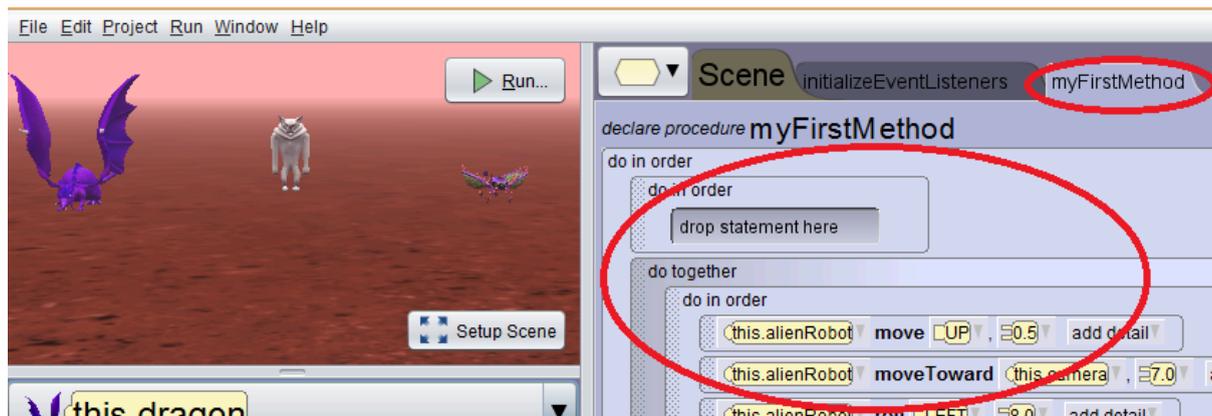


## Getting Hold of the Software

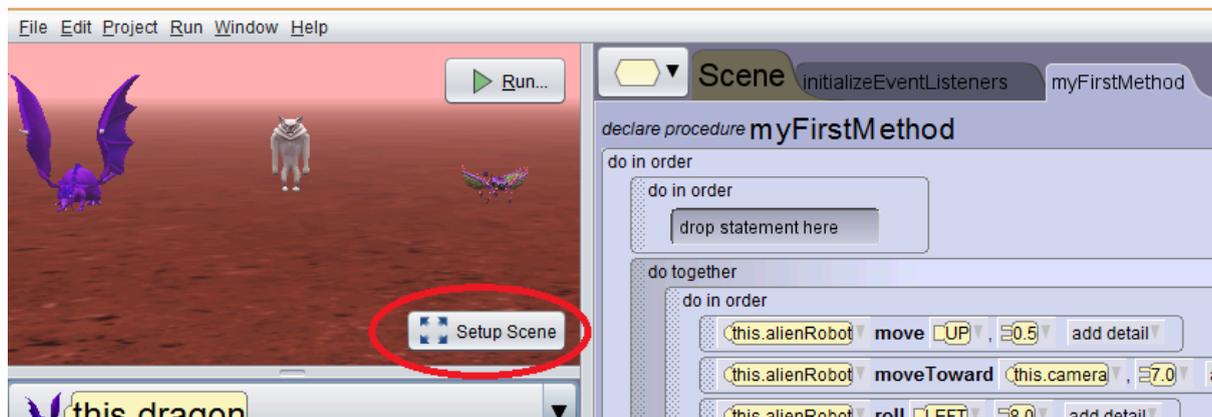
- Alice v3 is software you can download – Go to <http://www.alice.org/index.php> to download the software
- If you scroll down a bit on this link (<http://stemettehack.stemettes.co.uk/yulehack/>), there are links to a bunch of useful Alice tutorials – will help you to navigate when you get stuck...
- ... but also see lightning tour below.

## Where the Logic Lives

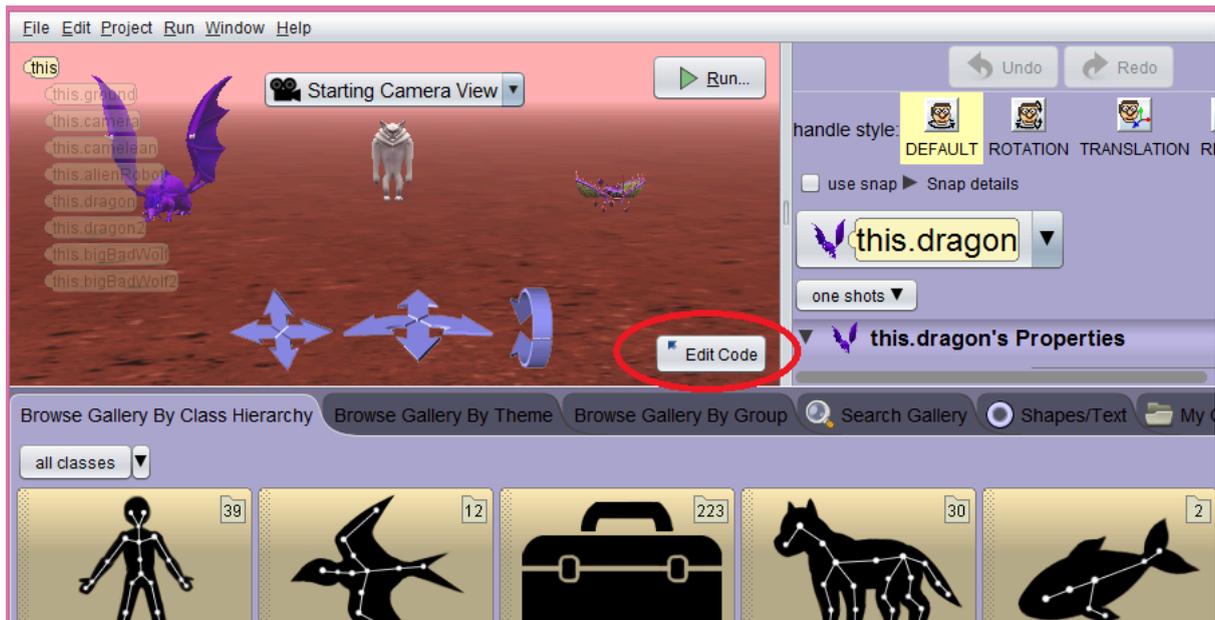
All the meaty logic stuff happens (by default) on the myFirstMethod tab:



If you can't see this, chances are you have clicked on Setup Scene:

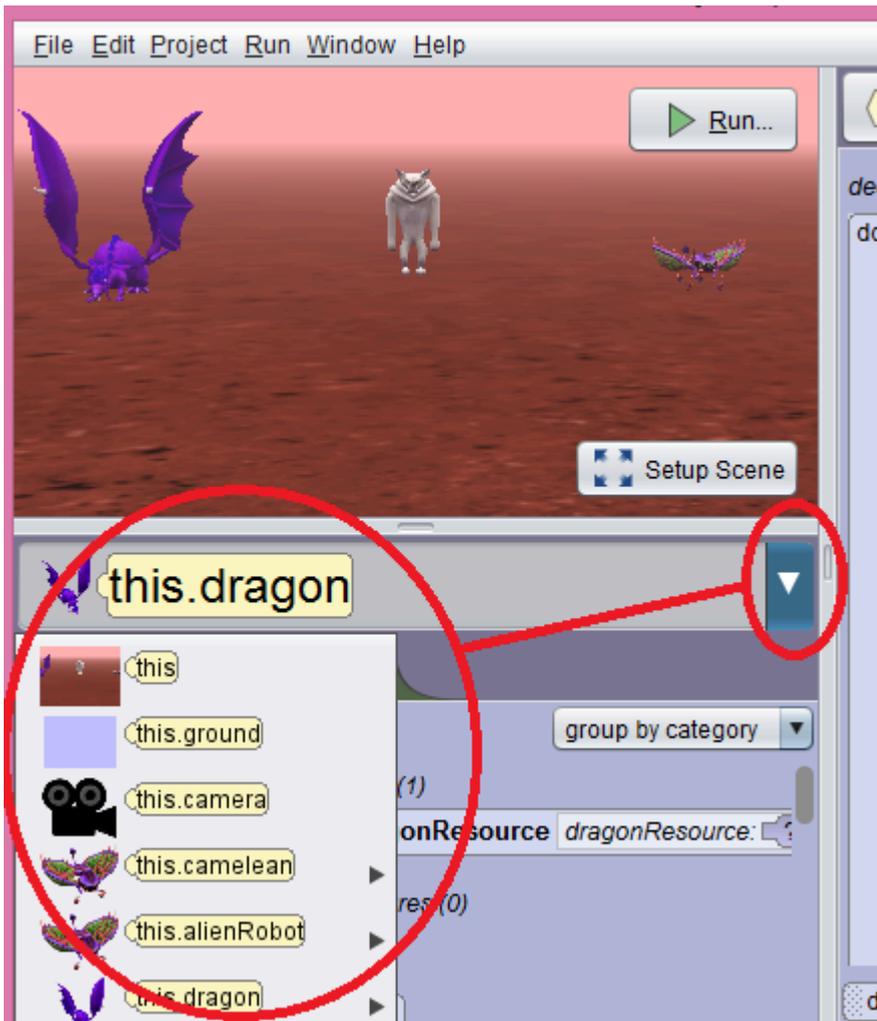


...in which case you will see something like this. You can then click Edit Code to get back to the view above:

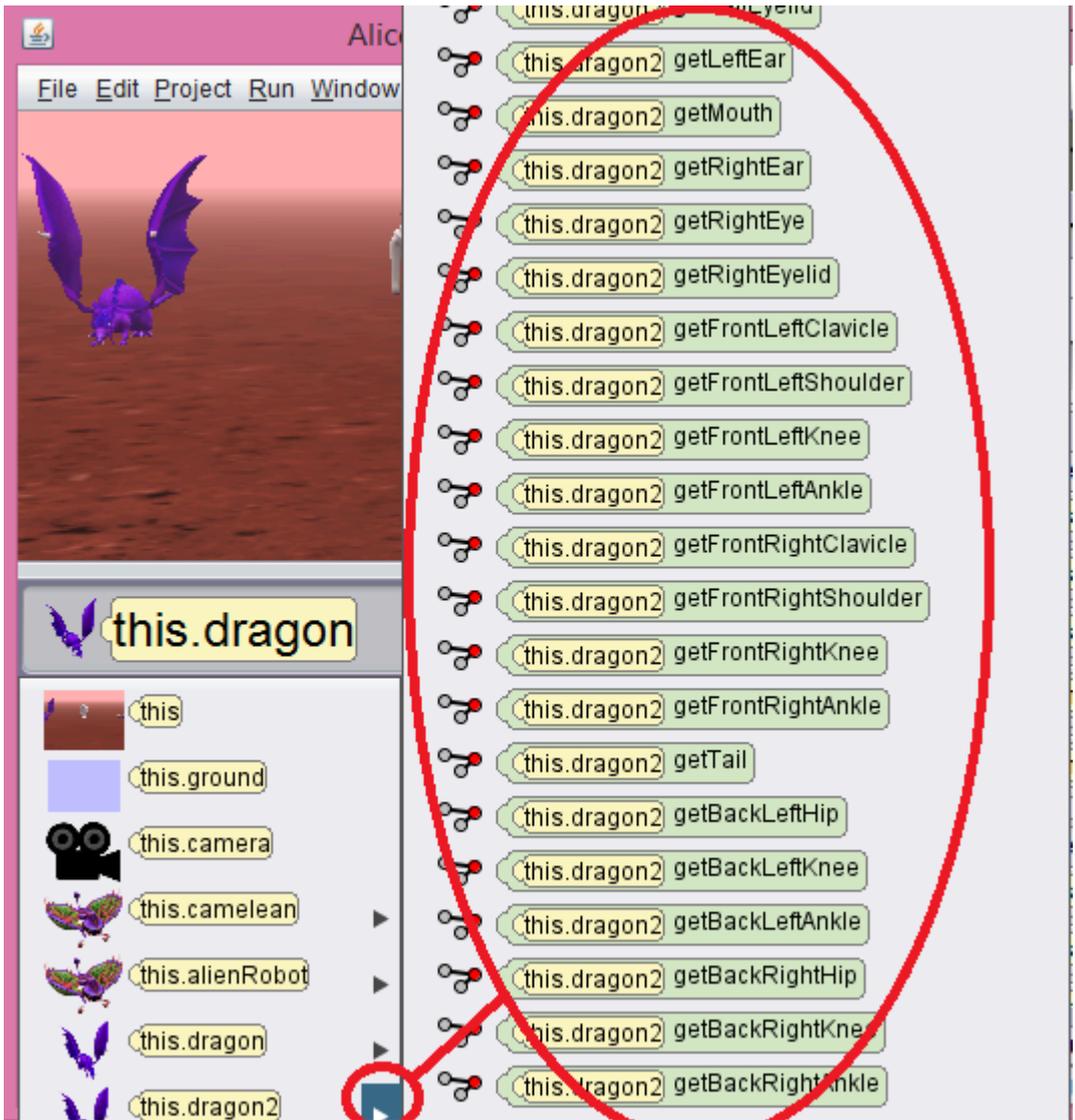


## Making Stuff Happen

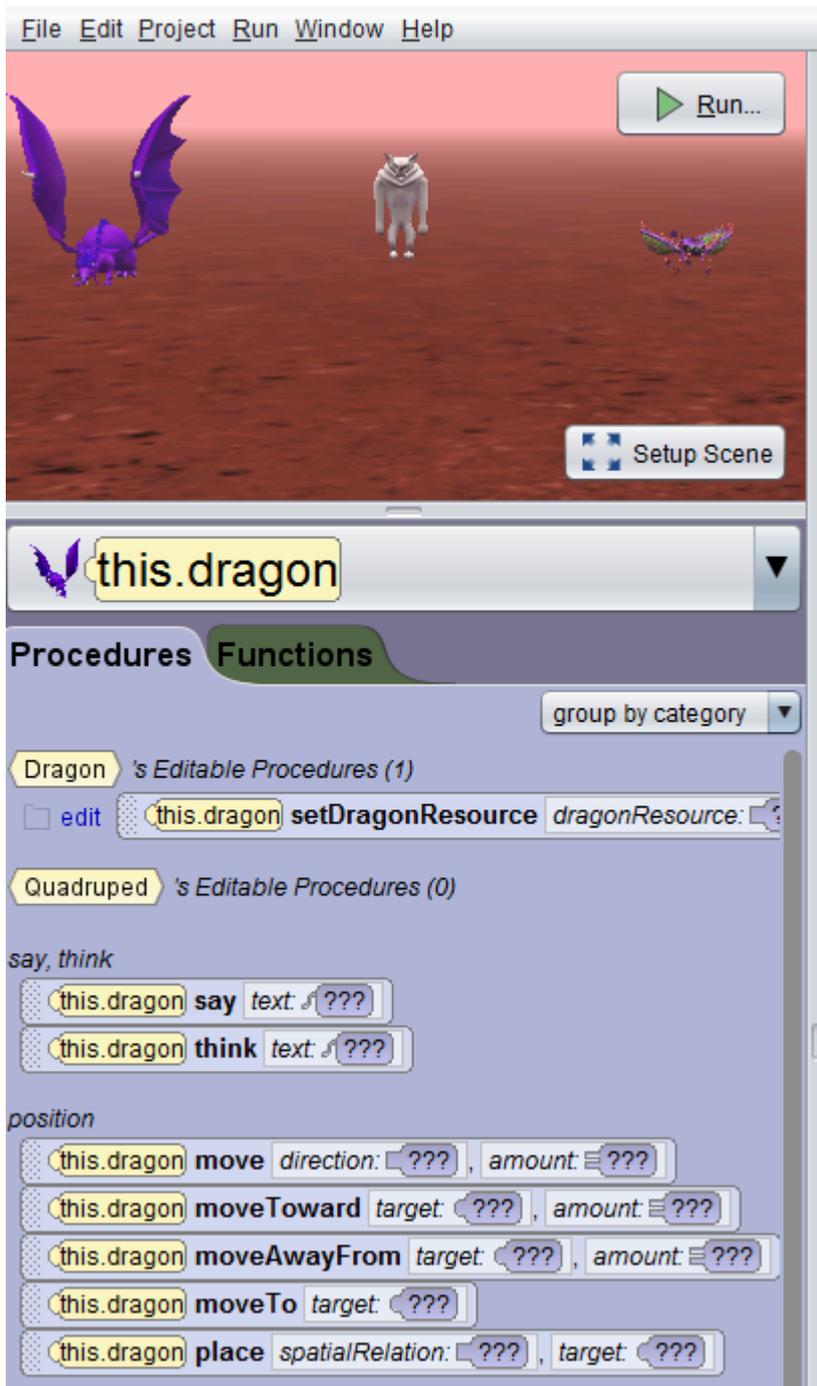
To get characters doing stuff, first select the character from the drop down:



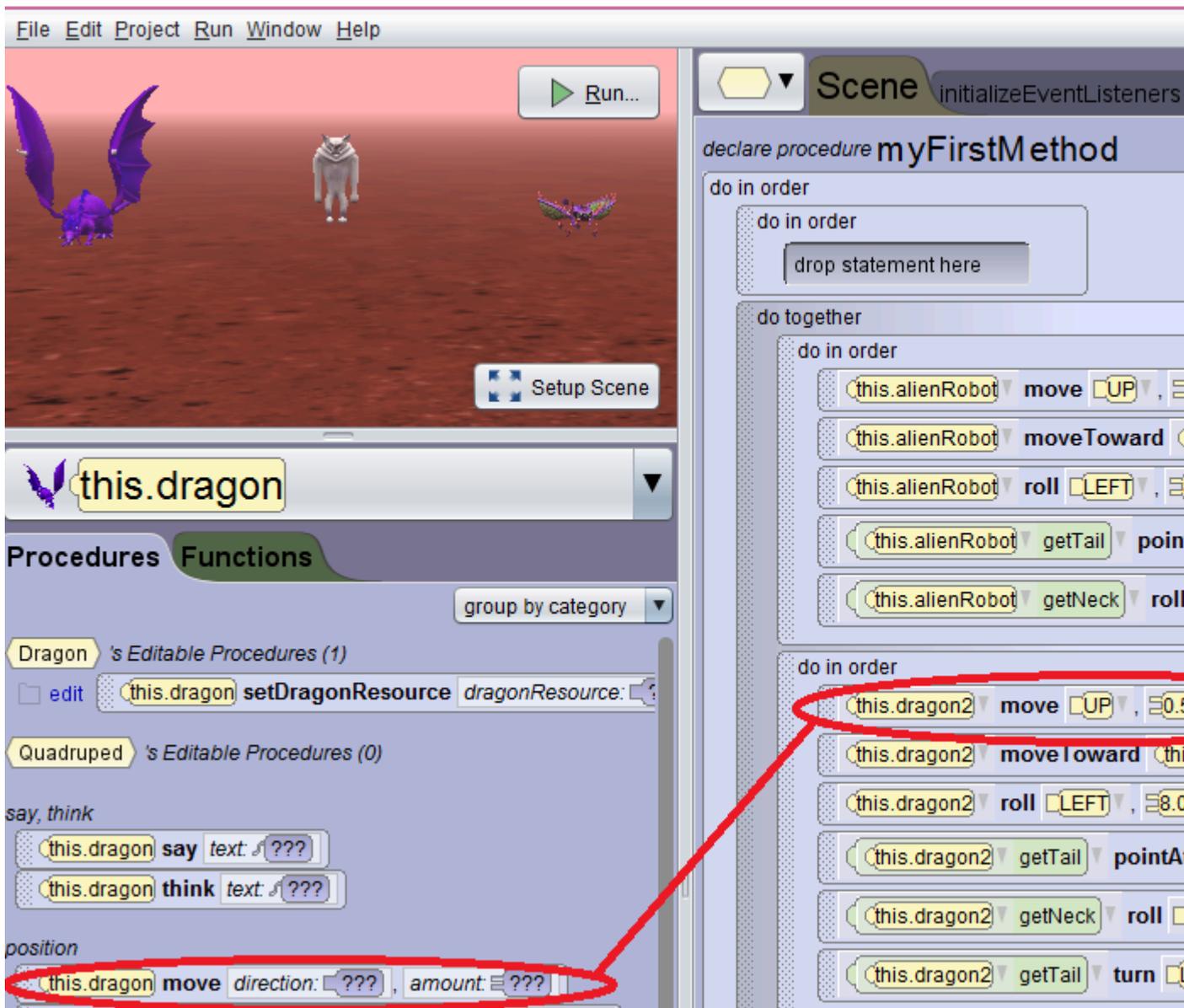
...or if you want, you can click the arrow at the side of the character to select a body-part:



Then you can select an action from the lists on the "Procedures" and "Functions" tabs:

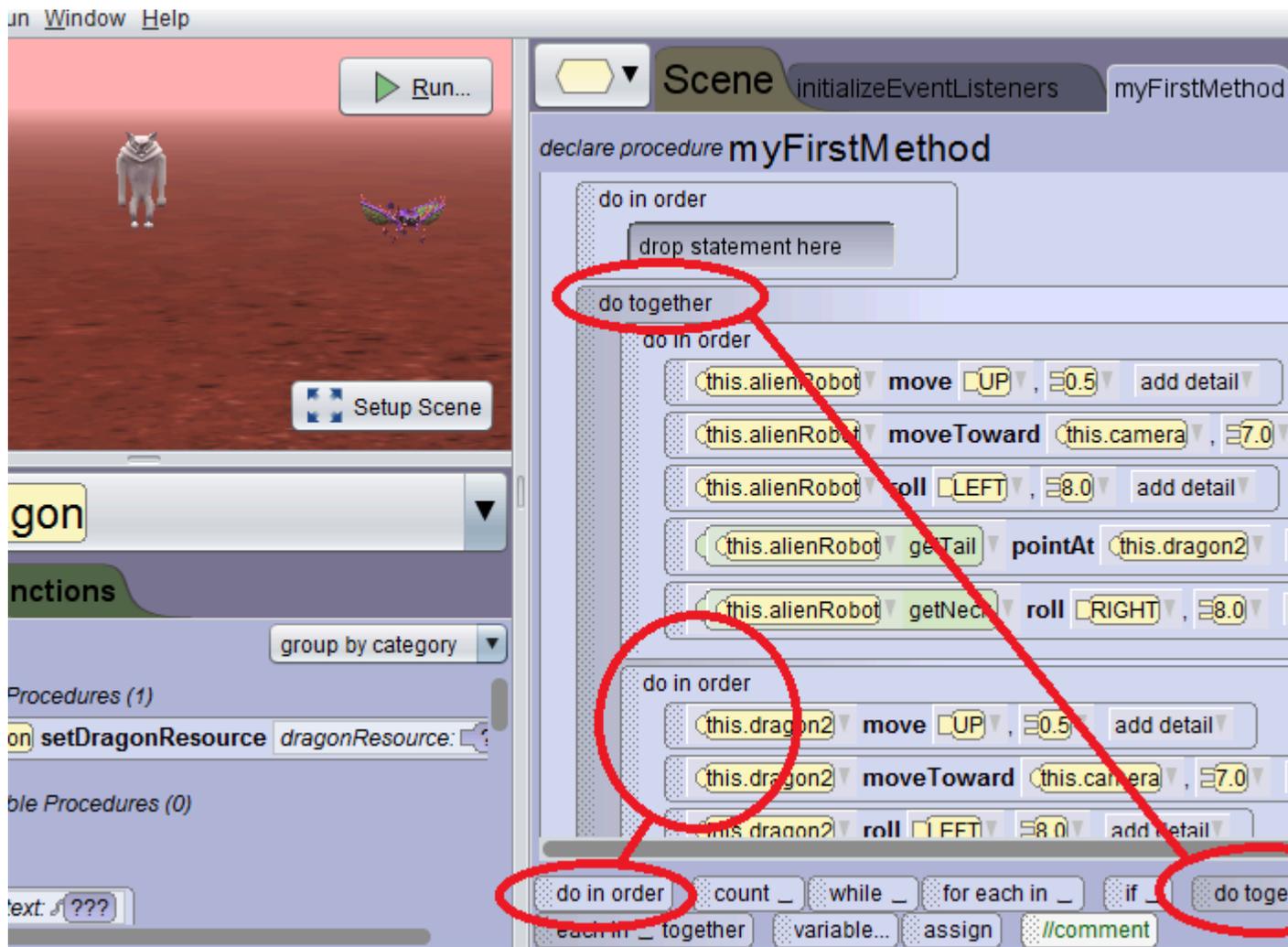


...and then drag the action over to the method tab and fiddle about with it there:



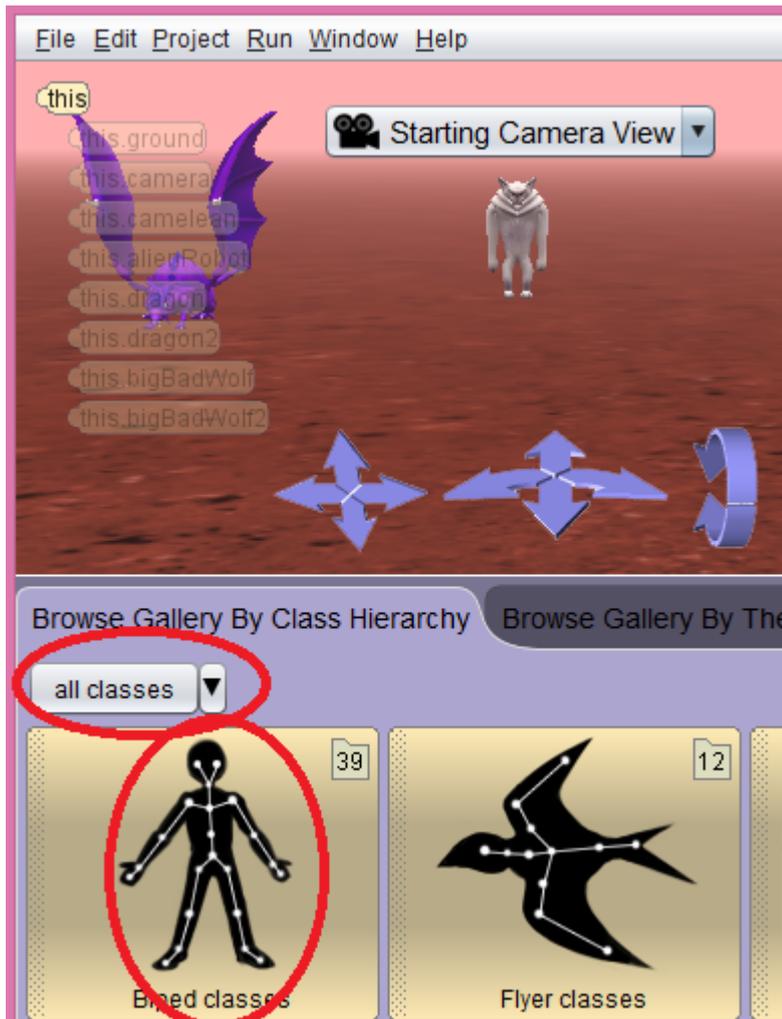
## Grouping Actions Together

You can group actions together and put logic around them using the constructs at the bottom of the method tab:



## Adding a New Character

If you want to add a new character, click Setup Scene, then click all classes, then select a category (eg "Biped classes"):



Once you've added a character, you can drag it onto the window to give it a starting position, give it a name, change its size etc:



Hopefully that'll get you started!