

Tutorial 5

Adding Object Properties to the Database

In this tutorial, you'll learn how to add new properties to the object database. Properties are considered descriptors that represent certain features, such as the status, color, or mood, of an object.

For this tutorial, we're going to create a posture property for our agent objects. Note that any property we create can be used by any object in the database, as there are no database restrictions for this. Any new property table we create needs an id and name (referred to as `id_value` and `name_value`). The following sql statement creates such a table, known as `obj_posture`:

```
CREATE TABLE obj_posture (  
    id_value INT NOT NULL,  
    name_value VARCHAR(45) NULL,  
    PRIMARY KEY (id_value)  
);
```

Now that we have a table to store our properties, all that we need to do is populate it. To populate this table with the sit posture, query the following line:

```
INSERT INTO obj_posture (id_value,name_value) VALUE(1,"SIT");
```

Now, when you want to use a sit posture, you can simply use the `getProperty` methods in a python script. This has the form:

```
getProperty(object,table_name)
```