# CIS 510 Homework 3 - Submission 1

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## 1   Comments

I was able to connect the Lego actions to a Qt GUI. The default Lego starting
file from Assignment 2 is sufficient.

I did have some trouble using the `keyTangent` function. Therefore my soccer
ball bounce is not as smooth as before. I received the following error from Maya:

```
RESPONSE:
    ---------
        RESPONSE: failed
        KIND: maya_command
        ERROR: Failed to execute maya command with payload:
         CMD <built-in method keyTangent of module object at 0x12e1e4088>
         PAYLOAD: args: [ball] | command: keyTangent |
         kwargs: { inTangentType: linear |
         outTangentType: linear | time: [1.0, 1.0] }
         ARGS: [u'ball']
         KWARGS: inTangentType: linear | outTangentType: linear | time: [1.0, 1.0]
             TYPE: <type 'exceptions.TypeError'>
             VALUE: Invalid arguments for flag 'time'.  Expected (time, [time]),
             got [ float, float ]
         ERROR: Invalid arguments for flag 'time'.  Expected (time, [time]),
         got [ float, float ]

    Stack Trace:

        [1]: MayaRouter._executeMayaCommand [#292]
             code: result = cmd(*args, **kwargs)
     VERSION: 2.7.6 (v2.7.6:3a1db0d2747e, Nov 10 2013, 00:42:54)
     [GCC 4.2.1 (Apple Inc. build 5666) (dot 3)]
        CLASS: NimbleResponseData
        PAYLOAD: {}
```

I also receive the following error from PyCharm:

```
Traceback (most recent call last):
  File "/Users/jacoblambert/PycharmProjects/A3/src/mayapy/views/assignment3/Assignment3Widge
    cmds.keyTangent('ball', inTangentType='linear', outTangentType='linear', time=(ctime,cti
```

```
  File "/Users/jacoblambert/Documents/maya/code/Nimble/src/nimble/connection/NimbleConnectic
    response=result)
nimble.error.MayaCommandException.MayaCommandException: Failed execution of Maya command: ke
```

I'm not sure how to create the `time` type that maya wants, since the Nimble version of `currentTime()` returns a float.

I am also getting this error each time I start the GUI but I'm not sure if it is inhibiting anything:

```
libpng warning:  iCCP: known incorrect sRGB profile
```

Finally, I did have some trouble getting things where I wanted them inside Qt Creator, but I think that's just lack of experience using the tool.