User Guide for LED System

Pre-requirement

Before you proceed, make sure you know LED and the game engine architecture. LED reference manual can be found here.
<Instead of this, give a reference to an LED reference manual. It doesn't exist yet, but we are proceeding top down>

<Instead of this, give directions on what files are needed, in what arrangement (e.g., all in the same folder), and give step-by-step instructions on how to start the interface: what to left click, double click, right click, select, etc. My mom should be able to follow it.>

Interface

In order to run the interface, Python 3.4.1 is required to be installed. The files needed to run the interface should be in the same folder. After the interface is running, you can load a program, evaluate a LED expression and play a game. The instructions are given in the following sections.

Running the interface

Installing Python 3.4.1 and IDLE

Refer to the following link to download and install Python 3.4.1: https://www.python.org/download/

Organizing files

Put your LED program, LED.py, EaseLED.py, graphics.py and the LED interpreter files in the same folder.

Running the interface

1. Go to the folder specified above and double click LED.py. Python IDLE should open.
2. Go the menu and left click Run->Run Modules. Python 3.4.1 prompt interface will show up

Loading a program

At the prompt, enter the command load(<file>), where <file> is a string which is the name of the program, without the .led file extension. If the program is a valid LED program then all the definition symbols in the program will be shown, otherwise an error message will be shown telling you which function is failed parsing. Whenever you make changes to your program, you need to re-load it to make the changes effective.

Evaluating an expression

At the prompt, enter the expression you would like to evaluate. The interpreter will give the value of the expression if it is a valid LED expression, otherwise an error message will be given.

Playing a game

At the prompt enter the command play(<file>), where <file> is a string which is the name of the game program, without the .led file extension.

Quitting the interface

At the prompt enter the command quit(). It exits the interface back to the Python command prompt. Note that if you close the GUI of the game before it is over, you will also exit the interface back to the Python command prompt. You need to following the instruction of running the interface to re-run it.