Computer Programing Using Python - **Panda 4 - Interactive 3D**

Final (20pts) without teacher’s help

**GOAL: Make panda only walk when ‘w’ key is pressed, and move forward**



* If you haven’t previously logged in to the computer you’re on, Start, Computer, *S:\Profiles\Default\NetBeans-restore* then when it is finished,
* Open NetBeans
* File, Open Project, H:\Panda1
* Make sure you are done Panda1 to Panda3
* Expand the project so you can see your files (click ‘+’ plus sign  by each item until you can see all files):  (it is ok for your project to be called Panda1 if you used the same folder)
* Double-click Application.py to edit your application
* At beginning of your application, add the line:
* Find the self.pandaActor.loop("walk") method and put a # before it: 
* Find

def \_\_init\_\_(self), then after all of its code *(under terrainModel.setTexture(self.terrain\_tex,1) and indented the same way*), add the new code below (creates two accept key events and one task):

#you may have to adjust the value given to setZ in order to see the panda above the terrain



 (Lang 248-250)

|  |
| --- |
| BONUS: Without teacher’s help load other models in addition to panda and terrain--see names of models other than panda by looking in:Start, Computer, C:\Panda3D-1.7.2\modelsThen remember the name of the model you want. Open NetBeans, and in your project,copy all of the lines involving loading and positioning self.pandaActor (all code up to Panda 2), & make a blank line then another blank line so you can see what code is old and what is new, then paste the code after it, then change the lines to use a new object such as self.npc instead of self.pandaActor, and also change the self.pandaActor = Actor line to a load a stationary model instead:#also, make sure you change panda to the model you found, and also for bonus you must do reparentTo and setPos#the same way as you did with the self.pandaActor except use self.npc object instead (copy & paste then change) |