{

"Name": "Sounds on Left and Right",

"Description": "",

"Loops": 1, "PlayPerformancesInParallel": false,

"Performances": [

{ "Name": "Center All Skulls"},

{ "Name": "Move All Skulls - Sound to Left", "Duration": 2003},

{ "Name": "Center All Skulls", "Duration": 1000},

{ "Name": "Move All Skulls - Sound to Right", "Duration": 2002 },

{ "Name": "Center All Skulls"},

],

},

{

"Name": "Move All Skulls - Sound to Right",

"Description": "",

"Loops": 1, "PlayPerformancesInParallel": false,

"Performances": [

{ "Name": "All Skulls - VelocityLimit (100) Acceleration (200)"},

{ "Name": "Skull 99220 456 MaxPositionStop", "SerialNumber": 99220, "Duration": 1502 }, // Look at sound

{ "Name": "All Skulls - VelocityLimit (250) Acceleration (500)"},

{ // Move back to talk to others

"DeviceChannelSequences": [

{ "SerialNumber": 99220, "ChannelClass": "RCServo",

"RCServoSequence": { "HubPort": 0, "Channel": 6,

"Actions": [ { "RelativePosition": -110 } ], "SequenceDuration": 502 } // Rotate Left(-)/Right(+)

}

],

},

{ "Name": "Skull 99220 012 and Skull 169501 012 Consult and Say Yes" },

],

"NextPerformance": { "Name": "All Skulls MaxPositionStop", "Duration": 1022 }

},

{

"Name": "Move All Skulls - Sound to Left",

"Description": "",

"Loops": 1, "PlayPerformancesInParallel": false,

"Performances": [

{ "Name": "All Skulls - VelocityLimit (100) Acceleration (200)"},

{ "Name": "Skull 99220 012 MinPositionStop", "SerialNumber": 99220, "Duration": 1503 }, // Look at sound

{ // Move back to talk to others

"DeviceChannelSequences": [

{ "SerialNumber": 99220, "ChannelClass": "RCServo",

"RCServoSequence": { "HubPort": 0, "Channel": 2,

"Actions": [ { "RelativePosition": 110 } ], "SequenceDuration": 503 } // Rotate Left(-)/Right(+)

}

],

},

{ "Name": "Skull 99220 456 and Skull 169501 012 Consult and Say No", "Duration": 533 },

{ "Name": "Nothing to See There" }

// Need to center Skull 99220 456 and Skull 169501 012

// and Dip Skull 99220 012 then either look back at sound and then center or just look back at sound

],

"NextPerformance": { "Name": "Skull 99220 012 MinPositionStop", "SerialNumber": 99220, "Duration": 1033 }, // Look back at sound

//"NextPerformance": { "Name": "All Skulls MinPositionStop", "Duration": 2033 }

},

{

"Name": "Nothing to See There",

"Description": "",

"UsageNotes": "",

"Loops": 1, "PlayPerformancesInParallel": true,

"Performances": [

{ "Name": "Skull-012 Sigh", "SerialNumber": 99220 },

{ "Name": "Center Skull 2", "SerialNumber": 169501 },

{ "Name": "Center Skull 3", "SerialNumber": 99220 },

],

},

"Name": "All Skulls MinPositionStop",

"Description": "",

"Loops": 1, "PlayPerformancesInParallel": true,

"Performances": [

{ "Name": "All Skulls - VelocityLimit (250) Acceleration (500)"},

{ "Name": "Skull 99220 456 MinPositionStop", "SerialNumber": 99220 },

{ "Name": "Skull 99220 012 MinPositionStop", "SerialNumber": 99220 },

{ "Name": "Skull 169501 012 MinPositionStop", "SerialNumber": 169501 },

],

},

{

"Name": "All Skulls MaxPositionStop",

"Description": "",

"Loops": 1, "PlayPerformancesInParallel": true,

"Performances": [

{ "Name": "All Skulls - VelocityLimit (250) Acceleration (500)"},

{ "Name": "Skull 99220 456 MaxPositionStop", "SerialNumber": 99220 },

{ "Name": "Skull 99220 012 MaxPositionStop", "SerialNumber": 99220 },

{ "Name": "Skull 169501 012 MaxPositionStop", "SerialNumber": 169501 },

],

},