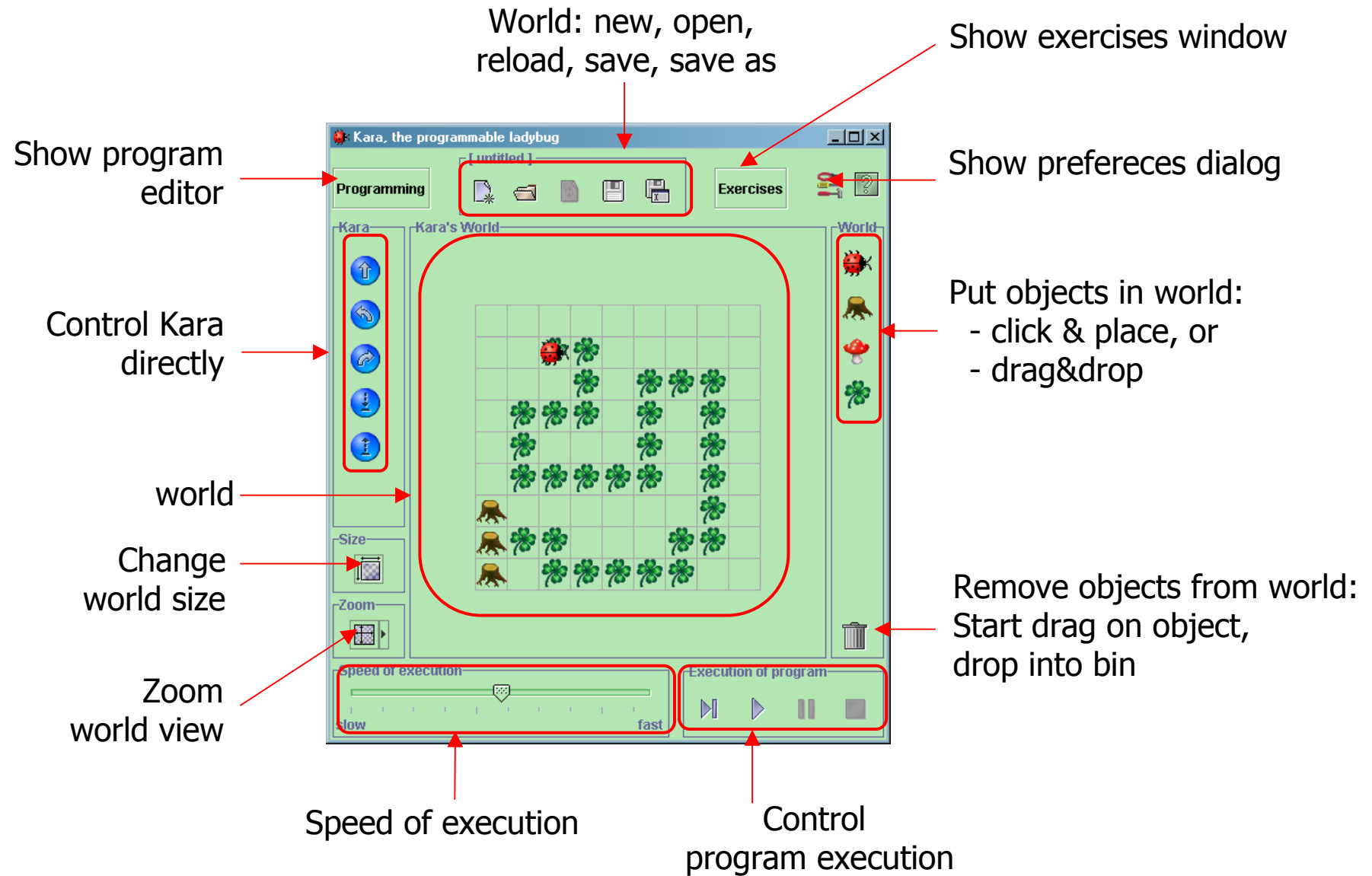


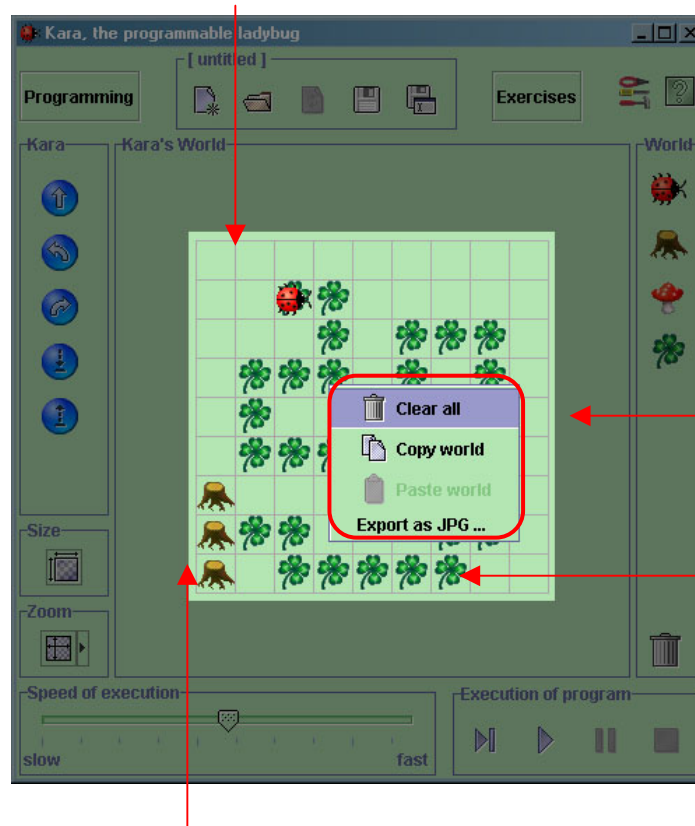
The world of Kara



The world of Kara

Move visible part of world view:

- press left mouse button, move mouse
(works only when world view is bigger than visible area)



Open context menu
by right-clicking the mouse

Move objects in world
using drag&drop

Zoom world view:

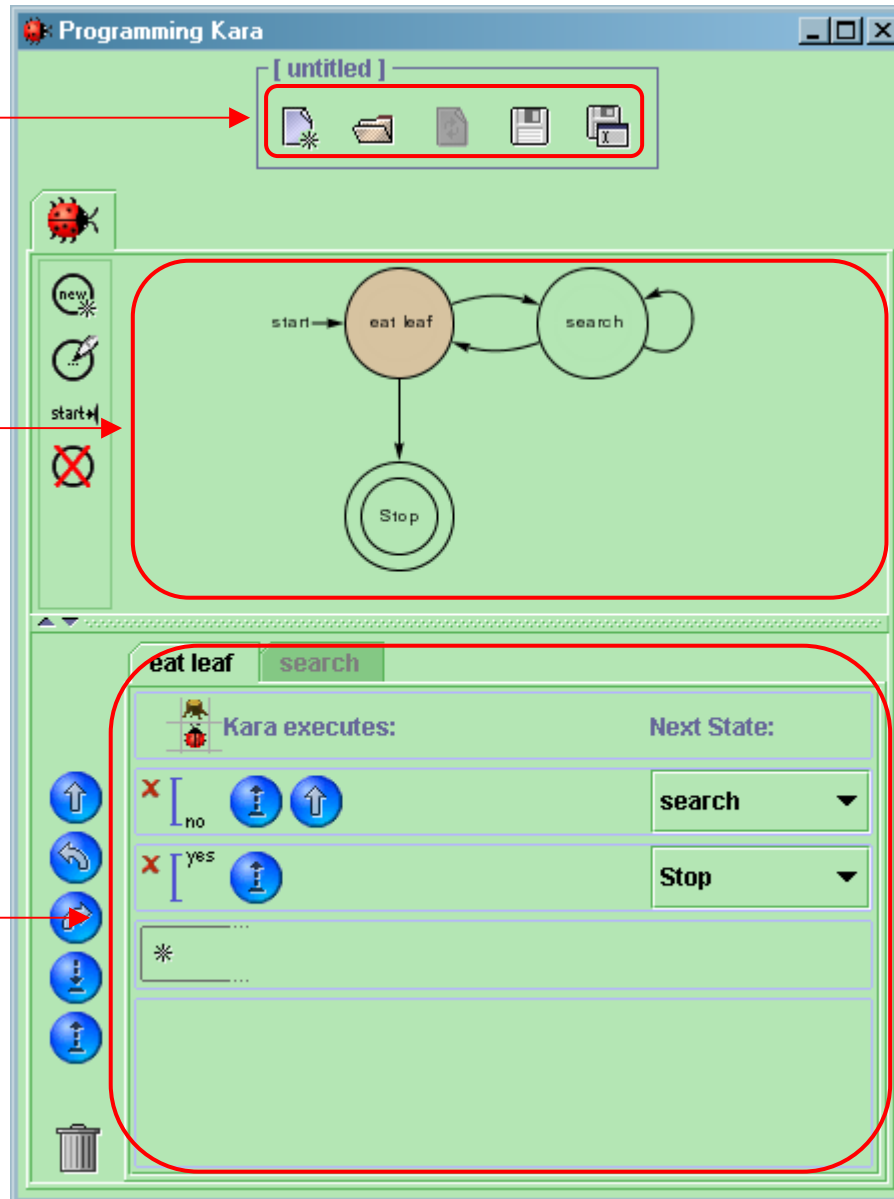
- press middle mouse button, move mouse, or
- press left mouse button plus the ALT key, move mouse

Kara's program editor

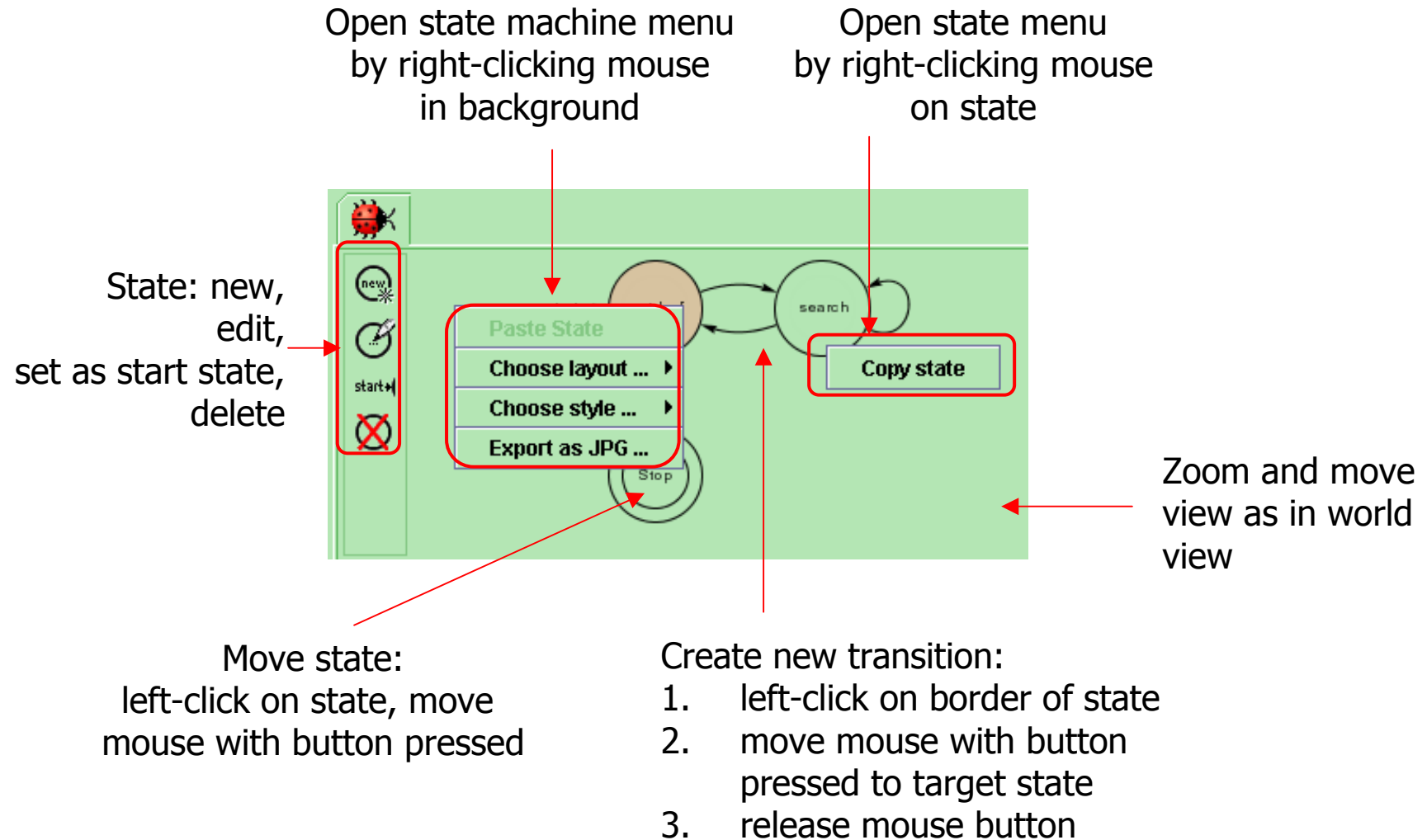
Program: new, open, reload, save, save as

states overview diagramm

state table view



States overview diagram



State table view

Choose state

Set next state

Delete transition

Edit sensor values by clicking on them

Insert commands with drag&drop

Delete commands and transitions by drag&dropping them on bin

Open transition menu by right-clicking mouse

The image shows a software interface for a state table. At the top, there are three tabs: 'carry1', 'next row', and 'carry0'. Below the tabs, the interface is divided into a 'Kara executes:' section and a 'Next State:' section. The 'Kara executes:' section contains three rows of transitions. Each row has a sensor value (yes/no) and a command. The 'Next State:' section has a dropdown menu for each row. A red box highlights the 'next row' tab and the 'next row' dropdown. Another red box highlights the 'yes' and 'no' sensor values in the second row. A third red box highlights the 'Copy row' and 'Paste row' buttons. A fourth red box highlights the trash bin icon. Red arrows point from text labels to these elements: 'Choose state' points to the tabs, 'Set next state' points to the dropdown, 'Delete transition' points to the delete icon, 'Edit sensor values by clicking on them' points to the sensor values, 'Insert commands with drag&drop' points to the insert icons, 'Delete commands and transitions by drag&dropping them on bin' points to the trash bin, and 'Open transition menu by right-clicking mouse' points to the context menu.

State	Sensor	Command	Next State
carry1	no	↑	next row
next row	yes	↶ ↷ ↵	carry1
carry0	yes or no	↶ ↷ ↵	Stop

Transitions

no tree in front
AND
a tree to the right
AND
not on a leaf

If the condition is met, the commands are executed, and current state is changed as indicated.

Condition **Commands**

Kara executes: Next State:

X	[no] [yes] [no]	[up arrow]	patol
X	[yes or no] [no] [no]	[circular arrow] [up arrow]	patol

Sensor will be ignored

Create and edit states

Name of state
(must be unique)

The screenshot shows a window titled "Edit state" with a text input field containing "patol". Below the input field are two panels: "Used sensors" and "Sensor library". The "Used sensors" panel contains three items: "tree in front?", "tree to the right?", and "tree to the left?". The "Sensor library" panel contains five items: "tree in front?", "tree to the left?", "tree to the right?", "mushroom in front?", and "leaf on the ground?". A trash bin icon is located between the two panels. At the bottom of the window are a green checkmark and a red X icon. Red arrows point from external text labels to these elements: "Name of state (must be unique)" points to the input field; "List of sensors used by this state" points to the "Used sensors" panel; "List of all sensors" points to the "Sensor library" panel; "Add sensors with drag&drop" points to the trash bin; and "Remove sensors with drag&drop on bin" points to the trash bin. A red arrow also points from the "Sensor library" panel to the "Used sensors" panel, indicating the drag-and-drop action.

List of sensors used by this state

List of all sensors

Add sensors with drag&drop

Remove sensors with drag&drop on bin