



2Do It Yourself

User Guide

DIY_BC_001

Contents

Installing 2DIY	3 - 4
Getting started	5 - 6
Common Tools	7 - 10
Opening, Saving	11
Playing SWF Files	12
Info Screen	13
Screen Descriptions	14 - 18
Levels	19
Useful Shortcuts	20
Advanced Settings	21 - 27
Using the training videos.....	28
System Requirements.....	29
Copyright Information.....	30
Contacting 2Simple.....	31

While this manual provides help in using 2Do It yourself, we recommend you also watch the videos provided on the CD!

2Do It Yourself is designed to work on ALL networks. You can find clear installation instructions on the CD and we provide full support on our website: www.2simple.com/support > Networks

If you need help with a specific installation, please do not hesitate to contact us via our website or email us at support@2simple.com

2Simple provides MSI installations free of charge.

As networks differ from one another, we can and will help you when needed. If any of our instructions do not work, please do contact us as we want to provide accurate information and we rely on your feedback to help us get it right.

2Simple Software
Enterprise House
2 The Crest
Hendon, London
NW4 2HN

Tel: (+44) (0)20 8203 1781
Fax: (+44) (0)20 8202 6370

Installing 2Do It Yourself on a stand-alone machine (Win 2000 / XP / Vista)

4

1. Put the CD in the drive.
2. The install menu should appear on your screen automatically. (On Vista, before you get the install menu you will first get a screen asking you to confirm if you want to run Autorun.exe. Click this option.)
3. If the install menu does not automatically appear:
 - Double-click 'My Computer' on your desktop. (On Vista, click the Windows icon on the bottom left of your screen and then click 'Computer'.)
 - Double-click the CD drive and then double-click the "Autorun" file which has a 2Do It Yourself icon.
4. Follow the instructions on screen to complete the installation (On Vista the User Account Control will ask if you want to run setup.exe. Click "Allow".)

This will install your software & add a shortcut from the 'start menu' and desktop to 2Do It Yourself.

Getting started

2Do It Yourself

The interface is divided into three main sections: Activities, Quizzes, and Games. Each section contains several icons representing different tasks. At the bottom, there are 'OK' and 'Cancel' buttons.

Activities: Drag, Multi Drag, Puzzles, Shapes, Sound drag, Placing, Pairs

Quizzes: This is a... (Zebra), Multi choice (A, B, C), Maths Quiz (2 x 8 = ?), Cloze (Look for the word that are missing from this and try to fill in the one that fit), Sequencing (4, 16, 8), Grouping (Apple, Carrot, Banana), Labelling (Sunflower: Stem, Flower, Leaf)

Games: Catching, Collecting, Journey, Platform, Snake, Maze, Levels

www.2simple.com 1.0.136

2simple

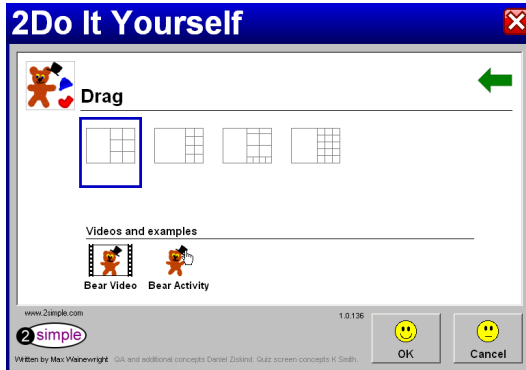
Written by Max Wainwright ©A and additional concepts Daniel Ziskind, Quiz screen concepts K Smith.

OK Cancel

Click on an Activity, Game or Quiz. Then click "OK".

Getting started

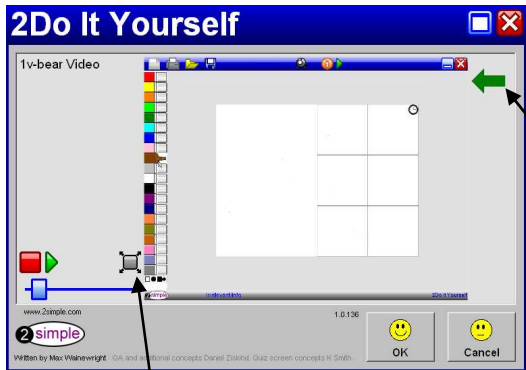
6



Once you have chosen an activity, you can choose various options within that activity. For example in the drag screen you can choose how many objects you will be able to drag. Select one of the options and click OK.

On this screen, at the bottom, you can also access videos and examples related to this specific activity (unless you have installed the lite version.)

Activities - these have been created using 2DIY itself. You can use them as if you had pressed play in an activity, eg in the example bear activity you can drag the clothes onto the bear.



Videos— click on Play and Stop as usual, or drag the blue slider to different places within the video.



Back to previous menu



View video in full screen

Common Features

7

Each screen of the program features a toolbar with the icons below: (not all will appear at once)



New: takes you back to the main front screen.

Print: prints current screen. The selected printer shows up in grey but if you click it, will change to a dropdown and allow you to change the printer.

Open: open a saved “2iy” file.

Save: Save your work as a “2iy” file, and export to a swf file as well.

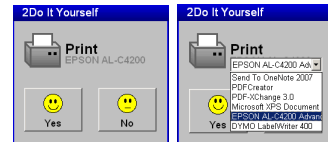
Undo, Redo: These buttons are mainly applicable to the painting parts of the program.

Zoom: Open up the magnifying glass for more precise painting.

Webcam: Import an image from a webcam, if you have one.

Instructions: Create instructions for your activity.

Play: Play your activity. When you play the exported swf file in your web browser, it will look the same as this. There is usually a delay of a few seconds when you press play, while the activity is being compiled.



Drawing Tools

8

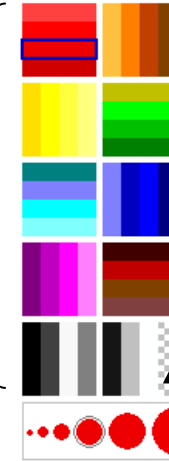
As well as the familiar 2Simple felt tips, 2DIY also has more advanced drawing tools which are accessed by clicking on the button at the bottom of the felttips :



Felt tip			Pencil
Filled square			Outline square
Filled circle			Outline circle
Line tool			Fill tool
'Hairy' brush			Impressionist brush
Text tool			Eraser

Colour chooser:
Click on a coloured oblong to choose which shade of colour to use.

Double-click on any colour to get more colours to choose from



Felt tip thickness

Swap between basic felts and advanced drawing tools.

Transparent colour

In Platform and Maze, these tools are also available:

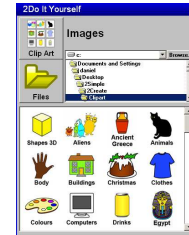


Draw wall/platform

Erase wall/platform

Common Tools

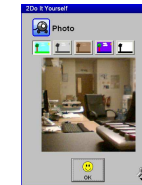
Importing: In any area where you can paint, if you right-click you get a Copy–Paste–Import option. If you choose import, you can import a picture from the clipart provided with 2DIY or any other picture on your computer (supported formats: bmp / jpg / gif / png / wmf / emf). To import from the clipart provided, select a category by clicking on one of the pictures at the bottom of the import window. Then drag the desired clipart to the canvas area. The import window stays on screen after you have done this to allow you to drag multiple pieces of clipart. To import your own pictures, click on the big “Files” button on the top left and navigate to the desired picture, or click “Browse” on the top right (when using “browse”, select the desired picture and click open rather than dragging the picture to the canvas.)



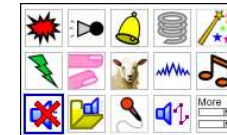
Letterbox / Crop: When you import a picture, you are given two choices: Letterbox - This will import the entire picture, but since the area you are importing into might not exactly match the proportions of the image, there will usually be some blank space left on either side of the picture (or at the top and bottom). Crop - This will import part of the picture (and crop the rest) in order to keep the proportions correct but at the same time ensure that the entire space is filled in by the imported picture.



Web Cam: When you click on the webcam icon to import an image from your webcam, you can choose to import your image with one of five effects applied to it. Choose from normal, black and white, sepia, pure monochrome and colourised. Click on the spanner icon on the bottom right of the box to choose which webcam to use from the dropdown menu that will appear (if you have more than one webcam connected to your computer). The webcam can be used in any location where you can use the painting tools.



Sound: You can add sound in many different places in 2DIY—for example you can set a sound to play when the activity starts and ends, when an individual object is clicked on, and when a correct or incorrect choice is made. You can choose one of the sample clipsounds (the first 2 rows), import a sound (wav or mp3), record your own sound, or use the built-in sound effects generator. The final option on the bottom row gives more clipsounds to choose from.



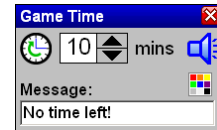
Common Options

10

Various 2DIY activities have some or all of the options below. They can be accessed at the top of the “canvas” (the white area in the middle of the screen where you create your activities).



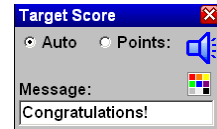
Timer: The clock is on the top right corner of the canvas. Click it to edit the timer settings, or drag the clock up and out of the canvas area to disable the clock. In the settings window opposite, clicking on the clock switches between counting up to counting down . You can increase or decrease game time allowed. You can add a message and attach a sound which will play when the time is up. You can change the timer colour (useful if the background colour is black.)



score

Score: This setting is on the top left of the canvas, for those activities which have scoring.

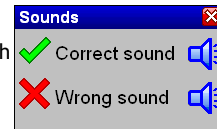
Click it to edit the settings. “Auto” means the game will finish when it’s most logical to be finished, such as when all apples have been eaten (games) or all pairs have been matched. “Points” allows you to end the game when a set number of points have been achieved. You can add a message and attach a sound which will play when the target score has been reached. You can change the score colour.



Lives: This setting is on the top middle of the canvas, for those activities which have lives. Click it to edit the settings. You can change the number of lives the player has to start off with. You can add a message and attach a sound which will play when the player loses all lives.



Correct / incorrect sound : This setting is on the top middle of the canvas, for those activities which have right and wrong answers. Click it to edit the settings. You can change the sounds which get played when a correct or incorrect choice is made.



Opening and Saving

11



To save your file, click the blue save icon, type the file name at the bottom and Click YES. Or click “more...” to choose a different folder to save in.

If you click “more” you will also get a choice of what file types to save as: 2DIY files + SWF Files / 2DIY files only / 2DIY, SWF & html file (if you don’t click more, it will by default save both a 2DIY and a SWF file)

2DIY files (files with extension .2iy) are the files you’ll need if you want to save your work and be able to open the file again from within 2DIY. 2DIY can only open 2iy files, not swf or html files.

SWF files can be opened and played from any web browser (see following page for more info.)

HTML files - The HTML file that 2DIY creates will link automatically to your swf file, so you should be able to simply double-click the saved HTML file and this should load up and run both the HTML and SWF file in your web browser.

To open a file, click the yellow open icon, browse to and select the saved 2iy file, and click Yes.

Playing swf files

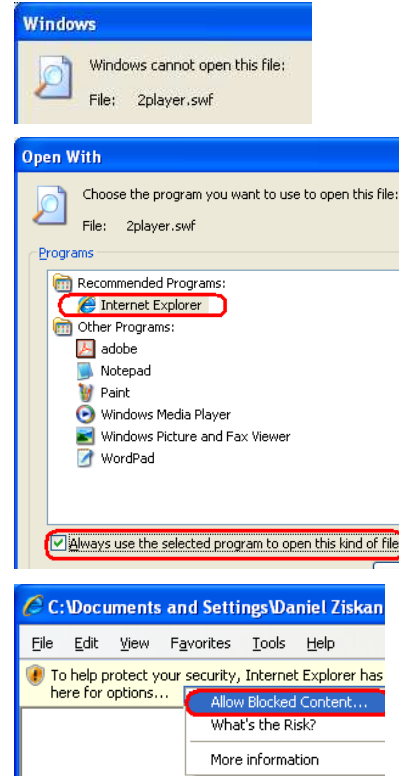
12

Three 2Simple programs can create SWF files - 2Create, 2Create A Story, and 2Do It Yourself.

SWF files (also called “flash files”) are a standard file format which can be opened and played from any web browser. They can be played on any computer which has Adobe Flash Player installed on it (Flash 6 or above. Install the latest Flash Player from www.adobe.com > [Get ADOBE Flash Player.](#)) SWF files can run on Windows, Mac and Linux - even some PDAs and other portable devices. SWF files you have created can be sent to people who do not have 2Simple software installed and they will still be able to open them. SWF files can be placed on web pages and VLE’s. For advice on how to upload your swf file to a blog or VLE, visit www.2simple.com/support and select the 2DIY section.

If you double-click on a swf file on your computer and you get a message that Windows cannot open the file because it doesn’t know which program to use, choose “select a program from a list” and then select your web browser and tick “always use the selected program to open this kind of file”. Click OK. This will associate swf files with your web browser. The screenshot on this page uses Internet Explorer but this would work for any other web browser as well. There are also free third-party programs available online that can be used to play back swf files.

You may encounter a “blocked content” message when trying to play back a Flash file in Internet Explorer. Don’t panic! To play, click on the yellow bar and then click “Allow Blocked Content” and Yes to confirm. To avoid this message continually appearing, open Internet Explorer and choose Tools > Internet Options > Advanced. In the Security section, tick “allow active content to run in files from my computer”. Please consult your Technician before doing this.



Info Screen

13

When you click on the “i” button at the top of the screen, this opens up an “Info Screen” which gives you the opportunity to create instructions for your activity.

Add a title and instructions. Use the grey left and right arrows to flip through the available pictures to use for the 6 boxes on either side of the screen (and the border picture) and add appropriate descriptions. You can also add a sound and change the background colour.

The dropdown list on the bottom right allows you to choose a different border pattern.



Screen Descriptions

Remember: On each screen, right-clicking with your mouse will give you access to various functions such as copying, pasting, importing and adding sound and animation which you can then attach to individual objects.

ACTIVITIES

Drag: Create simple drag and drop template games - e.g. draw a character and some clothing; can you dress it in time? When creating each draggable object, right-click to copy, paste, import an image or add a sound. When playing this activity, in addition to dragging and dropping using the mouse, you can also click on an object to hear its sound. Some keys on your keyboard can also be used (also applicable to Multi Drag, Shapes, Sound Drag, Placing):

- up / down arrow keys - make selected object larger or smaller
- left / right arrow keys - rotate selected object
- U / D / L / R keys - move object around on screen without using the mouse
- T / W keys - make selected object wider or thinner

Multi Drag: Similar to Drag; create an activity with multiple draggable elements. Each draggable element can be given its own sound and animation effect by right clicking when creating - e.g. create a pond and add ducks - each one can swim in a different direction when clicked on. For more information on advanced animations, see page 24.

Puzzle: Create your own puzzles, either a jigsaw or slidable blocks. Choose what size pieces you want, draw or import your image, and add sounds. Press play to go! (Note: you can change background colour using the button on the bottom left of the canvas, but this only becomes visible when you play the activity.)

ACTIVITIES continued...

Shapes: Create a selection of basic shapes from the drop-down menus, or create your own shapes by dragging the anchor points on the grid. Change shape colours by selecting a colour on the left and then clicking on the target shape. Create or import an image in the main drawing area. Someone engaging in this activity can then drag their chosen shapes onto their drawing, and change their colours by clicking on the coloured squares at the bottom. In addition to the keyboard keys mentioned in the “Drag” section, here you can press the “F” key to bring the selected shape to the front (if it is being hidden by other shapes.)

Sound Drag: Create a series of draggable objects by drawing or importing. Assign each object a sound and press play. Drag your objects onto the main area, and as the green line passes over them, their sounds will play.

Placing: Similar to Multi-Drag; this time, draggable items will only perform their preset sounds and actions when dragged into their ‘hotspot’ areas. The hotspots are defined by the pink rectangles with purple anchor points; drag the anchor points to resize the hotspots or drag the pink walls to move the hotspot around. The first 3 placing activities allow objects to be placed outside of their hotspots - if this is done, they simply won’t animate or play their sounds. The last 3 placing activities do not allow objects to be placed outside their hotspots - if this happens they will automatically snap back to the grid at the bottom.

Pairs: Create simple matching pairs activities. Choose between 8, 12 or 18 cards. Create pictures for each card using the painting tools, or import. The dotted lines indicate which card is paired with the card you are currently editing. Edit the card on the top right to change the face-down picture for all the cards.

QUIZZES

Quiz: Create a simple quiz with up to 25 questions. Draw or import images and add your own questions and answers. The quizzes can be played individually or by up to four teams in a class using the four colours that appear in the bottom right corner when a quiz is being played (when a question is answered correctly, that square will change colour based on which of the 4 colours at the bottom was selected at that time. This allows you to keep track of each team's score.)

Multi Choice: Create a multiple choice quiz.

Maths Quiz: Easily generate a series of questions based on a range of values and maths functions. *Tip:* Use ctrl+c and ctrl+v to quickly copy and paste settings from one square to another.

Cloze: Create your own text activities with missing words that players have to slot into the correct places.

Sequencing: Draw or import images into the boxes to create a simple Sequencing activity – images must be arranged in the correct order.

Grouping: Create grouping activities; draw or import images in categories e.g. fruit and vegetables. More advanced options include Venn diagrams – objects which might be in more than one group.

Labelling: Create simple labelling activities. Draw or import an image and edit the labels appropriately – e.g., draw or import an image of a flower; labels might include leaf, stem, petal etc. Label text size can be increased or decreased and the label arrows can be swapped from one side to the other by clicking on the double-ended arrow icon at the bottom of the screen.

Screen Descriptions

17

GAMES

Catching: Create a game where a character you create has to be directed across the screen, gaining points for collecting the correct objects and losing points for incorrect ones.



For example, here on the left we have begun to create a game in which an alien must collect healthy Earth food. We've drawn a space scene. At the top we've drawn two items of healthy food and two of unhealthy food. Each food item has been assigned a positive or negative points value. You'll lose points if you catch unhealthy foods but gain points if you catch healthy ones.

Screen Descriptions

GAMES continued...



Collecting, Journey, Platform, Snake and Maze feature many common elements. They are all games in which you create a character, an environment, and a number of other objects. When playing the game, you guide your character around the environment, collecting items (“apples”) which give you points, and avoiding items (“baddies”) which can cause to lose points or lives. There is a third category of objects (“suns”) which are neutral - they neither give you points nor harm you. The game ends once you have either (1) collected all the apples, (2) lost all your lives, or (3) run out of time. The apples, baddies, suns, the player and the environment are all customisable - you can change their appearance and properties as required.

Player: You can change the starting position of the player by dragging the player object on the canvas. You can edit the appearance of the player by clicking on the small white box just outside the main canvas. Once the edit player window is open, you can click on the green arrow to flip the window and access more properties relating to the player, such as which keys to use to control the player.

Environment: You can paint on the canvas or import pictures by right-clicking.

Editing objects: Drag the object (apples / baddies / suns) onto the canvas from the object window on the left. Click on the object to edit its properties. Draw a picture or right-click and import. Click on the green arrow at the bottom to flip the window and access more properties, depending on the type of object.

- **Sound** - the sound you add to an object will be played when the player collides with the object
- **Animation** - the animation you choose will be in constant effect for the object, for example always move left / right / up / down / rotate / rock. An animation only available for a baddie is to chase the player. The bottom left animation is an advanced option—see page 24 for more information.
- **Points** - for “apples”, choose how many points a player should gain once the apple is collected.
- **Collision action** - for “baddies”, choose what should happen when a baddie catches the player. For more information on the last advanced option in this dropdown list, see page 24.

Duplicate: You can set the same properties for all apples / baddies / suns. Click on the object you want to duplicate, and then right-click on the drawing area for that object. In addition to the copy - paste - import options, you also get “duplicate”. If you select this, all objects of the same type will get the same properties as the one you are editing.

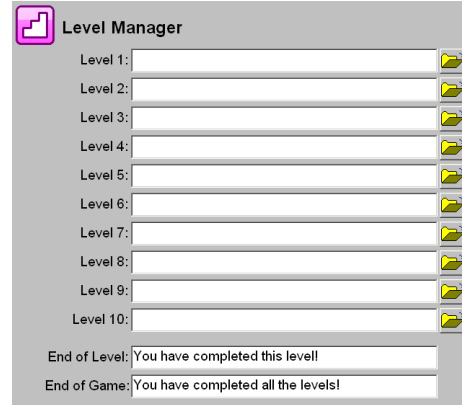
Levels

The last option in the 2DIY launcher allows you to create multi-levelled activities.

For each level, click the open button and select a 2DIY file you have created previously (extension .2iy) and click OK.

You do not have to use all levels but you should start from level 1.

When you press save, 2DIY will compile and save all levels into a single swf file.



Useful Shortcuts

20

- shift + click - floodfill
 - alt + drag - rotational symmetry
 - alt + drag - select part of text (in Labelling screen)
 - ctrl + enter - play your activity (same as pressing the green triangle)
 - ctrl + 2 - clipart window (same as right-click > import)
 - ctrl + c - copy
 - ctrl + v - paste
 - delete - delete the contents of a selected cell
- right-click - in all games except catching, right-clicking an object opens the object settings window and automatically flips the window over.
- shift + eraser - magic eraser. If you hold down shift while using the eraser, instead of erasing everything, you will now only erase the colour that the mouse was over when you started to use the eraser. If you enlarge the eraser size this will also make the magic eraser less sensitive.



Advanced Settings

This section details more advanced settings in 2DIY - some technical knowledge is recommended.

On any of the activities in 2DIY, you have further scope for customisation if you right-click the play button (the green triangle). When you do this a new window will appear on your screen with extra settings, detailed below. All the settings start with “_root.”

Setting	Applies to	Possible Values	Explanation (all effects apply in play mode only)
allowMoveByKeys	Drag, Multi Drag, Shapes, Sound Drag, Placing	True / False	Move objects using keys UDLR
allowRotateByKeys	As Above	True / False	Rotate objects using left and right arrow keys
allowResizeByKeys	As Above	True / False	Resize objects using up and down arrow keys
allowWidenByKeys	As Above	True / False	Widen/thin objects using keys T and W
allowZorderByKeys	As Above	True / False	Change which objects are in front of other objects using F key
snapBackIfWrong	Placing, Cloze, Sequencing, Labelling, Grouping	True / False	Object snaps back to its original place if dragged to an incorrect position
centrelfCorrect	Placing, Cloze, Sequencing, Labelling	True / False	Object automatically moves to the centre of its block, once dragged to the correct position
allowMultipleAnswers	Quiz	True / False	Allow multiple attempts to give the correct answer
showScoreAlways	Multi Choice	True / False	Display the score during the quiz

SnapBackIfWrong and *centrelfCorrect* only apply to the last 3 Placing screens. *AllowZorderByKeys* is only really applicable to Shapes since for other screens the objects will automatically come to the front when you click on them.

Advanced Settings

Setting	Applies to	Recommended Values	Explanation (all effects apply in play mode only)
numFrames2Pause	Pairs	0 - 100	Once two cards have been flipped face up, choose how long to wait before flipping them back over again (default = 30 = 1 second)
hitDist	All Games	5 - 60	Change how sensitive 2DIY is when detecting a collision between the player and any other object. Low value = not sensitive.
maxMovers	Catching	1 - 24	Maximum number of falling objects on screen at any time
maxSpeed	Catching	1 - 15	Maximum speed of a falling object
carSteerDeg	Journey	3 - 25	Tightness of turning angle
maxCarSpeed	Journey	1 - 30	Car speed on road surface
maxCarOFRspeed	Journey	1 - 30	Car speed off road
maxFallingSpeed	Platform	1 - 16	Maximum player falling speed
jumpSpeed	Platform	-10 to -25	Player jumping height
dx	Sound drag	1 - 30	Speed at which the sound slider moves
dx	Platform	2 - 20	Speed at which the player moves
dxy	Collecting, Maze	2 - 20	Speed at which the player moves
dxy	Catching	5 - 50	Speed at which the player moves
dxy	Snake	2,4,5,8,20,40	Speed at which the snake moves

A car's *road surface colour* is defined as the surface colour directly under the car when the game starts.

In addition to the pre-existing settings, there is scope for adding your own ActionScript 2 code. You can add code in different parts of 2DIY:

Start - Right-click the play button (the green triangle). Here you can add code in addition to the settings listed previously. Code added will only be run once, at the start of the activity.

Animations - in Multi Drag, Placing, and all of the games except Catching, you can add animations to objects. These can be preset animations, or a final option named “adv” which allows you to add your own code. Animation code in Multi Drag will get executed whenever you click on the target object. In Placing it will execute whenever you drag the object to the correct position. In the games, it executes all the time.

Collision - in all games except Catching, you can choose what happens when the player collides with a “monster”. The final option here is advanced, which allows you to add your own code for when this happens.

You can add code which retrieves information about the various objects on screen, and you can also set specific properties of these objects. The names of the different objects in 2DIY are listed on the following page.

The numbers in brackets indicate that on some of the screens not all objects are applicable eg. In the 4th Drag screen there are 15 objects but in the first Drag screen there are only 6 objects and the background. Some screens have multiple copies of the same object - for example in the 1st Multi Drag screen there appear to be only 5 objects on screen, but when you press play, each of the 5 objects has 6 copies of itself, for a total of 30 objects. The copies have the same picture, sound and animation properties but are still individual objects and are referred to with different names, eg the 6 copies of the first object in Multi Drag are named p1, p2... p6.

The background object is sometimes named “bear” and sometimes “bg”. “sc” refers to the score.

Advanced Settings

Screen	Object Names	Notes
Drag	bear, p1 - p15 (6 / 8 / 10 / 15)	
Multi Drag	bear, p1 - p156 (30 / 48 / 96 / 156 / 90)	6 copies of each object
Shapes	bg, p1 - p200 (100 / 200)	20 copies of each
Sound Drag	bg, p1 - p90 (30 / 48 / 90)	6 copies of each
Placing	bear, sc, p1 - p96 (30 / 48 / 96 / 5 / 8 / 16)	6 (or 1) copies of each
Sequencing	bg, sc, p1 - p8 (6 / 6 / 8 / 6)	Object numbers are according to the randomised order
Grouping	bg, sc, p1 - p24 (12 / 27 / 18 / 24)	As Above
Labelling	bg, t1 - t12 (text)	As Above
Collecting	bg, player, sc, s2-11 (monsters), s12-s21 (apples), s22-s31 (suns)	Further objects added will be s32, s33 etc
Journey	Same as Collecting except "car" instead of player	As Above
Platform	Same as Collecting except starts from s3	As Above
Snake	Same as Collecting except starts from s3	As Above
Maze	Same as Collecting except starts from s3	As Above

- Multi Drag, Placing: when there are 2 rows of objects, object numbering starts with the bottom row first.
- Snake: The x and y position of the snake ("player") should not be manually set using code, but these values can be accessed and used for other purposes.

Advanced Settings

We have listed in the table opposite a number of different object properties you can **get** and **set**.

For example, in Drag you can set the position of object p1 as follows:
`_root.p1._x = 100; _root.p1._y = 100;`

Note - always add “_root.” before the object name, “.” before the property name, and a semi-colon at the end of each statement.

Here’s how you could set a random starting position, rotation and scale for each of the 30 objects in the first Multi Drag screen.

```
for (n=1;n<=30;n++) {  
  ob = eval('_root.p' + add n);  
  ob._x = Math.random()*640;  
  ob._y = Math.random()*480;  
  ob._rotation = Math.random()*360;  
  ob._xscale = ob._yscale = Math.random()*100; }
```



Property	Possible Values
visible	true / false
rotation	0 - 360
x	0 - 640, 0=left
y	0 - 480, 0=top
width	0 - 640
height	0 - 480
xscale	100 indicates 100%, ie default scale. 200 will double the scale in the x direction. 50 will halve it.
yscale	As above in y direction

for (n=1;n<=30;n++) sets a loop which executes everything within the curly brackets { } 30 times, but the value of n changes each time, starting off at n=1 and ending at n=30.

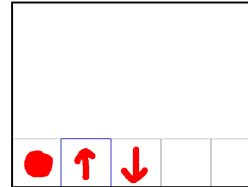
ob=eval('_root.p' + add n); sets the name of the object you are referring to, starting off with the first object named “_root.p1” and ending with the last object “_root.p30”.

ob._x=Math.random()*640; sets the x position of the object to be a random number between 0 and 640. Similarly for the other statements.

Advanced Settings

Multi Drag and Placing

Note that when you add animation code to an object in Multi Drag and Placing, the same code will apply to all 6 “copies” of that object (eg p1 - p6 for the 1st square). For example, if you set the animation code for the 2nd square in the picture opposite (Multi Drag screen) to be `_root.p1._y = _root.p1._y - 1;` then whenever you click on any of the 6 “up arrows”, it will cause p1 to move up.



Note also that animation code in Multi Drag and Placing gets repeated 60 times when the animation is activated as opposed to being executed continuously in the game objects.

You can add animation code that refers to an individual object rather than all 6 objects in the square using the keyword “this”. This is a code word which refers to whichever object is currently being clicked on. For example if you add the following code: `this._rotation = this._rotation + 1;` to the animation for the first square in the picture opposite (Multi Drag screen) , it will make any of the 6 objects (p1 to p6) rotate when you click them in play mode, but the other 5 objects will not rotate. When you use “this”, you do not have to add “_root” beforehand.



Game Screens

Here are some code examples for the game screens. You need to drag into the main canvas area any objects you want to refer to using code.

This code will increase the car size based on the score - as the car eats more apples, it gets bigger. It could be added to the animation code for a sun object, in order to be applicable at all times.

```
_root.car._xscale = 100+_root.sc*20;  
_root.car._yscale=_root.car._xscale;
```

When a car collides with a monster, some consequences could be:

```
_root.car._x=10; _root.car._y=10;           transport the car somewhere else  
_root.car._xscale -= 2; _root.car._yscale -= 2;   make the car smaller (or larger)  
_root.car._rotation+=30;                       make the car turn  
_root.car._rotation+=Math.random()*30-15;       oil slick  
_root.sc = 10;                                  set the score  
if (_root.sc<3) { _root.car._y+=50; }           conditional event
```

Other advanced code tips for the technically minded:

`_root.v` is the variable which stores the current velocity of the car.
`_root.resetTimer()` will reset the clock to what it was at the start of the game.
`_root.lives` is the variable which stores the current number of lives the player has. If you change the number of lives you should also call `_root.showLives()` which updates the lives display on screen (it will not display more than the initial number of lives set).

`loadMovie()` allows you to load another swf (or jpg) file into any target object. For example, `_root.p1.loadMovie("other.swf");` will load a file named `other.swf` (which is located in the same folder as the swf file you are running) into object `p1`. This method is not recommended for loading other swf files created using 2DIY, though.

Create your own variables: For example in the initialisation section define a variable as follows: `var myVariableName:Number=0;` You can then refer to this variable in other code sections of 2DIY.

See www.2simple.com/2diy for further help using 2DIY code.

Using the training videos

At the start of each screen, you can access training videos and examples of What you could do with each screen.

- **Why not use the videos:**
- *To introduce the start of an activity in the ICT suite?*
- *As part of an INSET session?*
- *As a way to remind individual pupils how to do an activity?*
- *To learn more!*

System Requirements

Operating System: Windows 2000 / XP / Vista

CD-ROM Drive: Required for Installation

Printer: Optional

Soundcard & speakers: Required to view videos

Mouse, Keyboard: Required

Screen resolution: 1024 x 768 or above recommended

Adobe Flash Player required

Adobe Reader required to view the user guide

Both of the above are available on CD-ROM but we recommend downloading and installing these from from www.adobe.com as this will ensure you get the latest version.

**For further information on system requirements for 2Do It Yourself,
please do not hesitate to contact our technical support on:**

(+44) (0)20 8203 1781

or on the web at: www.2simple.com/support

or email: support@2simple.com

Copyright Information

The software described in this document is a proprietary product of 2Simple Software Ltd and is furnished to the user under a license for use as specified in the license agreement. The software may be used or copied only in accordance with the terms of the agreement. Information in this document is subject to change without notice and does not represent a commitment on the part of 2Simple Software Ltd. No part of this document may be reproduced, transmitted, transcribed, stored in any retrieval system, or translated into any language without the express written permission of 2Simple Software Ltd.

Trademarks

2Simple, 2Simple Software and 2Do It Yourself are trademarks of 2Simple Software Ltd. All other trademarks and registered trademarks mentioned in this document are the property of their respective owners.

Copyright

Copyright © 2009, 2Simple Software Ltd. All Rights Reserved.

2Simple Software, United Kingdom
info@2simple.com
www.2simple.com

Contacting 2Simple

You can contact us:

For general information: info@2simple.com

For support issues: www.2simple.com/support or email us at:
support@2simple.com

Tel: (+44) (0)20 8203 1781

Fax: (+44) (0)20 8202 6370

You can write to us at:

2Simple Software
Enterprise House
2 The Crest
Hendon, London
NW4 2HN

Faulty Media

Should the CD-ROM develop a fault we will replace it free of charge.

2Do It Yourself

Thanks to everyone who helped make this product - *Max Wainewright, 2009*



2Simple Software
Enterprise House, 2 The Crest
Hendon, London NW4 2HN
Tel: 020 8203 1781 ~ Fax: 020 8202 6370
www.2simple.com ~ info@2simple.com