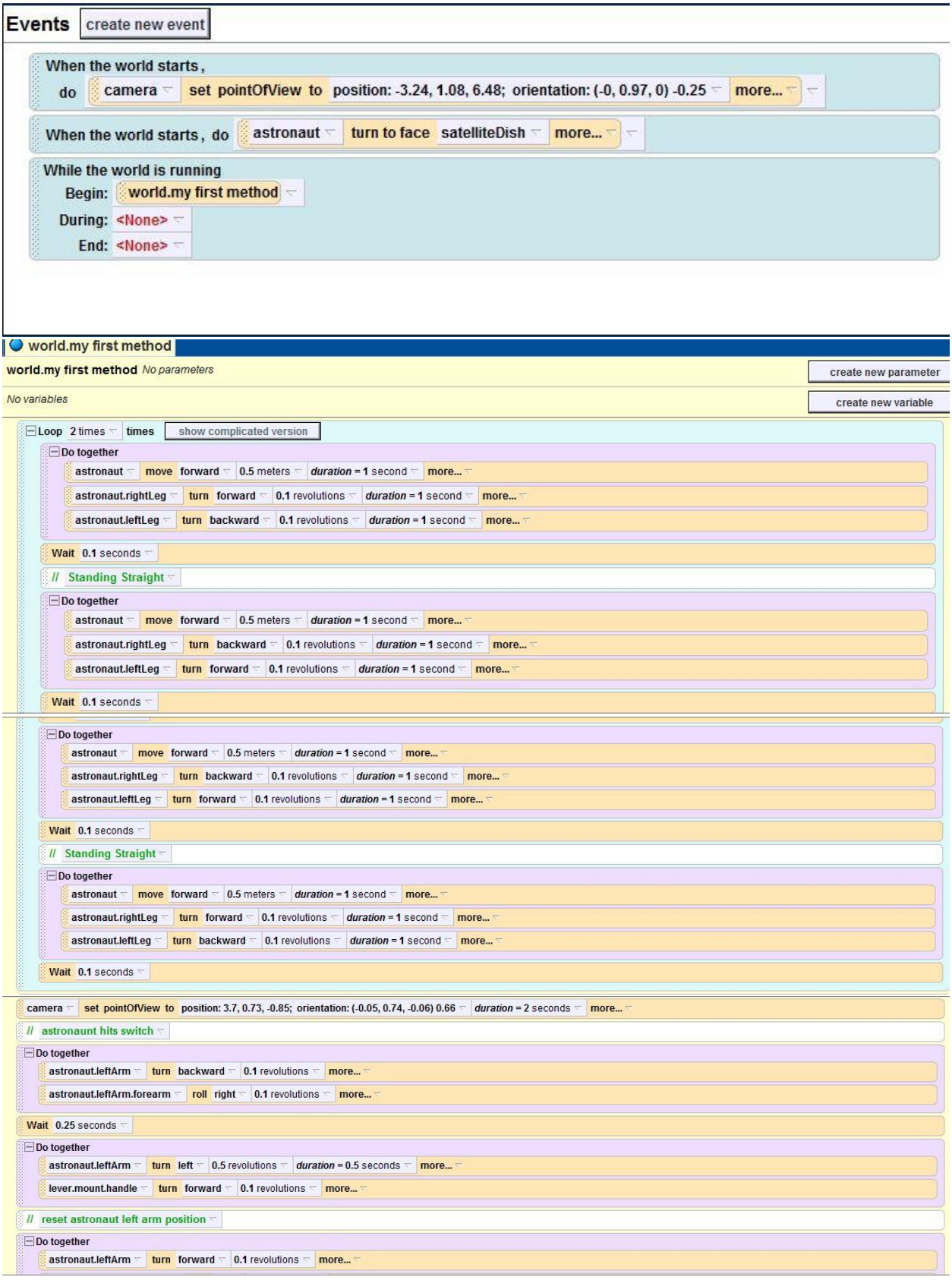
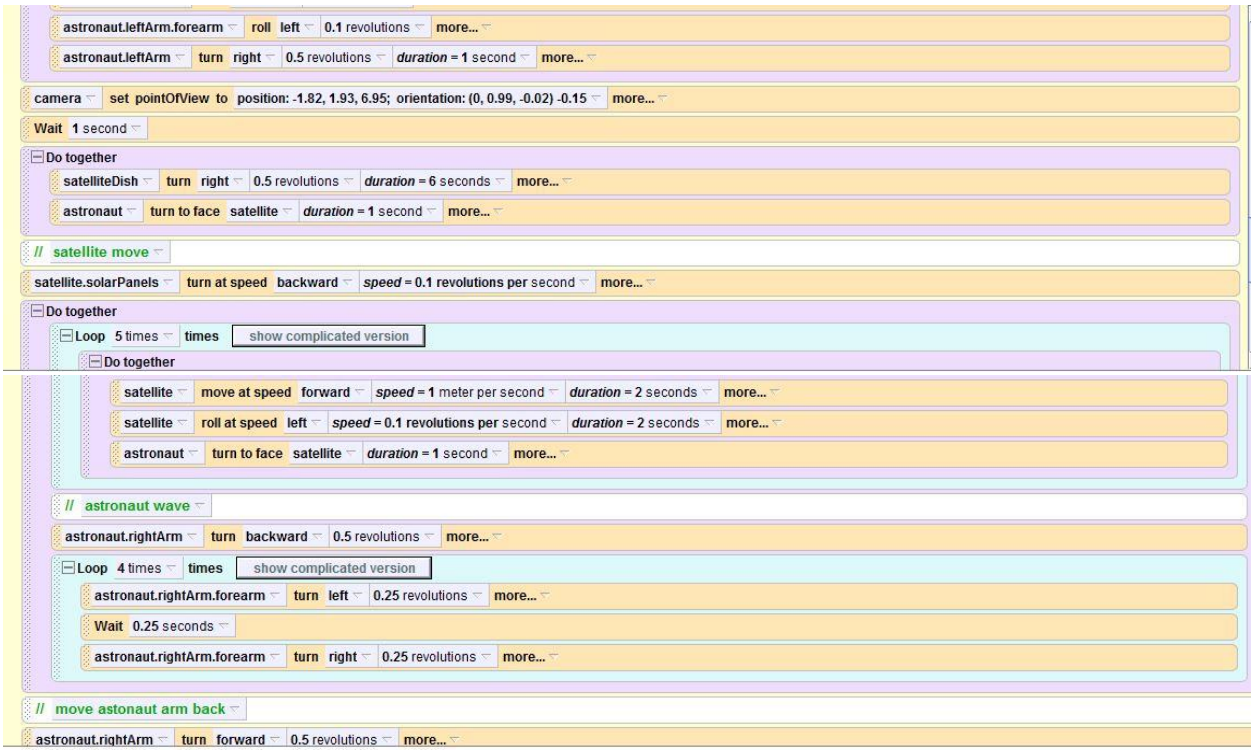

Events
create new event
When the world starts,
do camera set pointOfView to position: -3.24, 1.08, 6.48; orientation: (-0, 0.97, 0) -0.25 more...
When the world starts, do astronaut turn to face satelliteDish more...
While the world is running
Begin: world.my first method
During: <None>
End: <None>
world.my first method
world.my first method No parameters
create new parameter
No variables
create new variable
Loop 2 times times
show complicated version
Do together
astronaut move forward 0.5 meters duration = 1 second more...
astronaut.rightLeg turn forward 0.1 revolutions duration = 1 second more...
astronaut.leftLeg turn backward 0.1 revolutions duration = 1 second more...
Wait 0.1 seconds
// Standing Straight
Do together
astronaut move forward 0.5 meters duration = 1 second more...
astronaut.rightLeg turn backward 0.1 revolutions duration = 1 second more...
astronaut.leftLeg turn forward 0.1 revolutions duration = 1 second more...
Wait 0.1 seconds
Do together
astronaut move forward 0.5 meters duration = 1 second more...
astronaut.rightLeg turn backward 0.1 revolutions duration = 1 second more...
astronaut.leftLeg turn forward 0.1 revolutions duration = 1 second more...
Wait 0.1 seconds
// Standing Straight
Do together
astronaut move forward 0.5 meters duration = 1 second more...
astronaut.rightLeg turn forward 0.1 revolutions duration = 1 second more...
astronaut.leftLeg turn backward 0.1 revolutions duration = 1 second more...
Wait 0.1 seconds
camera set pointOfView to position: 3.7, 0.73, -0.85; orientation: (-0.05, 0.74, -0.06) 0.66 duration = 2 seconds more...
// astronaunt hits switch
Do together
astronaut.leftArm turn backward 0.1 revolutions more...
astronaut.leftArm.forearm roll right 0.1 revolutions more...
Wait 0.25 seconds
Do together
astronaut.leftArm turn left 0.5 revolutions duration = 0.5 seconds more...
lever.mount.handle turn forward 0.1 revolutions more...
// reset astronaut left arm position
Do together
astronaut.leftArm turn forward 0.1 revolutions more...


astronaut.leftArm.forearm roll left 0.1 revolutions more...
astronaut.leftArm turn right 0.5 revolutions duration = 1 second more...
camera set pointOfView to position: -1.82, 1.93, 6.95; orientation: (0, 0.99, -0.02) -0.15 more...
Wait 1 second
Do together
satelliteDish turn right 0.5 revolutions duration = 6 seconds more...
astronaut turn to face satellite duration = 1 second more...
// satellite move
satellite.solarPanels turn at speed backward speed = 0.1 revolutions per second more...
Do together
Loop 5 times times show complicated version
Do together
satellite move at speed forward speed = 1 meter per second duration = 2 seconds more...
satellite roll at speed left speed = 0.1 revolutions per second duration = 2 seconds more...
astronaut turn to face satellite duration = 1 second more...
// astronaut wave
astronaut.rightArm turn backward 0.5 revolutions more...
Loop 4 times times show complicated version
astronaut.rightArm.forearm turn left 0.25 revolutions more...
Wait 0.25 seconds
astronaut.rightArm.forearm turn right 0.25 revolutions more...
// move astonaut arm back
astronaut.rightArm turn forward 0.5 revolutions more...