

趣味導覽_A (使用DDE)

可以對話、導覽。

導覽：

The script starts with a 'Start' block, followed by a 'Face Expression' block set to 'HAPPY'. Then, a 'Neck Movement' block is configured with 'Non-Blocking', 'Speed 3', 'Turn Vertical(°) 30', and 'Turn Horizontal(°) 0'. This is followed by a 'Speak' block with the text '請吩咐' and 'Speed Slow', and a 'Wait 40 secs' block. The main sequence begins with a 'When receive eventId_1' trigger. It includes a 'Wheel LED at Non-Blocking' block (Side: Both, Type: Blinking, Display: All, Color: Red, Brightness: 80, Duration: 20), a 'Speak' block ('我要開始導覽囉', Speed: Fast), a 'Wait 3 secs' block, and a series of movement and rotation blocks: 'Body Movement' (Blocking, Speed 1, Direction Forward, Distance 30), 'Body Rotation' (Blocking, Speed 1, Angle -90), 'Body Movement' (Blocking, Speed 1, Direction Forward, Distance 30), and 'Body Rotation' (Blocking, Speed 1, Angle 180). This is followed by a 'Speak' block ('第一站', Speed: Medium), a 'Wait 3 secs' block, and another set of movement and rotation blocks: 'Body Movement' (Blocking, Speed 1, Direction Forward, Distance 30) and 'Body Rotation' (Blocking, Speed 1, Angle -90).

The script continues with a 'When Hear' block (Context: ZenboReady, Plans Id: Act_WhenHear_A1) that triggers a 'Broadcast eventId_1' block. This leads to a 'When receive eventId_2' trigger block. It includes a 'Wheel LED at Non-Blocking' block (Side: Both, Type: Blinking, Display: All, Color: Red, Brightness: 80, Duration: 20), a 'Speak' block ('我要回去囉', Speed: Fast), a 'Body Movement' block (Blocking, Speed 1, Direction Forward, Distance 60), a 'Body Rotation' block (Blocking, Speed 1, Angle 180), and a final 'Speak' block ('我回到家了', Speed: Medium). Another 'When Hear' block (Context: ZenboReady, Plans Id: Act_WhenHear_A2) triggers a 'Broadcast eventId_2' block, which loops back to the 'When receive eventId_2' trigger. The script also includes a series of movement and rotation blocks: 'Body Movement' (Blocking, Speed 1, Direction Forward, Distance 30), 'Body Rotation' (Blocking, Speed 1, Angle -90), 'Body Movement' (Blocking, Speed 1, Direction Forward, Distance 30), and 'Body Rotation' (Blocking, Speed 1, Angle 180), followed by a 'Speak' block ('第二站', Speed: Medium).

對話：

Two Scratch scripts for the ZenboReady context. The first script, Action_WhenHear_a01, triggers a 'Wheel LED at Non-Blocking' block with Side 'Both', Type 'Blinking', Display 'All', Color 'Blue', Brightness '80%', and Duration '10'. It then triggers a 'Speak' block with text '我...' and Speed 'Slow', followed by a 'Wait 2 secs' block, another 'Speak' block with text '我...' and Speed 'Slow', and finally a 'Face Expression' block set to 'SHY'. The second script, Action_WhenHear_a02, triggers the same 'Wheel LED' block, followed by a 'Speak' block with text '我...' and Speed 'Slow', a 'Wait 2 secs' block, a 'Speak' block with text '我喜歡妳離我遠一點。' and Speed 'Medium', and finally a 'Face Expression' block set to 'HAPPY'.

When Hear Context ZenboReady Plans Id Action_WhenHear_a01

Wheel LED at Non-Blocking

Side Both

Type Blinking

Display All

Color Blue

Brightness(%) 80

Duration(sec) 10

Speak 我... Speed Slow

Wait 2 secs

Speak 我... Speed Slow

Face Expression SHY

When Hear Context ZenboReady Plans Id Action_WhenHear_a02

Wheel LED at Non-Blocking

Side Both

Type Blinking

Display All

Color Green

Brightness(%) 80

Duration(sec) 10

Speak 我... Speed Slow

Wait 2 secs

Speak 我喜歡妳離我遠一點。 Speed Medium

Face Expression HAPPY

Two more Scratch scripts for the ZenboReady context. The third script, Action_WhenHear_b01, triggers a 'Wheel LED at Non-Blocking' block with Side 'Both', Type 'Blinking', Display 'All', Color 'Green', Brightness '80%', and Duration '10'. It then triggers a 'Speak' block with text '哼！你才笨咧！' and Speed 'Slow', followed by a 'Wait 2 secs' block, a 'Speak' block with text '既然我們都很笨，就該和平相處囉。' and Speed 'Medium', and finally a 'Face Expression' block set to 'QUESTIONING'. The fourth script, Action_WhenHear_c01, triggers the same 'Wheel LED' block, followed by a 'Speak' block with text '保持呼吸，不要斷氣' and Speed 'Medium', and finally a 'Face Expression' block set to 'INNOCENT'.

When Hear Context ZenboReady Plans Id Action_WhenHear_b01

Wheel LED at Non-Blocking

Side Both

Type Blinking

Display All

Color Green

Brightness(%) 80

Duration(sec) 10

Speak 哼！你才笨咧！ Speed Slow

Wait 2 secs

Speak 既然我們都很笨，就該和平相處囉。 Speed Medium

Face Expression QUESTIONING

When Hear Context ZenboReady Plans Id Action_WhenHear_c01

Wheel LED at Non-Blocking

Side Both

Type Blinking

Display All

Color Green

Brightness(%) 80

Duration(sec) 10

Speak 保持呼吸，不要斷氣 Speed Medium

Face Expression INNOCENT