# Glossary of terms and formatting

For mouse actions use - <https://docs.oracle.com/cd/E19754-01/806-6873/gosbasic-6/index.html>

Check for things like drag-and-drop and right-click

* Unity software
* Unity Editor (never include the word window. i.e. Unity Editor window)
* trial-by-trial
* **User Manual Section Title -** when referring to other sections within the User Manual, always use the full title from side navbar and use **bold** formating
* Configuration File
* 3D Model, Image Files, Audio Files (Never use Objects to refer to 3D Models or other files - objects are only used to refer to JSON data objects)
* Scene
* Materials - 3D Models, Image Files, Audio Files
* The words Attribute(s) and Value(s) should always be capitalized.
* Attributes - As they appear in the Configuration File without quotes
* When referring to brackets in the Configuration File always include the bolded brackets:
  + Contained within curly brackets **{ }**
  + Contained within square brackets **[ ]**
* Configuration File *Data Objects:*
  + *Block(s)*
  + *Task Trial(s)*
  + *Instruction/Cue Screen Trial(s)*
  + *Goal(s)*
  + *Landmark(s)*
  + *Enclosure(s)*
  + *Settings*
* Project Build
  + never use just “Build” unless referring to Scenes In Build
  + Always capitalize both words e.g. add the Scene to the Project Build. The Scenes In Build
* e.g. (never ex and never add etc.)
* **Tip/Note/Important**
* Green Bubbles: Click Here! (Description)
* **File/Paths/Like/This.png**
* Unity software **Update()** function
  + Functions are always in the format; function()
* Check i.e. e.g. etc.
* Transform tools (Capitalize Transform not tools, never use Transformation)
* Transform Component references
  + Position, Rotation, and Scale Components; or
  + Position Component;
  + Rotation Component;
  + Scale Component
    - when talking about only one
    - always capitalized
    - Always use the word Component
    - never use Placement, Shape, or Size
* Remove Sound/2D when not referring to folder/attribute
* Steps sections - Step 1: This is a step (Only first word after the colon is capitalized - steps are always bolded)
* For true/false use:
  + <i className = "text-red-600">true</i>
  + <i className = "text-red-600">false</i>
* window <- should always be lower case
* Collider Component (Collider - don’t use word Model Collider or 3D Collider since Unity doesn’t - **Box Collider** is bolded since it’s something that would be selected on screen)
* Component (Talking about a Unity Component - capitalize)
* subwindow
* GameObjects <- an object contained within the **Hierarchy** window
* Fullscreen as one word
* Scene Number(s) both capitalized
* Follow the steps below… should always end in a colon :