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VRSBUTI takes commands from a .txt file with one command per line. All commands start with the command name in all caps. Commands are executed in order that they are written with the exception of CREATE commands which run when the text file is loaded.

CREATE

Syntax:
CREATE ObjectName ObjectType xCoordinate yCoordinate zCoordinate

Creates an object of the ObjectType with ObjectName at the position with coordinates X Y Z. Coordinate values can be negative and/or decimal values.
If ObjectType matches an asset name in /Assets/Resources, that asset will automatically be loaded. Otherwise, the user will be prompted to select a .obj file.
All objects will be created before the scene plays.

Example:
CREATE Truck1 Truck 8.5 -10 0

Creates a Truck named Truck1 at (8.5, -10, 0).

DESTROY

Syntax:
DESTROY ObjectName

Destroys the object with ObjectName. Once destroyed, an object will disappear from the scene and can no longer be used in other commands.

Example:
DESTROY Truck1

Destroys the object named Truck1

SETOBJCELL

General Syntax:
SETOBJCELL ObjectName Property PropertyValues

Sets the Property to the given values. Only certain properties are supported.

Supported Properties:

TRANSFORM

Syntax:
SETOBJCELL ObjectName TRANSFORM xScale yScale zScale

Changes an object's size. Size is determined by the scale of an object on its x, y, and z axis. Scale values must be non-negative. A value of 1 will be the object's default scaling. A value of 0 indicates no change to that scale.

Example:
SETOBJCELL Truck1 TRANSFORM 1 1.5 0

Sets Truck1 to its default scale on its x axis, scales to 1.5 on the y axis, and keeps the current z axis scale.

ROTATE

Syntax:
SETOBJCELL ObjectName ROTATE xAxis yAxis zAxis

Rotates an object along its x, y, and z axis. xAxis, yAxis, zAxis values are in degrees. A value of 0 is the object's initial angle.

Example:
SETOBJCELL Truck1 ROTATE 180 0 0

Rotates Truck1 180 degrees on its x axis.

DYNUPDATECELL

General Syntax:
DYNUPDATECELL *ObjectName Property Time PropertyValues*

Gradually sets the Property over the time in seconds specified. Only certain properties are supported.

Supported Properties:

TRANSFORM

Syntax:
SETOBJCELL ObjectName TRANSFORM Time xScale yScale zScale

Changes an object's size. Size is determined by the scale of an object on its x, y, and z axis. Scale values must be non-negative. A value of 1 will be the object's default scaling. A value of 0 indicates no change to that scale.

Example:
SETOBJCELL Truck1 TRANSFORM 20 1 1.5 0

Sets Truck1 to its default scale on its x axis, scales to 1.5 on the y axis, and keeps the current z axis scale over the next 20 seconds.

ROTATE

Syntax:
SETOBJCELL ObjectName ROTATE Time xAxis yAxis zAxis

Rotates an object along its x, y, and z axis. xAxis, yAxis, zAxis values are in degrees. A value of 0 is the object's initial angle.

Example:
SETOBJCELL Truck1 ROTATE 60 180 0 0

Rotates Truck1 180 degrees on its x axis over the next minute.

TIME

Syntax:
TIME seconds

Sets a time for the scene to wait for. All commands after this command will execute after the given time. The time is measured in seconds and uses Unity's clock which may be affected by device frame rate.

Example:
TIME 30

Waits until 30 seconds after the start of the scene.

PATH

Syntax:
PATH Path# ObjectName

Assigns the object a Path to follow. Paths are created in VerbaConstruct and named based on the order of creation. In a scene with three paths, they would be named "Path1", "Path2", and "Path3".

Example:
PATH Path2 Truck1

This will assign Truck1 to move along Path2. Path2 will be the second created path in VerbaConstruct.

MOVE

Syntax:
MOVE ObjectName Time

Moves the object along its assigned Path over the specified time in seconds. The object will travel along the entire path in the specified time and stop. Object must have previously been assigned a Path with the PATH command.

Example:
MOVE Truck1 60

Moves Truck1 along its assigned path over 60 seconds.