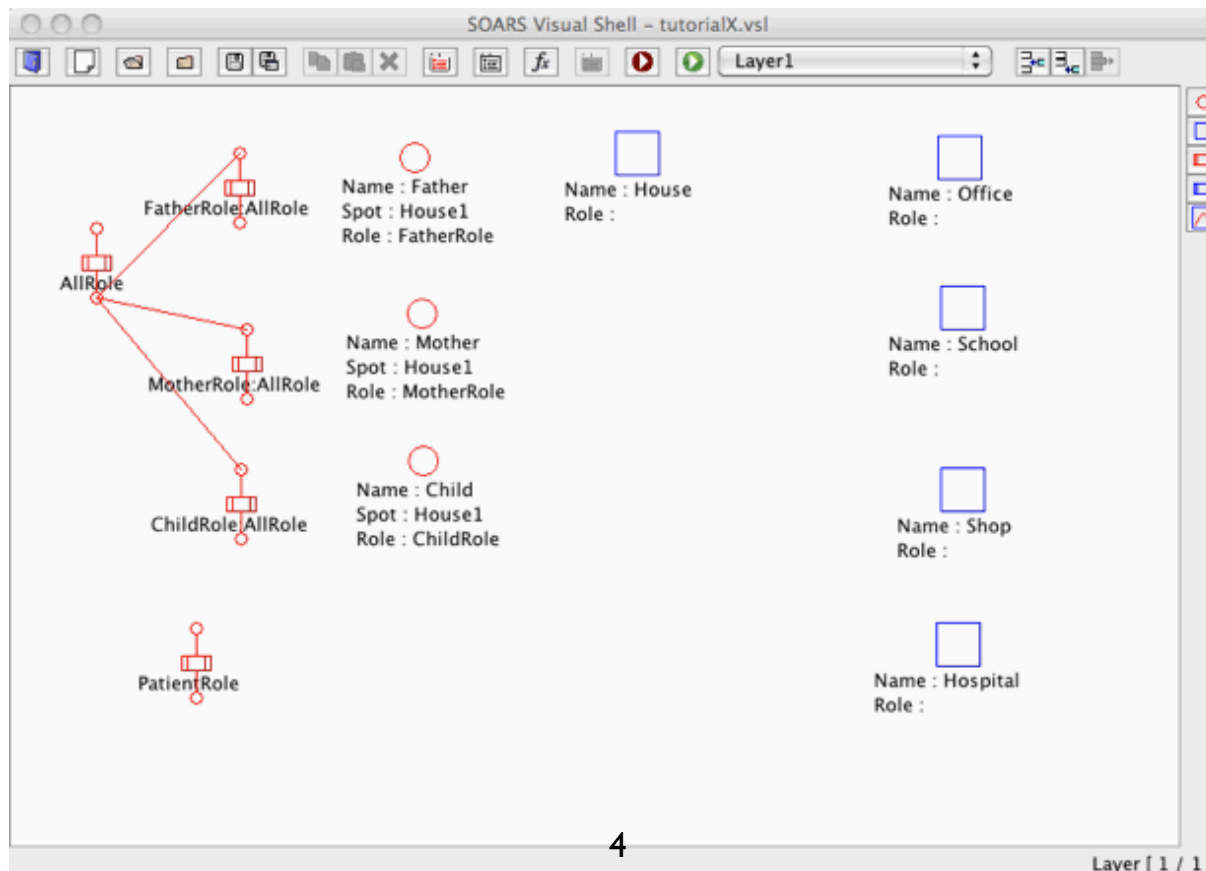
Before this tutorial, finish Tutorial I.  
This tutorial uses Family Model.

# Section I

Define image files  
to Spot/Agent

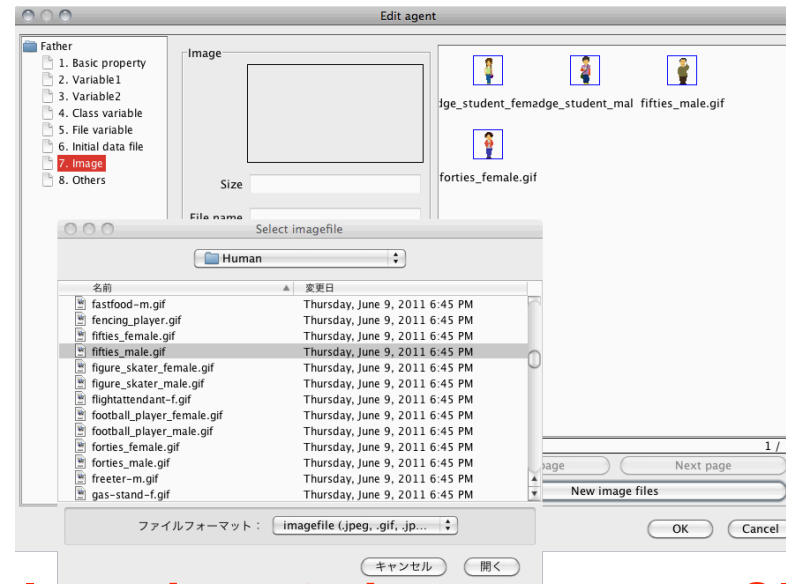
# Open a Model

- Open the last version of Family Model.
- Family Model = Tutorial I's Model

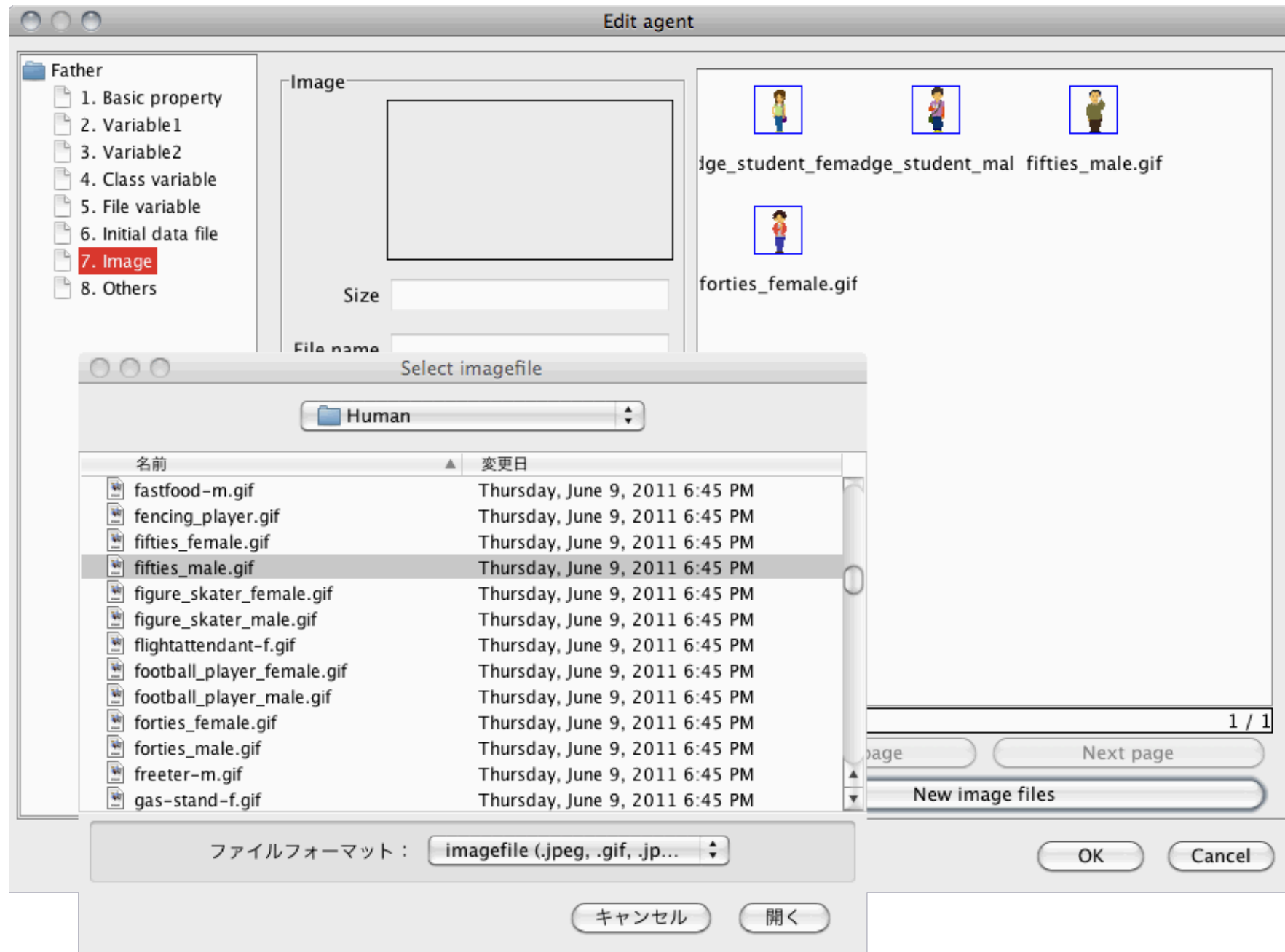


# Add Image Files

1. Open one of spots/agents.
2. Select the “7. Image” menu.
3. Click on the “New image file” button.
4. Select an image file and open.

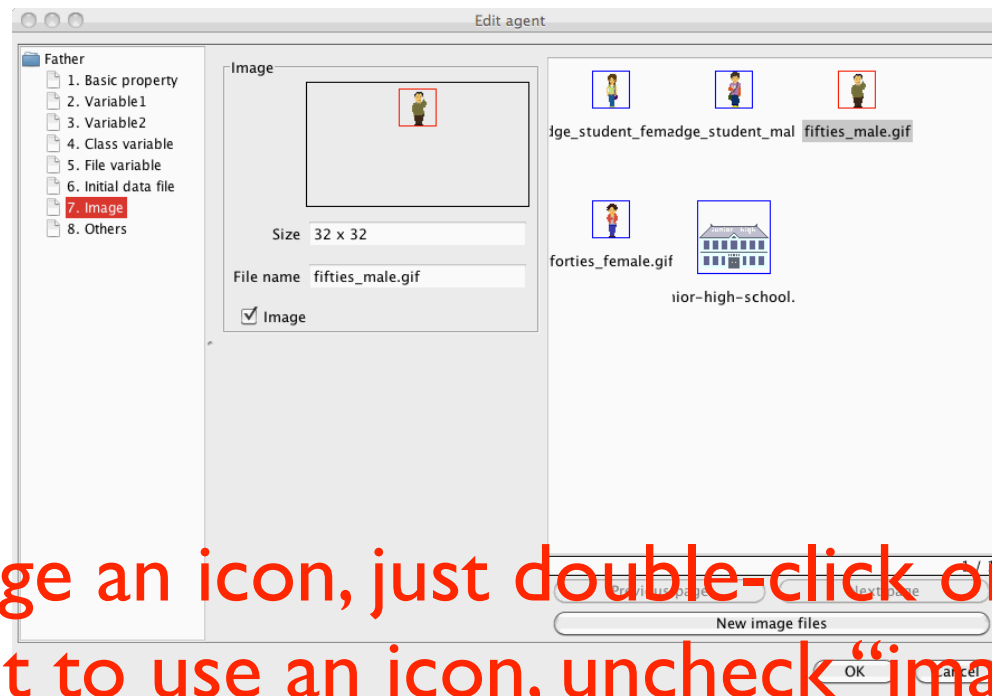


You can also drag&drop image files to add.

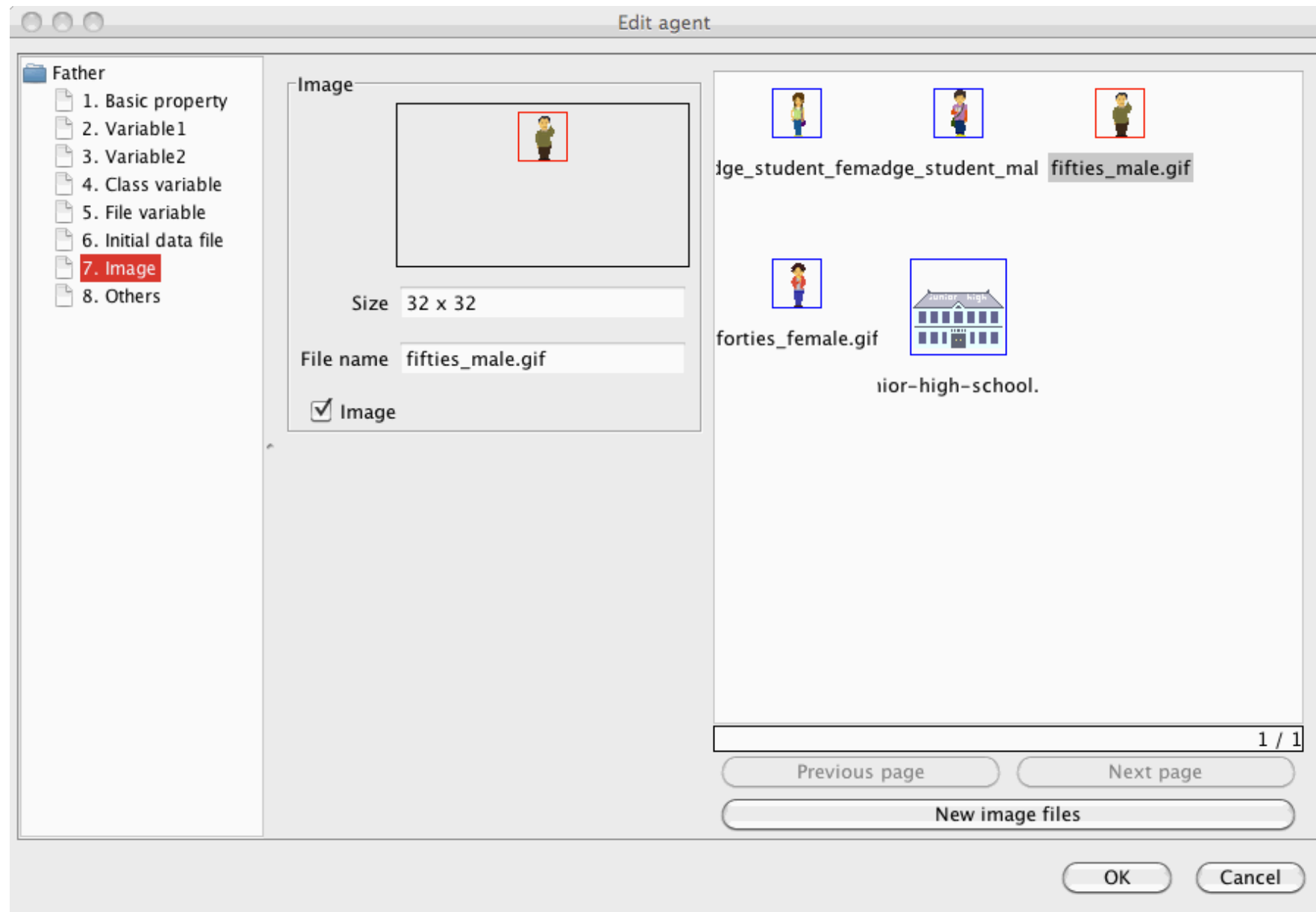


# Define an Image File

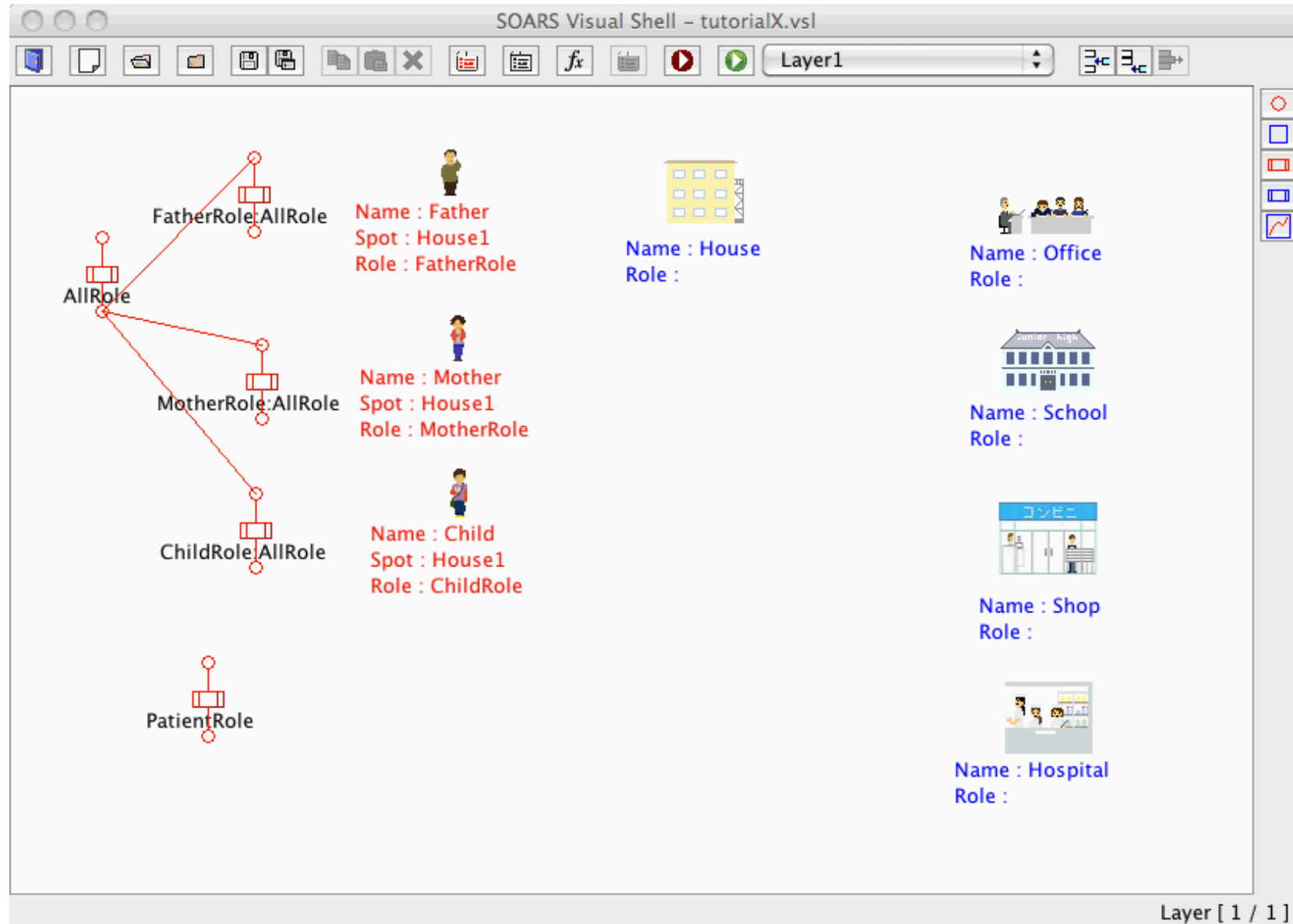
1. Open one of spots/agents.
2. Select the “7. Image” menu.
3. Double-click on one of icons.



To change an icon, just double-click on others.  
Not to use an icon, uncheck “image”.

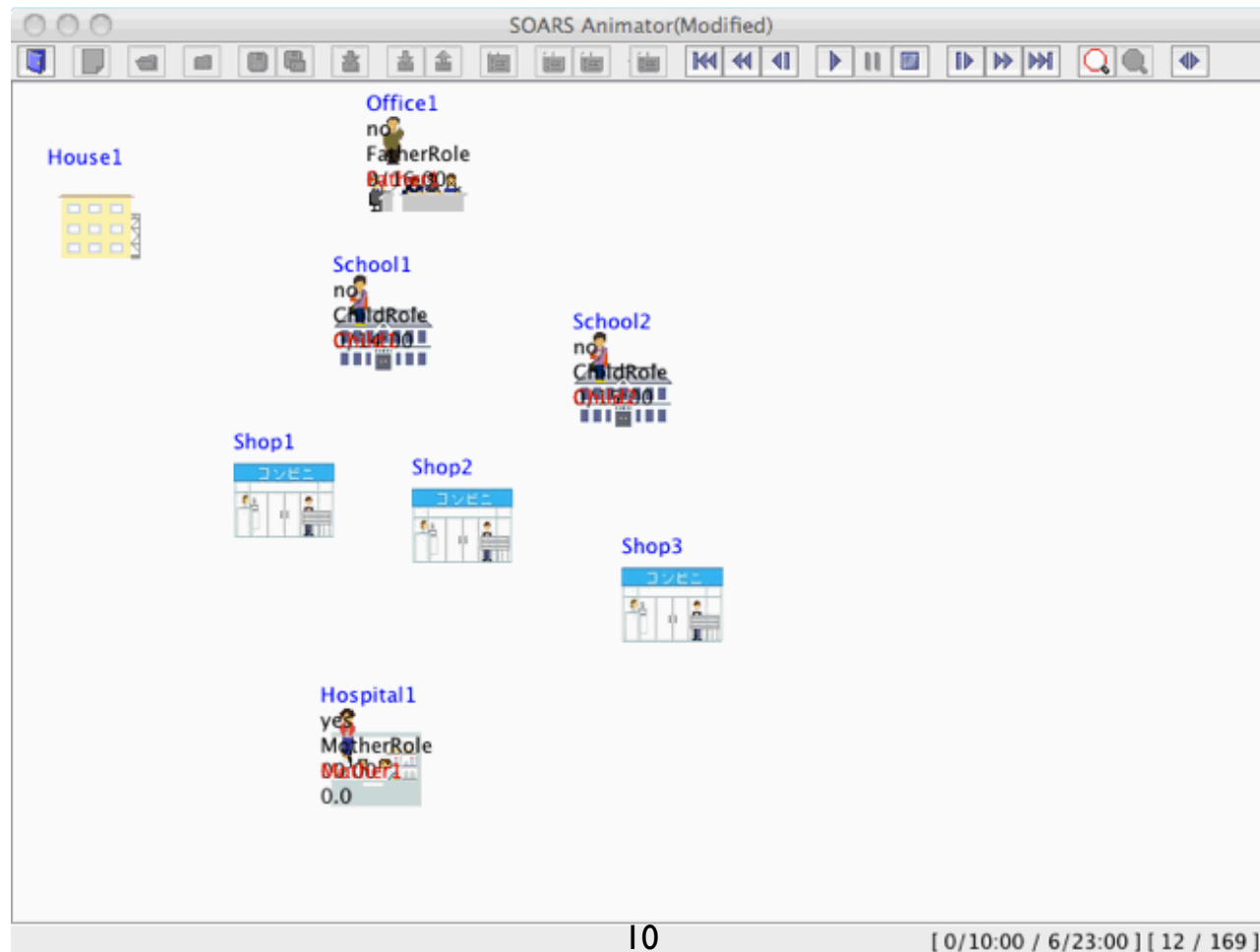






# Simulate a Model

- Icons will be shown also in Animation.

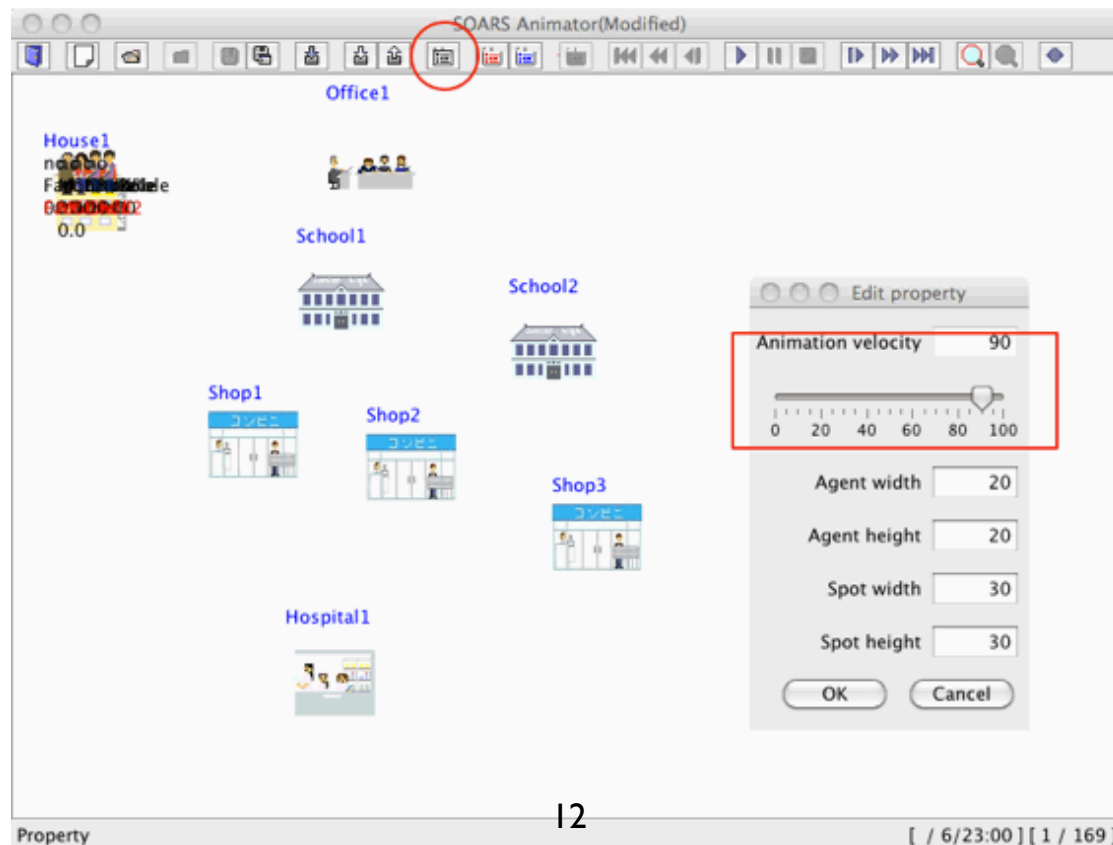


# Section 2

# SOARS Animator

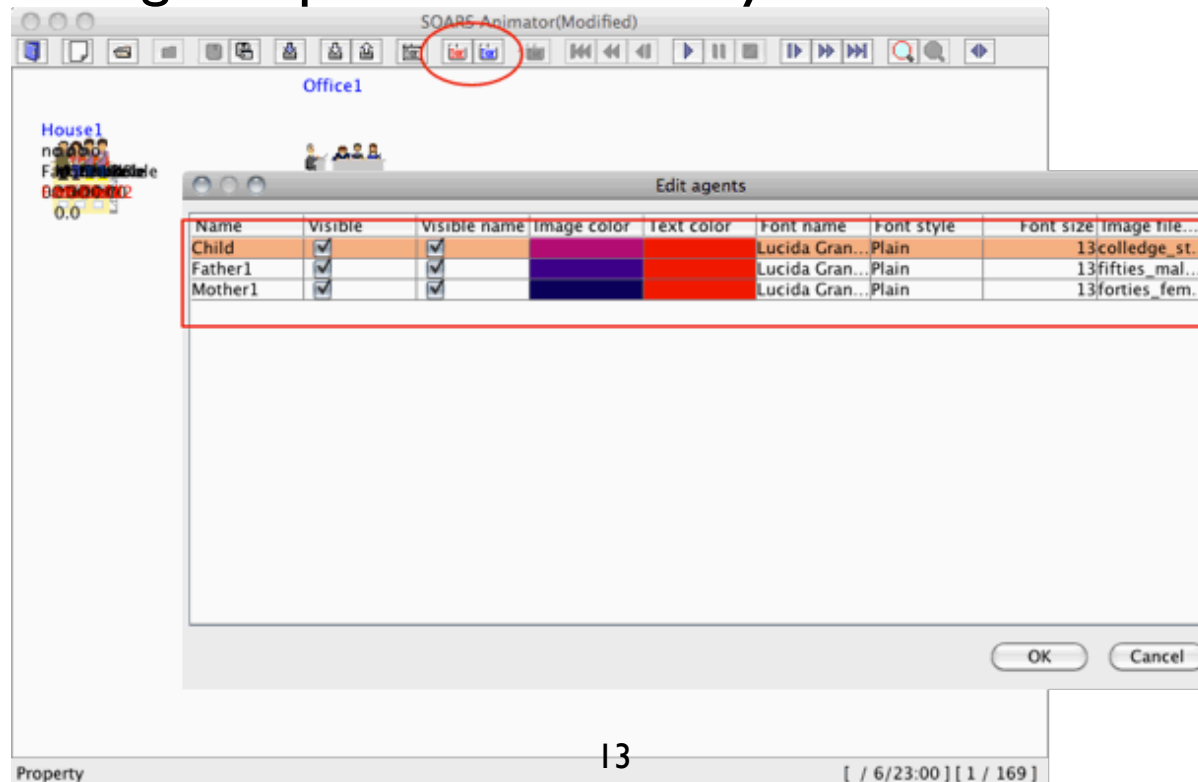
# Change Playing Speed

1. Click on the “Property” button.
2. Change “Animation velocity” to change playing speed.



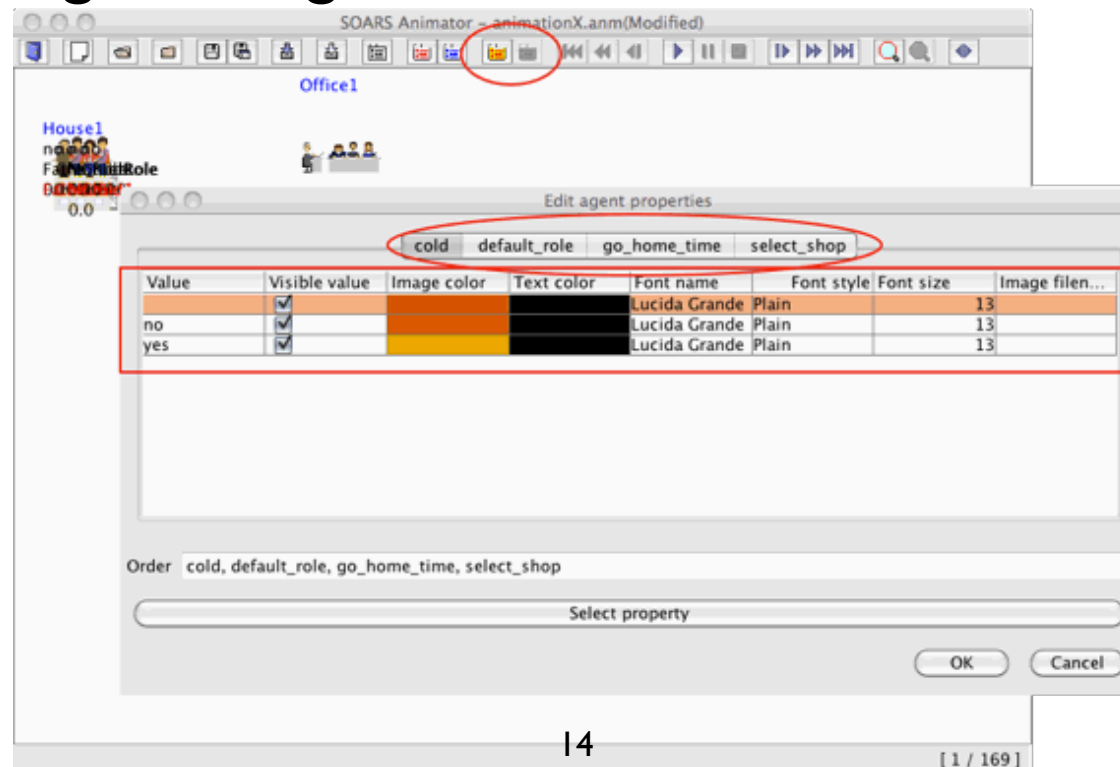
# Change Color, Font, Font Size... of Agent/Spot

1. Click on the “Edit agent/spot” button.
2. Change settings.
  - Ex, Agent/Spot can be hide by uncheck “Visible”.



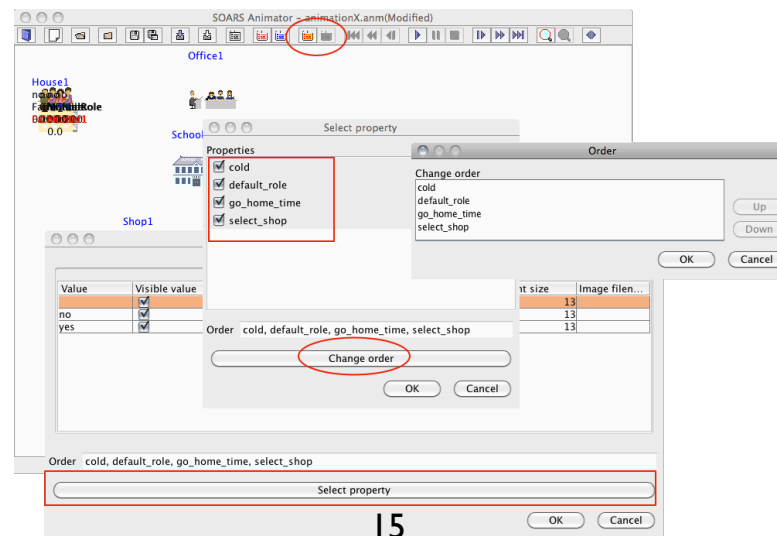
# Change Color, Size, Font, Font Size... of Variables

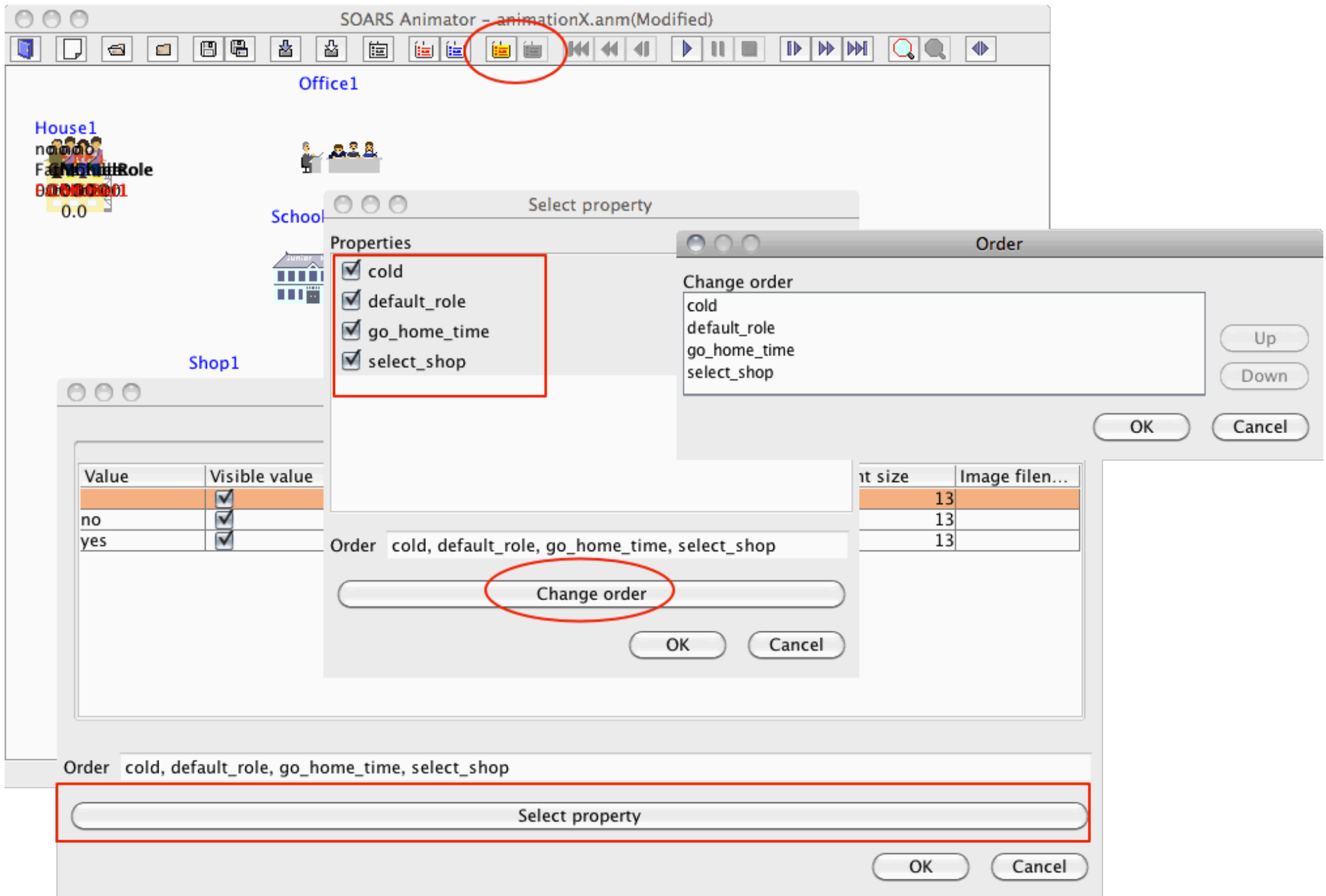
1. Click on the “Edit agent/spot” button.
2. Select the variable’s name tab.
3. Change settings.



# Change Order, Visible/Invisible of Variables

1. Click on the “Edit agent/spot” button.
2. Press on the “Select property” button.
3. Check variables’ name to be visible and Uncheck variables’ name to be invisible.
4. Press on the “Change order” button to change displaying order of variables.

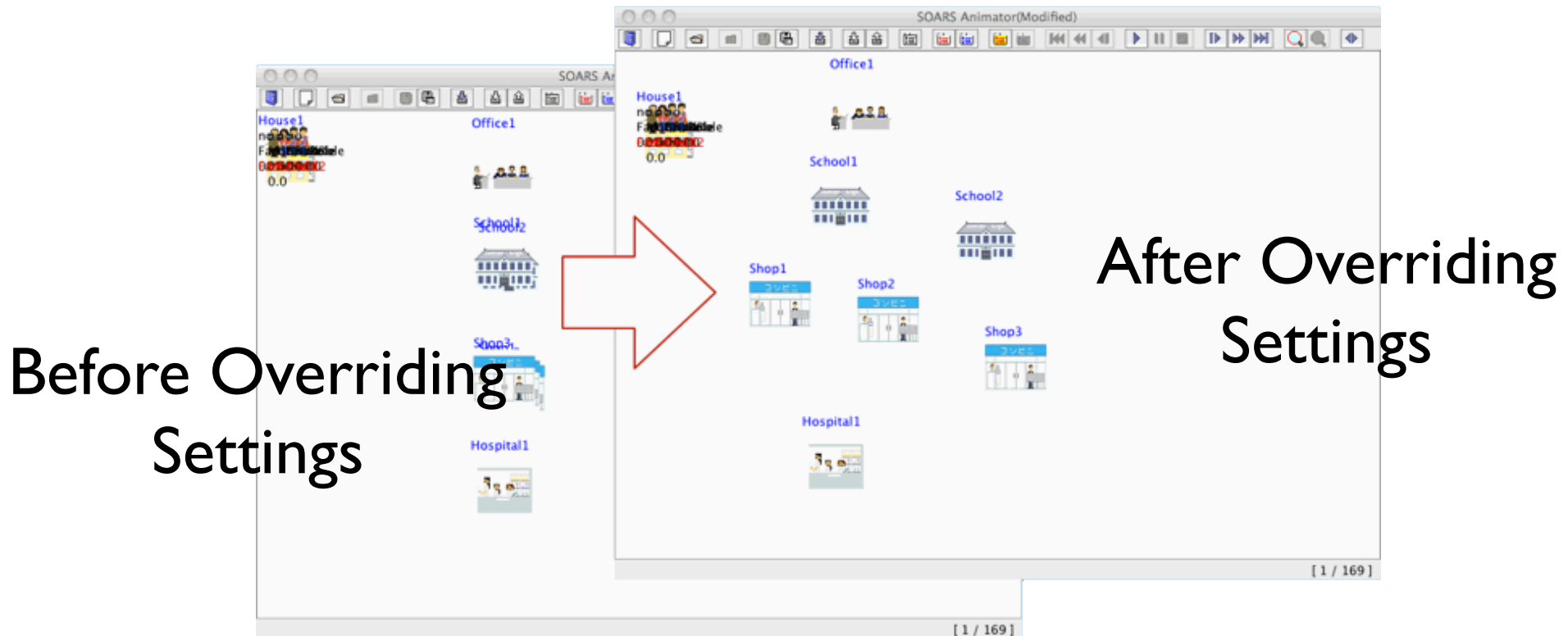






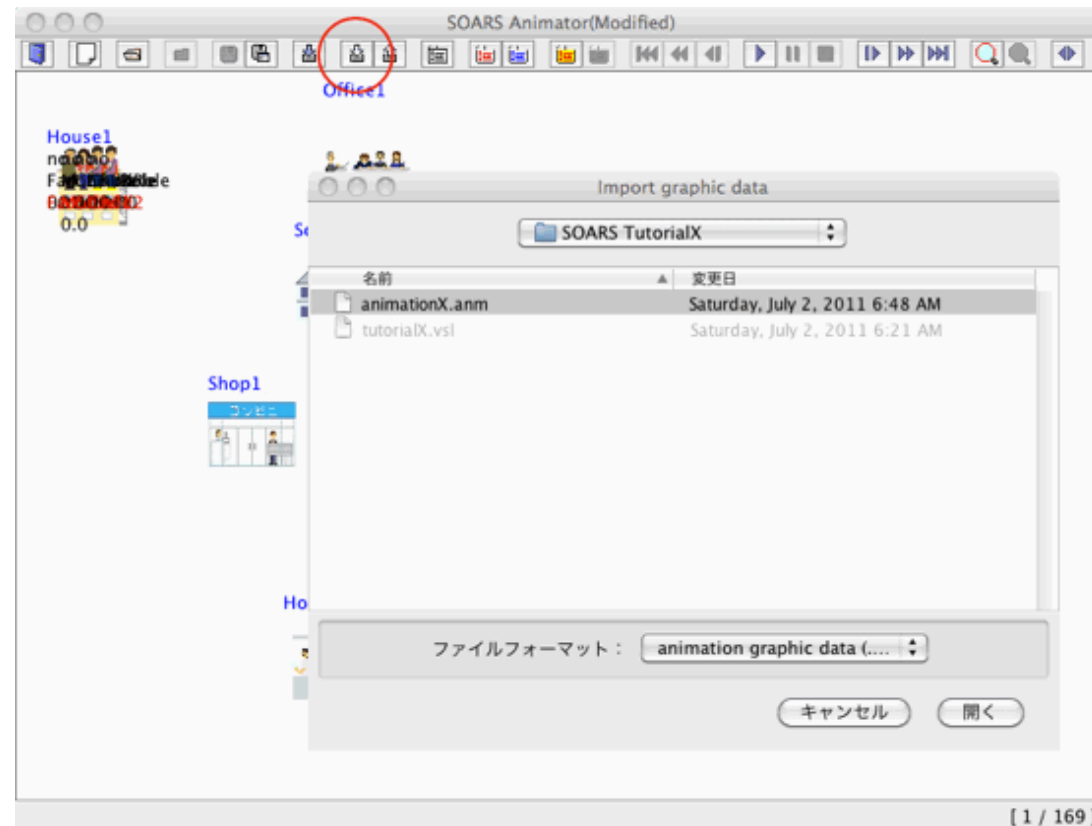
# Override Animation Settings

- Once you set animation settings, save animation!
- Saved animation can be used to set new animation.



# Override Animation Settings

1. Click on the “Import Graphic Data” button.
2. Select an animation file to be read animation settings.



# End Section X