

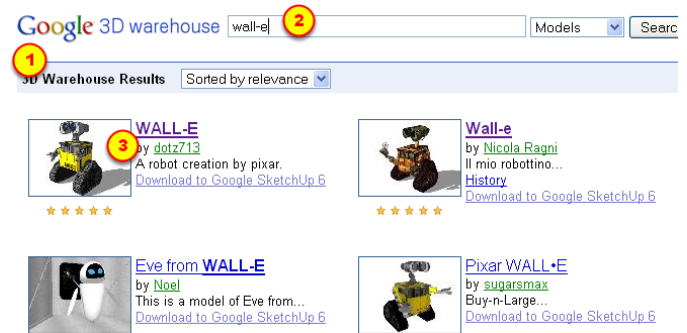
How to import models in StarLogo TNG 1.5

Tutorial on how to import models (shapes) in StarLogo TNG 1.5 using Collada zip files downloaded from Google 3D warehouse and how to share projects with imported shapes.

Go to Google 3D warehouse

Google 3D warehouse consists of 3D models contributed by users that made them using the free software Sketchup. You are welcome to download Sketchup to make your own models to import into StarLogo TNG.

1. In a web browser, go to the URL:
<http://sketchup.google.com/3dwarehouse/>
2. Search or browse for a model you would like to import.
3. Click on the model's name or image.



Download model

IMPORTANT You may only import models that have the Collada (.zip) file extension or .kmz file extension. If a model only has sketchup files, you may open it up in the sketchup software and export it as a Collada .zip file or .kmz file.

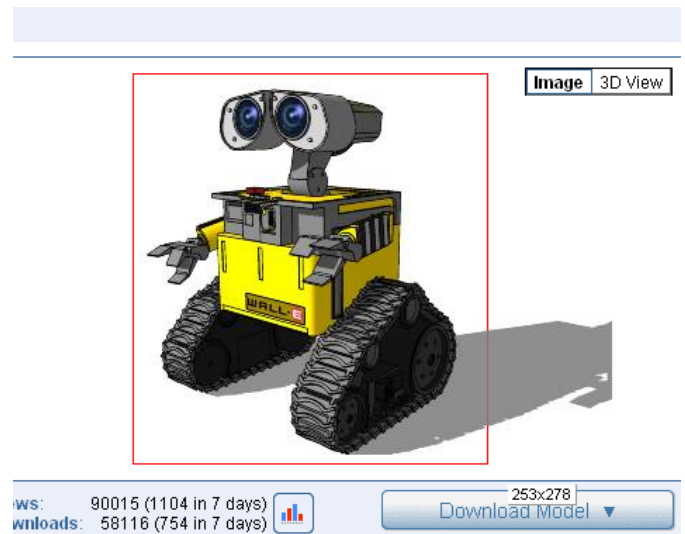
Before you download the file, you may want to consider the file size, which is a good indication of how complicated the model is. If you have many agents in your game that are using complicated models, it may slow down your game.

If there's an acceptable file format to download, click on the download link and save it on your computer. Remember the location where you save the file.



Take screenshot of the model

You will also need a 2D image of the model for the breed editor. Use a screen capture tool (Windows: Accessories > Snip-It; Mac: Cmd-Shift 4) to take a screenshot of the model on the webpage and save the file as an .jpg or .png. Remember the location of the file.



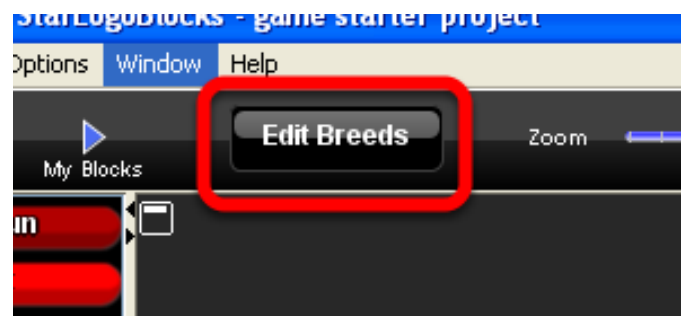
Locate the two files

Now you should have two files: a Collada .zip or .kmz file, and a .jpg or .png file.



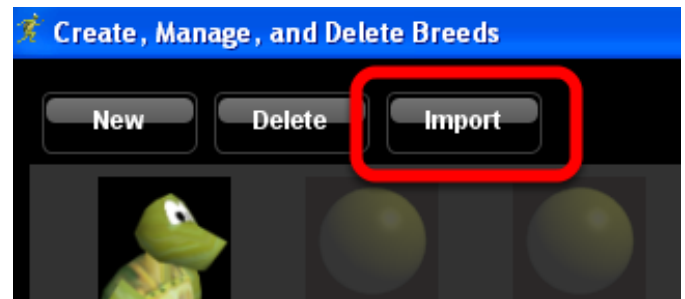
Open Breed Editor

In StarLogo TNG 1.5, click on Edit Breeds to open the editor.



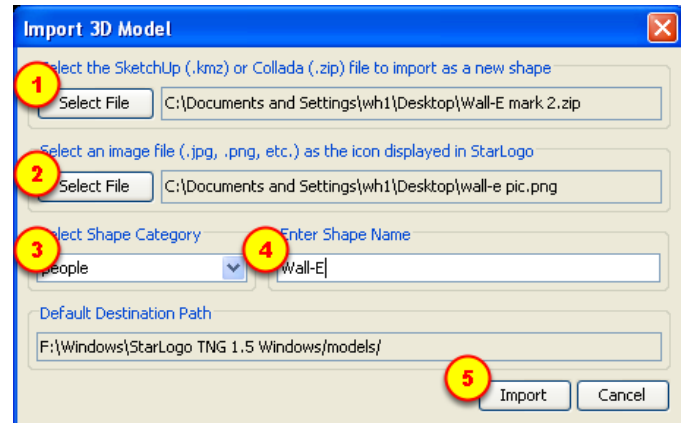
Import

Click on the Import button.



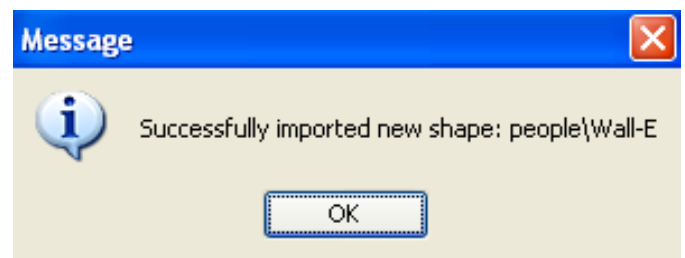
Import 3D Model dialog box

1. In the Import 3D Model dialog box that pops up, click on the 1st Select File button and browse to the location of your Collada .zip or .kmz file.
 2. Click on the 2nd Select File button and browse to the location of the image file that contains the screenshot of the model.
 3. Select a shape category from the drop-down menu.
 4. Enter a name for the shape.
- Click on the Import button.



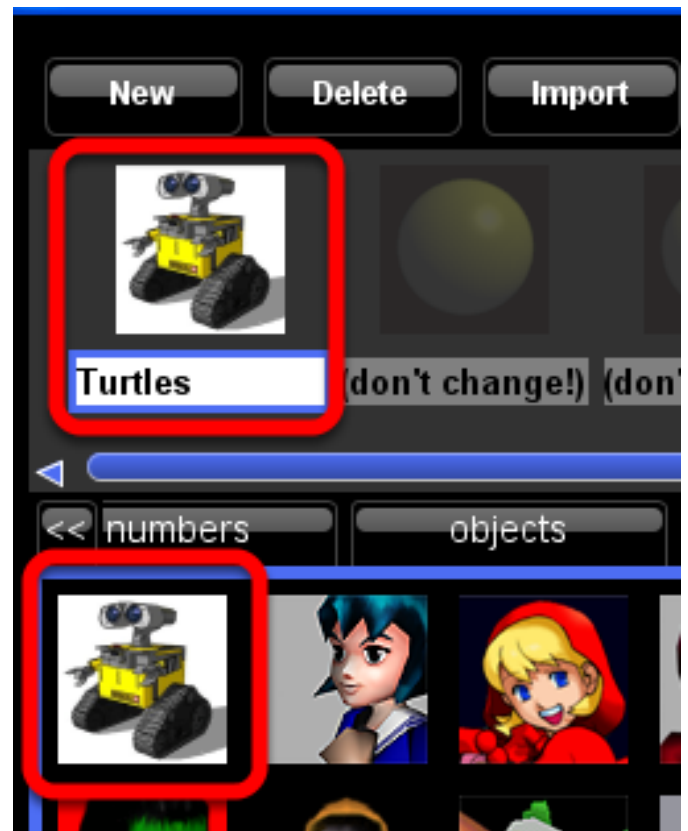
Confirmation

You should receive a confirmation message that includes the category and name of the shape.



Successful import

If you've successfully imported the shape, it should appear in the Breed Editor. Check to see that it's in the category you selected for the shape. If you want to put the shape in a different category or delete it entirely, see tutorial: "Importing Shapes Troubleshooting: Change categories or delete"



Troubleshooting a shape that's facing the wrong direction

Sometimes, when you import a model, it faces the wrong direction when you create an agent with that shape. In this case, the car should be facing north. It's obvious that it's not facing the right direction when you program the agent to move forward 1. See tutorial "Importing Shapes Troubleshooting: Model faces the wrong direction"



Sharing a project file that contains imported models

If you use an imported shape in a project and you want to share your project with someone else who has their own copy of StarLogo TNG, you will need to give them not only your project file (.sltng) but also the shape folders for any shape that you imported into your copy of StarLogo TNG. The shape folders are found in the StarLogo TNG software folder under models > category name. In this example, it's under people > Wall-E. You will need to share the entire Wall-E folder. The person you're sharing with will need to copy the shape folder(s) into their own StarLogo TNG > models > category name folder(s).

