

Untitled - Choregraphe (バーチャルロボットに接続)

ファイル 編集 接続 表示 ヘルプ

停止

プロジェクトファイル

Untitled

ロボット

behavior 1

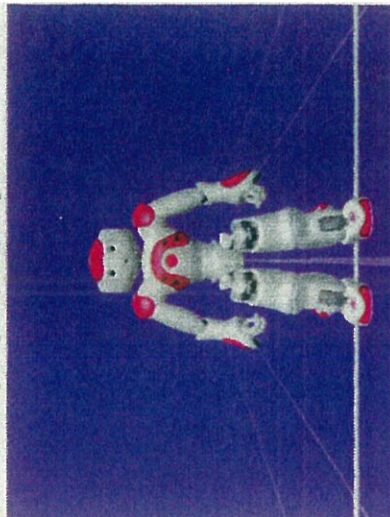
behavior.xar

translations

manifest.xml

Untitled.pro

ロボットビュー



ロボットビュー ビデオモニター

インスペクタ

behavior 1

Behavior

☒ Public Behavior

☒ ユーザーのクエリストより開始

English (United States)

メニュー

パス:

behavior 1

名前:

性質:

Interactive

説明:

インスペクタ

ロボットアプリケーション

プロジェクトファイル プロジェクトオブジェクト

ボックスライブラリ

Animation

Speech

LEDs

Multimedia

Movement

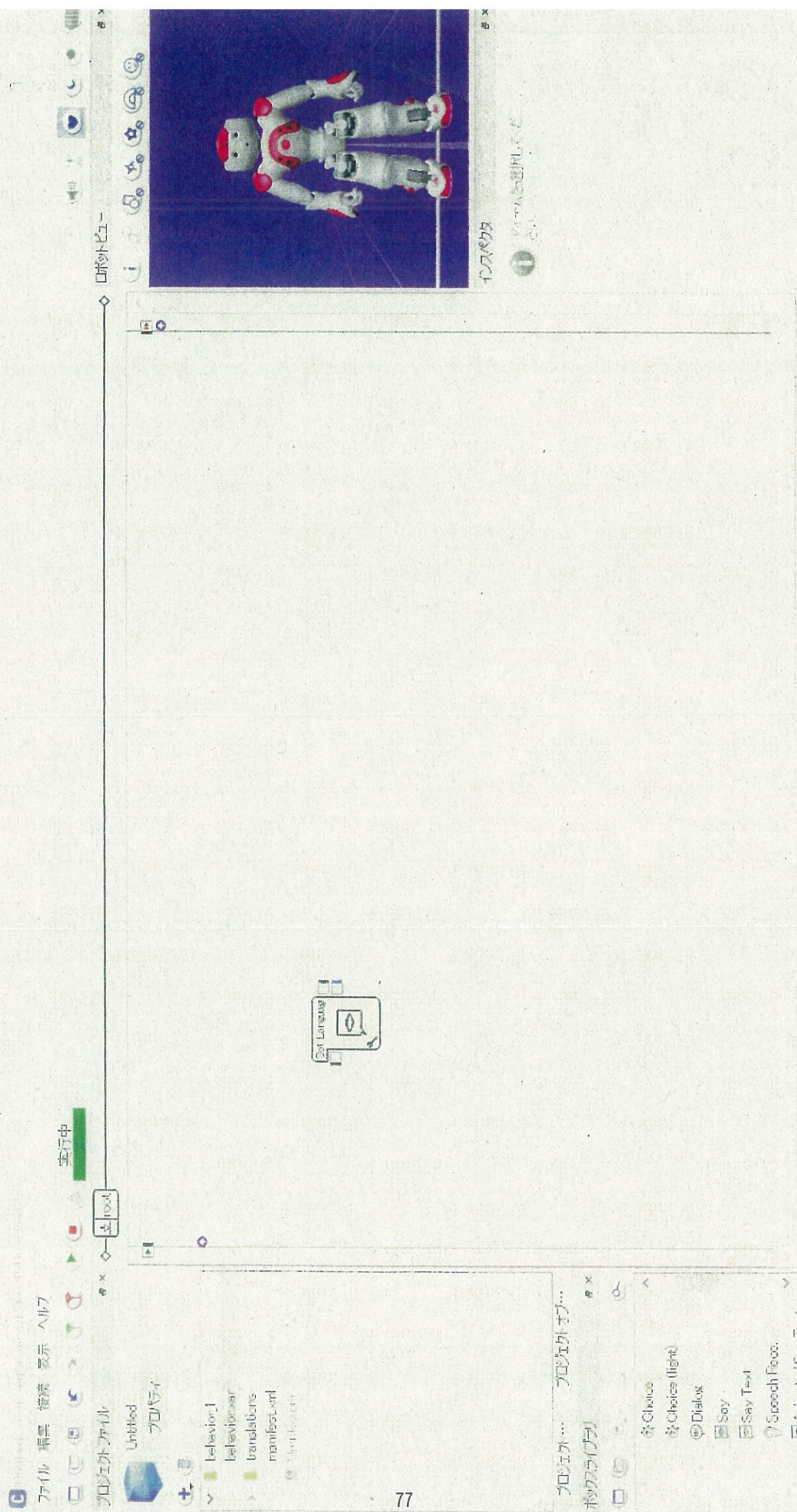
Sensing

Programming

✕

2

```
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name="behavior_layer1"><BehaviorKeyframe name="keyframe1" index="1"><Diagram /></BehaviorKeyframe></BehaviorLayer><
/Timeline></Box></ChoregrapheProject>
```



4

4

```

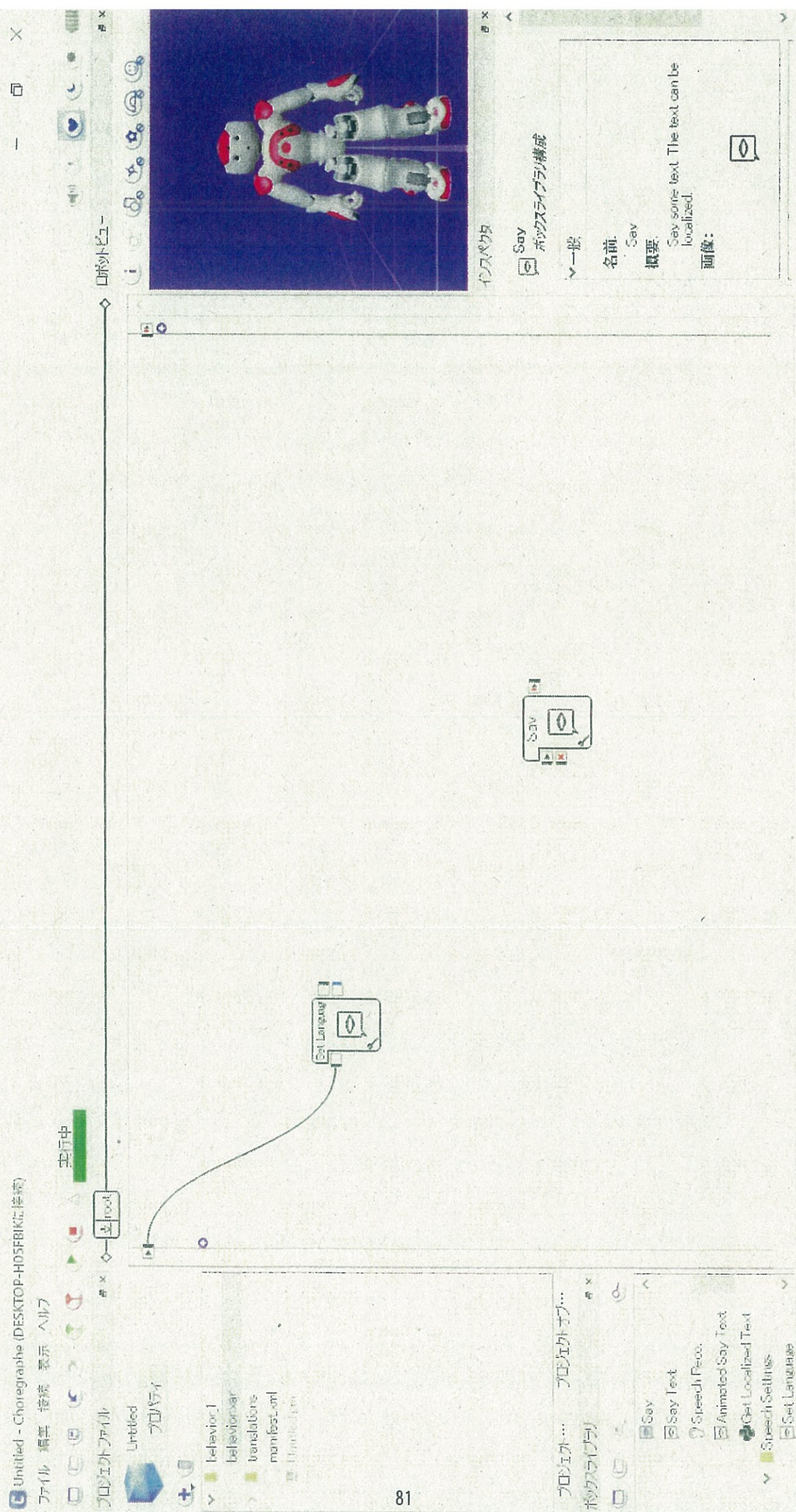
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8:         except:
9:             self.logger.warn("ALTextToSpeech is not available, language setting cannot be applied to speech")
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35:            self.onReady()
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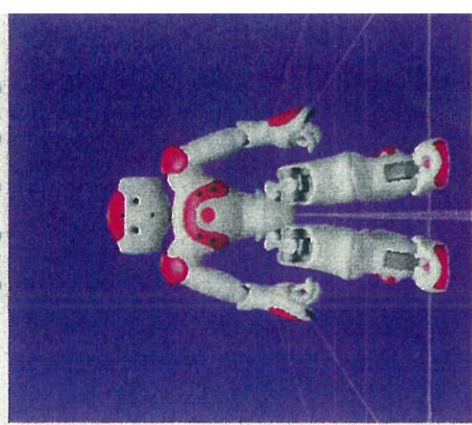
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type="Lock" timeout="0" /></Box><Box name="Say" id="1" localization="8" tooltip="Say some text. The text can be
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41: class MyClass(GeneratedClass):
42:     def __init__(self):
43:         GeneratedClass.__init__(self, False)
44:         self.tts = ALProxy('ALTextToSpeech')
45:         self.ttsStop = ALProxy('ALTextToSpeech', True) #Create another proxy as wait is blocking if audioout is
remote
46:
47:     def onLoad(self):
48:         self.blsRunning = False
49:         self.ids = []
50:
51:     def onUnload(self):
52:         for id in self.ids:
53:             try:
54:                 self.ttsStop.stop(id)
55:             except:
56:                 pass
57:         while(self.blsRunning):
58:             time.sleep(0.2)
59:
60:     def onInput_onStart(self):
```

```

61: self.bIsRunning = True
62: try:
63:     sentence = "RSPD=" + str( self.getParameter("Speed (%)") ) + "%"
64:     sentence += "VCT=" + str( self.getParameter("Voice shaping (%)") ) + "%"
65:     sentence += self.getParameter("Text")
66:     sentence += "RST"
67:     id = self.tts.post.say(str(sentence))
68:     self.ids.append(id)
69:     self.tts.wait(id, 0)
70: finally:
71:     try:
72:         self.ids.remove(id)
73:     except:
74:         pass
75:     if( self.ids == [] ):
76:         self.onStopped() # activate output of the box
77:         self.bIsRunning = False
78:
79: def onInput_onStop(self):
80:     self.onUnload()
</content></script><Input name="onLoad" type="1" type_size="1" nature="0" inner="1"
tooltip="Signal sent when Diagram is loaded." id="1" /><Input name="onStart" type="1" type_size="1" nature="2"
inner="0" tooltip="Box behavior starts when a signal is received on this Input." id="2" /><Input name="onStop"
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id="3" /><Output name="onStopped" type="1" type_size="1" nature="1" inner="0" tooltip="Signal sent when Box
behavior is finished." id="4" /><Parameter name="Voice shaping (%)" inherits_from_parent="1" content_type="1"
value="100" default_value="100" min="50" max="150" tooltip="Used to modify at runtime the voice feature (tone,
speed). In a slightly different way than pitch and speed, it gives a kind of "gender or age"
modification" effect. For instance, a quite good male derivation of female voice can be
obtained setting this parameter to 78%. Note: For a better effect, you can compensate this parameter
with the speed parameter. For example, if you want to decrease by 20% the voice shaping, you will have
to increase by 20% the speed to keep a constant average speed." id="5" /><Parameter name="Speed (%)"
inherits_from_parent="1" content_type="1" value="100" default_value="100" min="50" max="200" tooltip="Changes the
speed of the voice. Note: For a better effect, you can compensate this parameter with the voice
shaping parameter. For example, if you want to increase by 20% the speed, you will have to decrease by 20%
the voice shaping to keep a constant average speed." id="6" /><Parameter name="Text" inherits_from_parent="0"
content_type="5" value="Hello" default_value="" tooltip="The text you want to say. Don't forget to translate
it!" id="7" /></Box><Link inputowner="2" indexofinput="2" outputowner="0" indexofoutput="2" /></Diagram>
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10

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44:        self.tts = ALProxy("ALTextToSpeech")
45:        self.ttsStop = ALProxy("ALTextToSpeech", True) #Create another proxy as wait is blocking if audioout is
remote
46:
47:    def onLoad(self):
48:        self.blsRunning = False
49:        self.ids = []
50:
51:    def onUnload(self):
52:        for id in self.ids:
53:            try:
54:                self.ttsStop.stop(id)
55:            except:
56:                pass
57:        while( self.blsRunning ):
58:            time.sleep( 0.2 )
59:
60:    def onInput_onStart(self):
```

```

61: self.bIsRunning = True
62: try:
63:     sentence = "%RSPD=" + str( self.getParameter("Speed (%)") ) + "% "
64:     sentence += "%VCT=" + str( self.getParameter("Voice shaping (%)") ) + "% "
65:     sentence += self.getParameter("Text")
66:     sentence += "%RST%"
67:     id = self.tts.post.say(str(sentence))
68:     self.ids.append(id)
69:     self.tts.wait(id, 0)
70: finally:
71:     try:
72:         self.ids.remove(id)
73:     except:
74:         pass
75:     if( self.ids == [] ):
76:         self.onStopped0 # activate output of the box
77:         self.bIsRunning = False
78:
79: def onInput_onStop(self):
80:     self.onUnload[0]]</content></script><Input name="onLoad" type="1" type_size="1" nature="0" inner="1"
tooltip="Signal sent when Diagram is loaded." id="1" /><Input name="onStart" type="1" type_size="1" nature="2"
inner="0" tooltip="Box behavior starts when a signal is received on this Input." id="2" /><Input name="onStop"
type="1" type_size="1" nature="3" inner="0" tooltip="Box behavior stops when a signal is received on this Input."
id="3" /><Output name="onStopped" type="1" type_size="1" nature="1" inner="0" tooltip="Signal sent when Box
behavior is finished." id="4" /><Parameter name="Voice shaping (%)" inherits_from_parent="1" content_type="1"
value="100" default_value="100" min="50" max="150" tooltip="Used to modify at runtime the voice feature (tone,
speed). In a slightly different way than pitch and speed, it gives a kind of "gender or age"
modification" effect. For instance, a quite good male derivation of female voice can be
obtained setting this parameter to 78%. Note: For a better effect, you can compensate this parameter
with the speed parameter. For example, if you want to decrease by 20% the voice shaping, you will have
to increase by 20% the speed to keep a constant average speed." id="5" /><Parameter name="Speed (%)"
inherits_from_parent="1" content_type="1" value="100" default_value="100" min="50" max="200" tooltip="Changes the
speed of the voice. Note: For a better effect, you can compensate this parameter with the voice shaping
parameter. For example, if you want to increase by 20% the speed, you will have to decrease by 20%
the voice shaping to keep a constant average speed." id="6" /><Parameter name="Text" inherits_from_parent="0"
content_type="5" value="Hello" default_value="" tooltip="The text you want to say. Don't forget to translate
it!" id="7" /></Box><Link inputowner="2" indexofinput="2" outputowner="0" indexofoutput="2" /><Link
inputowner="1" indexofinput="2" outputowner="2" indexofoutput="3" /></Diagram></BehaviorKeyframe></BehaviorLayer>
</Timeline></Box></ChoregrapheProject>

```


✕

12

```

1: <?xml version="1.0" encoding="UTF-8" ?><ChoregrapheProject xmlns="http://www.aldebaran-robotics.com/schema/
ChoregrapheProject.xsd" xar_version="3"><Box name="root" id="-1" localization="8" tooltip="Root box of
Choregraphe's behavior. Highest level possible." x="0" y="0"><bitmap>media/images/box/root.png</
bitmap><script language="4"><content><![CDATA[]]></content></script><Input name="onLoad" type="1" type_size="1"
nature="0" inner="1" tooltip="Signal sent when diagram is loaded." id="1" /><Input name="onStart" type="1"
type_size="1" nature="2" inner="0" tooltip="Box behavior starts when a signal is received on this input." id="2" /
><Input name="onStop" type="1" type_size="1" nature="3" inner="0" tooltip="Box behavior stops when a signal is
received on this input." id="3" /><Output name="onStopped" type="1" type_size="1" nature="1" inner="0" tooltip="
ボックスBehaviorの終了時に信号を送る。" id="4" /><Timeline enable="0"><BehaviorLayer
name="behavior_layer1"><BehaviorKeyframe name="keyframe1" index="1"><Diagram><Box name="Set Language" id="2"
localization="8" tooltip="Set the language of your robot for the current application. Your robot will speak and
understand the selected language as long as your application has focus. Any following call to ALSpeechRecognition
(Speech Reco. box for instance), ALTextToSpeech (Say box for instance) or ALDialog will use this language.&#x0A;"
x="248" y="238"><bitmap>media/images/box/interaction/say.png</bitmap><script language="4"><content><![CDATA[class
MyClass(GeneratedClass):
2:     def __init__(self):
3:         GeneratedClass.__init__(self, False)
4:
5:     def onLoad(self):
6:         try:
7:             self.tts = ALProxy("ALTextToSpeech")
8:         except:
9:             self.logger.warn("ALTextToSpeech is not available, language setting cannot be applied to speech")
10:            self.tts = None
11:
12:        try:
13:            self.asr = ALProxy("ALSpeechRecognition")
14:        except:
15:            self.logger.warn("ALSpeechRecognition is not available, language setting cannot be applied to
recognition")
16:            self.asr = None
17:
18:        try:
19:            self.dialog = ALProxy("ALDialog")
20:        except:
21:            self.logger.warn("ALDialog is not available, language setting cannot be applied to dialog")
22:            self.dialog = None
23:
24:    def onInput_onSet(self):
25:        lang = self.getParameter("Language")
26:        try:
27:            if self.asr:
28:                self.asr.setLanguage(self.getParameter("Language"))
29:            if self.tts:
30:                self.tts.setLanguage(self.getParameter("Language"))
31:            if self.dialog:
32:                self.dialog.setLanguage(self.getParameter("Language"))
33:            if self.tts is None and self.asr is None and self.dialog is None:
34:                raise RuntimeError("Cannot set language: neither ALTextToSpeech nor ALSpeechRecognition nor
ALDialog is available.")
35:            self.onReady()
36:        except:
37:            error = "Language " + lang + " cannot be set."
38:            self.logger.warn(error)
39:            self.onError(error)]></content></script><Input name="onLoad" type="1" type_size="1" nature="0"
inner="1" tooltip="Signal sent when diagram is loaded." id="1" /><Input name="onSet" type="1" type_size="1"
nature="1" inner="0" tooltip="The data is set when a signal is received on this input." id="2" /><Output
name="onReady" type="1" type_size="1" nature="2" inner="0" tooltip="Signal sent when the data has been set."
id="3" /><Output name="onError" type="3" type_size="1" nature="2" inner="0" tooltip="Error output:&#x0A;-
triggered if the language asked cannot be set" id="4" /><Parameter name="Language" inherits_from_parent="0"
content_type="3" value="Japanese" default_value="English" custom_choice="1" tooltip="Set the language the robot
speaks and understands." id="5"><Choice value="Arabic" /><Choice value="Brazilian" /><Choice value="Chinese" /
><Choice value="Czech" /><Choice value="Danish" /><Choice value="Dutch" /><Choice value="English" /><Choice
value="Finnish" /><Choice value="French" /><Choice value="German" /><Choice value="Greek" /><Choice
value="Italian" /><Choice value="Japanese" /><Choice value="Korean" /><Choice value="MandarinTaiwan" /><Choice
value="Norwegian" /><Choice value="Polish" /><Choice value="Portuguese" /><Choice value="Russian" /><Choice
value="Spanish" /><Choice value="Swedish" /><Choice value="Turkish" /></Parameter><Resource name="Speech"
type="Lock" timeout="0" /></Box><Box name="Say" id="4" localization="8" tooltip="Say some text. The text can be
localized." x="724" y="317"><bitmap>media/images/box/interaction/say.png</bitmap><script language="4"><content><
![CDATA[import time
40:
41:class MyClass(GeneratedClass):
42:    def __init__(self):
43:        GeneratedClass.__init__(self, False)
44:        self.tts = ALProxy("ALTextToSpeech")
45:        self.ttsStop = ALProxy("ALTextToSpeech", True) #Create another proxy as wait is blocking if audioout is
remote
46:
47:    def onLoad(self):
48:        self.bIsRunning = False
49:        self.ids = []
50:
51:    def onUnload(self):
52:        for id in self.ids:
53:            try:
54:                self.ttsStop.stop(id)
55:            except:
56:                pass
57:        while(self.bIsRunning):
58:            time.sleep(0.2)
59:
60:    def onInput_onStart(self):

```

```

61: self.blsRunning = True
62: try:
63:     sentence = "RSPD=" + str( self.getParameter("Speed (%)") ) + "% "
64:     sentence += "VCT=" + str( self.getParameter("Voice shaping (%)") ) + "% "
65:     sentence += self.getParameter("Text")
66:     sentence += "RST"
67:     id = self.tts.post.say(str(sentence))
68:     self.ids.append(id)
69:     self.tts.wait(id, 0)
70: finally:
71:     try:
72:         self.ids.remove(id)
73:     except:
74:         pass
75:     if( self.ids == [] ):
76:         self.onStopped() # activate output of the box
77:         self.blsRunning = False
78:
79: def onInput_onStop(self):
80:     self.onUnload(0)]</content></script><input name="onLoad" type="1" type_size="1" nature="0" inner="1"
tooltip="Signal sent when Diagram is loaded." id="1" /><input name="onStart" type="1" type_size="1" nature="2"
inner="0" tooltip="Box behavior starts when a signal is received on this Input." id="2" /><input name="onStop"
type="1" type_size="1" nature="3" inner="0" tooltip="Box behavior stops when a signal is received on this Input."
id="3" /><output name="onStopped" type="1" type_size="1" nature="1" inner="0" tooltip="Signal sent when Box
behavior is finished." id="4" /><Parameter name="Voice shaping (%)" inherits_from_parent="1" content_type="1"
value="100" default_value="100" min="50" max="150" tooltip="Used to modify at runtime the voice feature (tone,
speed). In a slightly different way than pitch and speed, it gives a kind of "gender or age";
modification" effect. For instance, a quite good male derivation of female voice can be
obtained setting this parameter to 78%. Note: For a better effect, you can compensate this parameter
with the speed parameter. For example, if you want to decrease by 20% the voice shaping, you will have
to increase by 20% the speed to keep a constant average speed." id="5" /><Parameter name="Speed (%)"
inherits_from_parent="1" content_type="1" value="100" default_value="100" min="50" max="200" tooltip="Changes the
speed of the voice. Note: For a better effect, you can compensate this parameter with the voice
shaping parameter. For example, if you want to increase by 20% the speed, you will have to decrease by 20%
the voice shaping to keep a constant average speed." id="6" /><Parameter name="Text" inherits_from_parent="0"
content_type="5" value="Hello" default_value="" tooltip="The text you want to say. Don't forget to translate
it!" id="7" /><Box><Link inputowner="2" indexofinput="2" outputowner="0" indexofoutput="2" /><Link
inputowner="4" indexofinput="2" outputowner="2" indexofoutput="3" /><Link inputowner="0" indexofinput="4"
outputowner="4" indexofoutput="4" /></Diagram></BehaviorKeyframe></BehaviorLayer></Timeline></Box></
ChoregrapheProject>

```

ファイル 編集 表示 ヘルプ

プロジェクトブラウザ

- Behavior 1
 - 1 Say
 - 1 Set Language

ボタンのラベル

- Animation
 - Speech
 - Creation
 - Choice
 - Choice (light)
 - Dialog
 - Dialog, Translates
 - Say
 - Say Text
 - Speech Reco
 - Speech Settings
 - Set Language
 - Set Reco Lang
 - Set Speaker Vol
 - Set Speech Lang
 - LLDs
 - Multimedia
 - Movement
 - Sensing
 - Programming

注意: このウィンドウは、ロボットの音声認識と音声再生の両方を設定するためのものです。言語を選択し、音声認識のオン/オフを切り替えることができます。

インストラクター

名前: Set Language

コメント: Set Language

説明: Select the language you would like the robot to speak and understand. Any following call to ALSpeechRecognition (Speech Reco) will be in the selected language.

タイプ: スクリプト

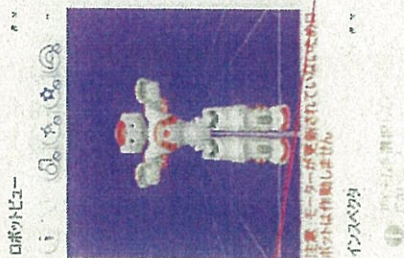
言語: English

プロジェクトオブジェクト

- behavior 1
 - say
 - Localized Text
 - Localized Text
 - Set Language

ボカスライブラリ

- Animation
- Speech
 - Animation Say
 - Choice
 - Choice (light)
 - Dialog
 - Dialog Templates
 - Say
 - Say Text
 - Speech Reco
 - Speech Settings
 - Set Language
 - Set Reco Lang
 - Set Speaker Vol
 - Set Speech Lang
- LEDs
- Media
- Movement
- Sound
- Programming



Localized Textボックスをダブルクリックしたことで、より、スクリーンエディタが開き、同ボックスのスクリーンが表示される。

```

class MyClass (GeneratedClass):
    def __init__(self):
        try:
            # Localized Text
        except TypeError:
            GeneratedClass.__init__(self)

    def __init__(self):
        self.title = "MyClass (GeneratedClass)"
        self.sentence = " "
        "Arabic": " "
        "Czech": " "
        "Danish": " "
        "Dutch": " "
        "English": " "
        "Finnish": " "
        "French": " "
        "German": " "
        "Greek": " "
        "Hebrew": " "
        "Hindi": " "
        "Hungarian": " "
        "Italian": " "
        "Japanese": " "
        "Korean": " "
        "Norwegian": " "
        "Polish": " "
        "Portuguese": " "
    
```

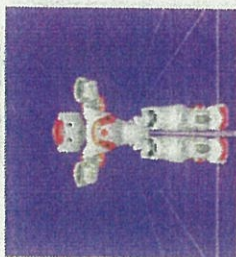
Ln 1

検索

- behavior 1
 - say
 - Localized Text
 - Set Language

ボタンスクリプト

- Animation
 - Speech
 - Creation
 - Animated Say
 - Choice
 - Choice (light)
 - Dialog
 - Dialog Template
 - Say
 - Say Text
 - Speech Reco
 - Speech Settings
 - Set Language
 - Set Reco Lang
 - Set Speaker Vol
 - Set Speech Lang
- LEDs
 - Multimedia
 - Movement
 - Sensing
 - Programming



注意: モーターが更新されていないため、ロボットは動作しません。

インプット

Localized Text

```
"English": "Hello",
"French": "Bonjour",
"German": "Hallo",
"Spanish": "Hola",
"Italian": "Ciao",
"Japanese": "こんにちは",
"Korean": "안녕하세요",
"Russian": "Привет",
"Portuguese": "Olá",
"Brazilian": "Oi",
"Arabic": "مرحباً",
"Chinese": "你好",
"Indonesian": "Halo",
"Tagalog": "Kamusta",
"Filipino": "Magandang araw",
"Vietnamese": "Chào",
"Thai": "สวัสดี",
"Malay": "Selamat",
"Indonesian": "Halo",
"Tagalog": "Kamusta",
"Filipino": "Magandang araw",
"Vietnamese": "Chào",
"Thai": "สวัสดี",
"Malay": "Selamat"
```

```
def onInput_onStart(self):
    self.say("Hello")
    self.setLanguage("English")
```

11枚目で表示され
ない
Localized Textボタ
ンのスクリーンショットを、スクリーンエディタウィンドウの下にスクロールさせて、表示した。

検索

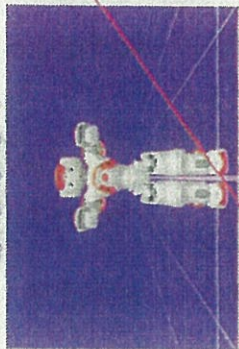
Ln 1

ここに入力して検索

OneDrive 1443 2017/08/04

Box behavior starts when a signal is received on the input.

ロボットビュー



インスタベクタ

注意: モーターが変更されていないためロボットは移動しませんが、モーターが変更されている場合はロボットは移動します。

インスタベクタ



モーターを指定

Voice shaping (%)

Speed (%)

☒ ロボット上の変数の自動更新

初期値に直す

入カ/出カパラメータ

入力: senhu

出力: onStopped

変数: Voice shaping (%)

ウェブサイン

入力コネクタの名
称

各変数の編集ボタン

選択したボックス
の変数名

13枚目



15

Untitled* - Choregraphe (バーチャルロボットに接続)
 ファイル 編集 接続 表示 ヘルプ

ボックスライブラリ

- Animation
 - Speech
 - Creation
 - Animated Say
 - Choice
 - Choice (light)
 - Dialog
 - Dialog Templates
 - Say
 - Say Text
 - Speech Reco.
 - Speech Settings
 - Set Language
 - Set Reco. Lang.
 - Set Speaker Vol.
 - Set Speech Lang.
- LEDs
- Multimedia
- Movement
- Sensing
- Programming

ロボットビュー

注意: モーターが更新されていないためロボットは作動しません

インスピベクタ

変数を設定

Voice shaping (%) 100

Speed (%) 100

☒ ロボット上の変数の自動更新
初期値に戻す

入力/出力/パラメータ

入力: onStart

出力: onStopped

変数: Voice shaping (%)

プログラミング

ここに入力して検索

デスクトップ

14:54 2018/05/05

加藤先生 1 * - Choregraphe (バーチャルロボットに接続)

ファイル 編集 接続 表示 ヘルプ

ボクスのライブラリ

Animation

Speech

Creation

Animated Say

Choice

Choice (light)

Dialog

Dialog Templates

Say

Say Text

Speech Reco.

Speech Settings

Set Language

Set Reco. Lang.

Set Speaker Vol.

Set Speech Lang.

LEDs

Multimedia

Movement

Sensing

Programming

root

End Limb

Say

ロボットビュー

注意: モーターが更新されていないためロボットは作動しません

インスベクタ

フロー図

画像:

変数を設定

Voice shaping (%)

Speed (%)

100

80

☒ ロボット上の変数の自動更新

初期値に戻す

入力/出力/パラメータ

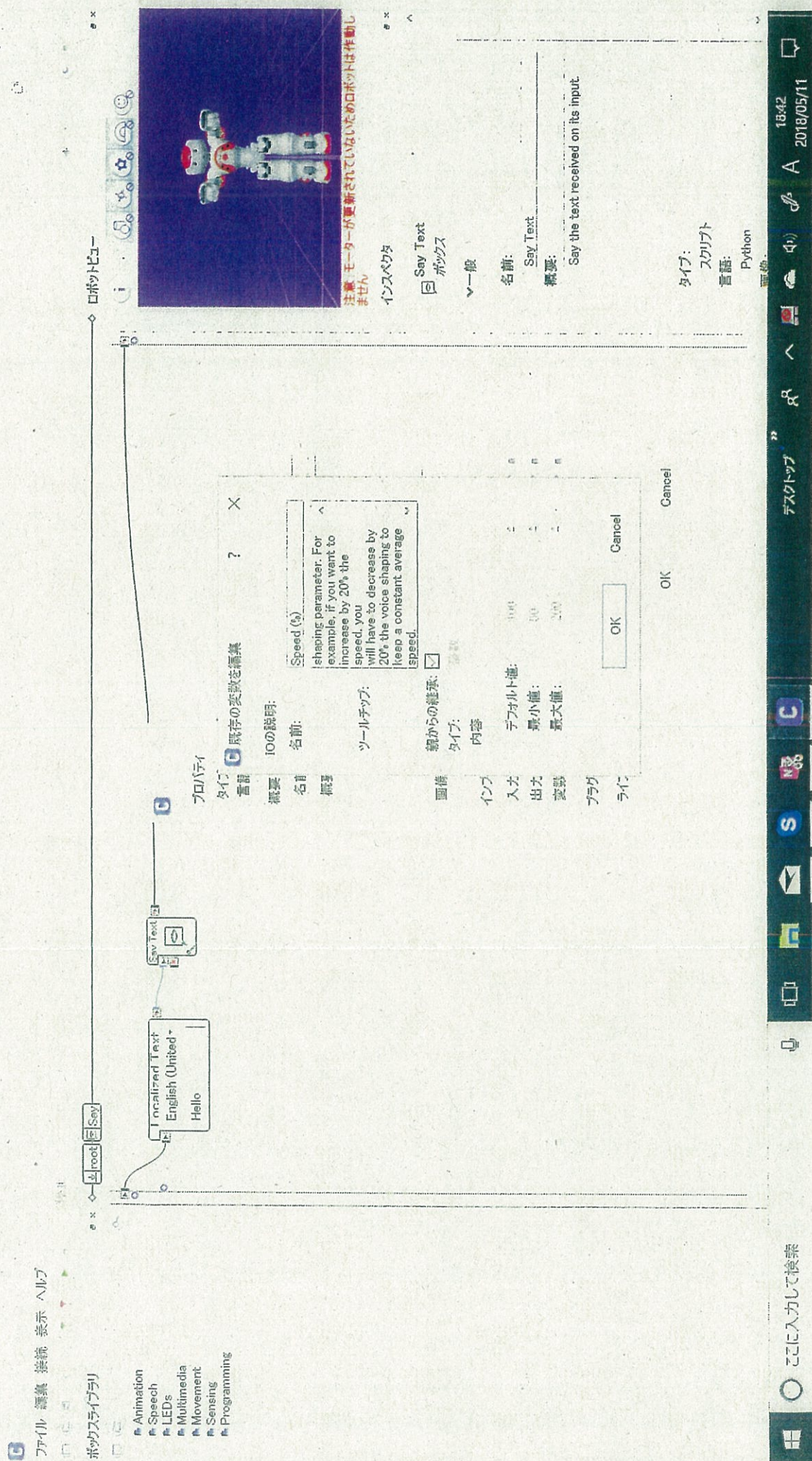
入力: onStart

出力: onStop

変数: Voice shaping (%)

ここに入力して検索

15:02 2018/05/05



新テスト 2 - Choregraphe (バーチャルロボットに接続)

ファイル 編集 接続 表示 ヘルプ

ボックスマイブライ

Animation
Speech
Creation
Animated Say
Choice
Choice (light)
Dialog
Dialog Templates
Say
Say Text
Speech Reco.
Speech Settings
Set Language
Set Reco. Lang.
Set Speaker Vol.
Set Speech Lang.

LEDs
Multimedia
Movement
Sensing
Programming

ロボットビュー

注意: モーターが更新されていないためロボットは作動しません

インスベクタ
スクリプト
言語: Python
画像:

変数を設定

Voice shaping (%) 100
Speed (%) 100

☒ ロボット上の変数の自動更新
初期値に戻す

入力/出力パラメータ

入力: onStart
出力: onStopped

ここに入力して検索

デスクトップ

11:36 2018/04/30

加藤先生 1* - Choregraphe (パナソニックロボットに接続)

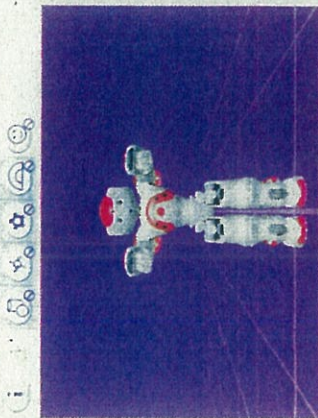
ファイル 編集 表示 ヘルプ

ボックスタイプ

- Animation
- Speech
- LEDs
- Multimedia
- Movement
- Sensing
- Programming

root

ロボットビュー



注意: モーターが更新されていないためロボットは作動しません

インスタンス

behavior_1
Behavior

☒ Public Behavior
English (United States)

一般

パス:

behavior_1
名前:

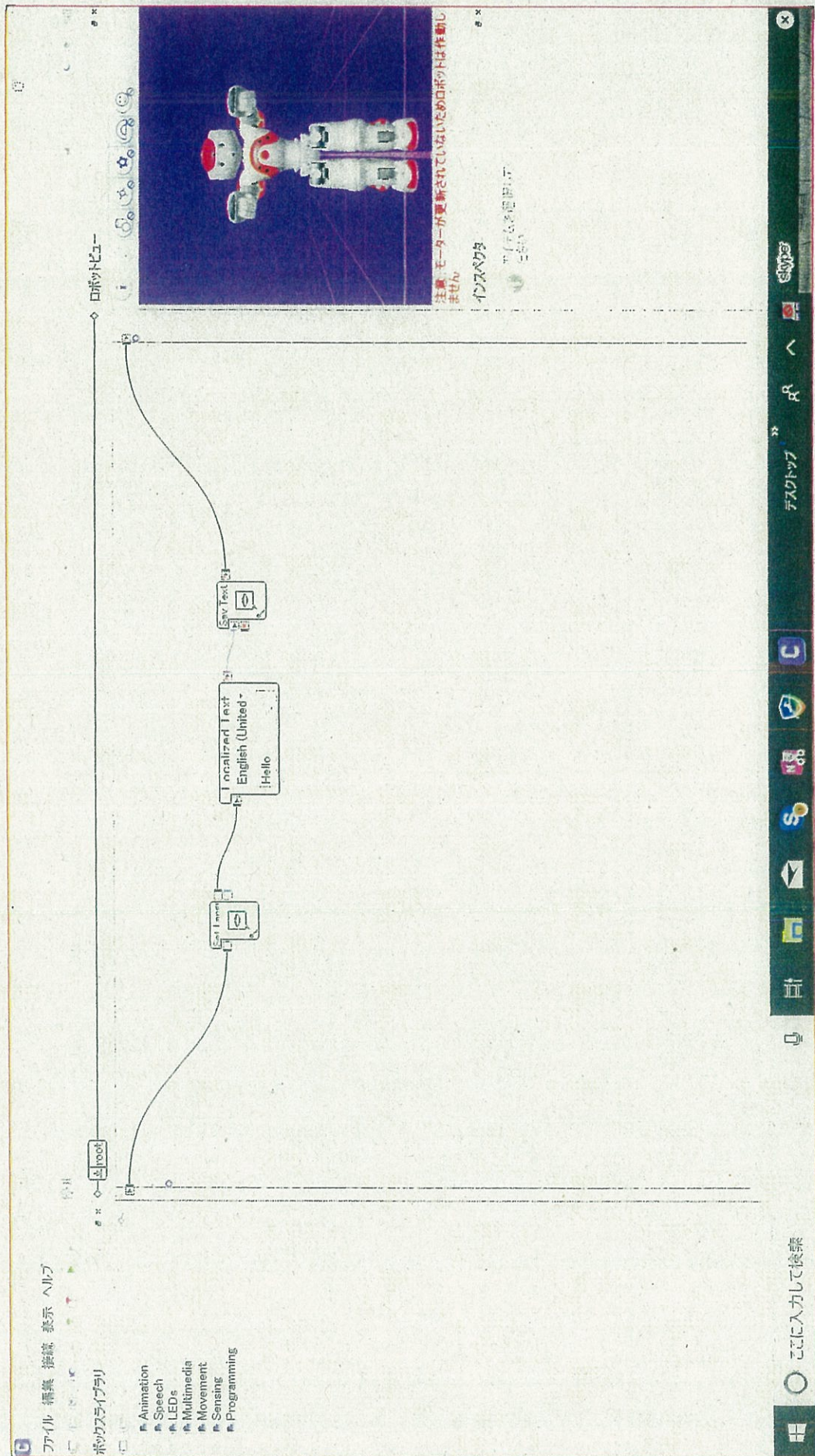
性質:

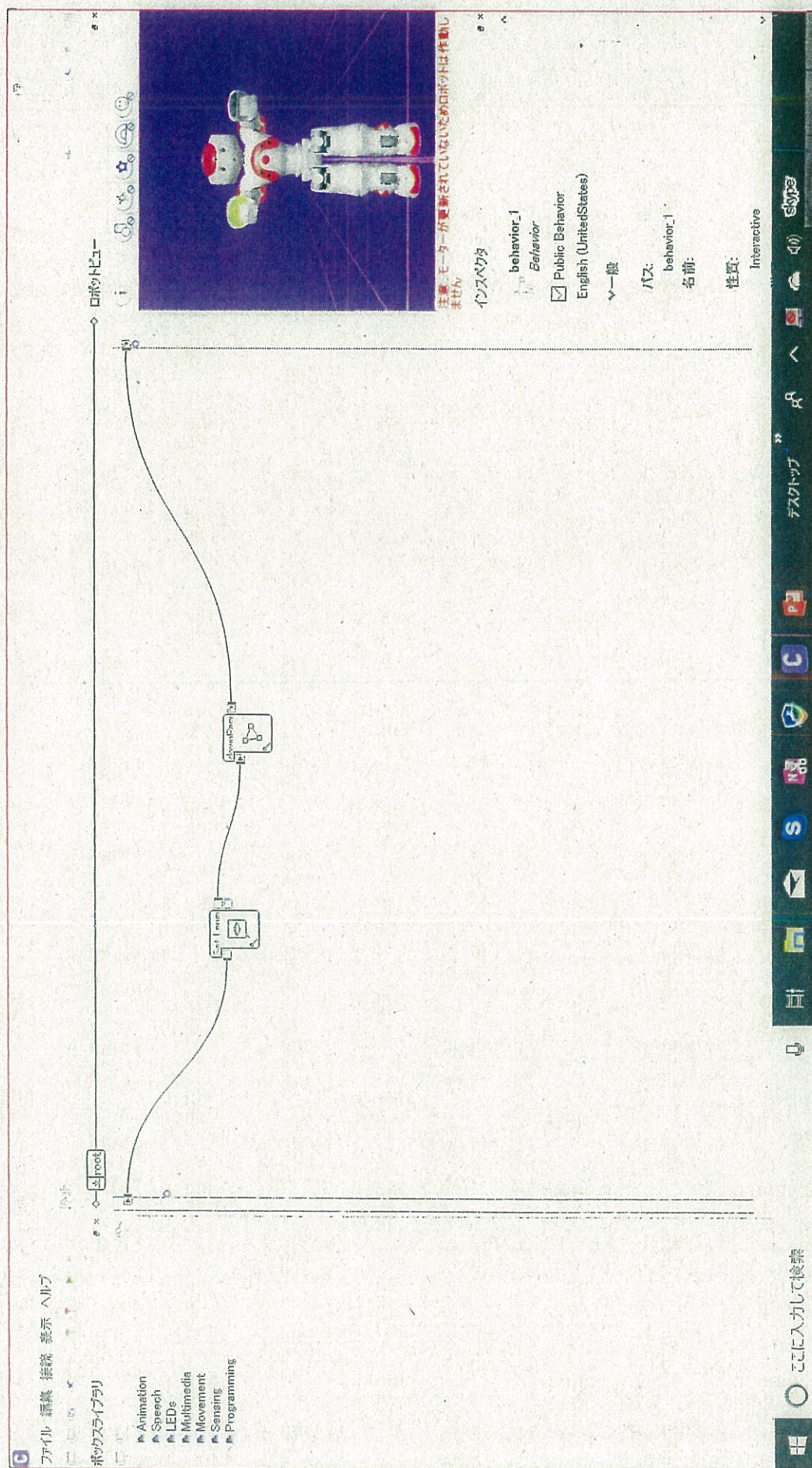
Interactive
説明:

ここに入力して検索

デスクトップ

18:45
2018/05/11





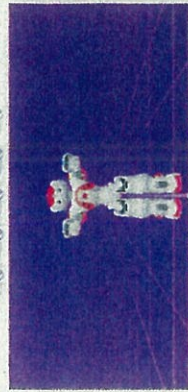
Untitled - Choregraphe (バーチャルロボットに接続)

ファイル 編集 表示 ヘルプ

ボタンスライダリ

- Animation
 - Speech
 - Creation
 - Animated Say
 - Choice
 - Choice (light)
 - Dialog
 - Dialog Templates
 - Say
 - Say Text
 - Speech Reco.
 - Speech Settings
 - Set Language
 - Set Reco. Lang.
 - Set Speaker Vol.
 - Set Speech Lang.
- LEDs
- Multimedia
 - Movement
 - Sensing
 - Programming

ロボットビュー



インスペクタ

downPage
ボックス
ビュー
名前:
downPage
概要:
こちらに概要を記入

タイプ:
フロー図
画像:

変数を設定

ここに入力して検索

デスクトップ

11:35 2018/06/12

ボクシングライブラリ

- Animation
- Speech
 - Creation
 - Animated Say
 - Choices
 - Choices (light)
 - Dialog
 - Dialog Templates
 - Say
 - Say Text
 - Speech Reco.
 - Speech Settings
 - Set Language
 - Set Reco. Lang.
 - Set Speaker Vol.
 - Set Speech Lang.
- LEDs
- Multimedia
- Movement
- Sensing
- Programming

ロボットビュー

downPage ボックス

名前: downPage

概要: こちらに概要を記入

タイプ: フロー図

画像:

変数を設定

変数をdownPa...

変数

kanyoku 北海道電所

suruyoku 黒部電所

☒ ロボット上の変数の自動更新
初期値に要す

OK Cancel

