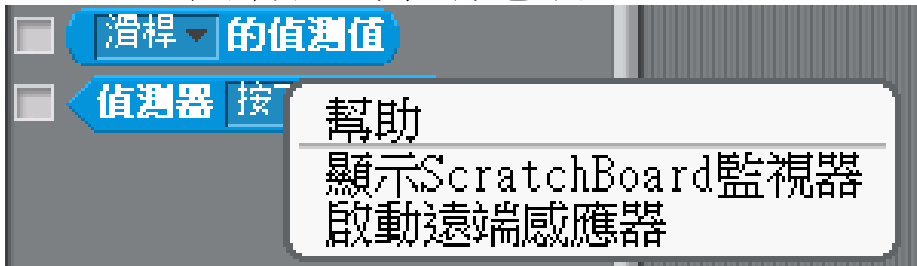


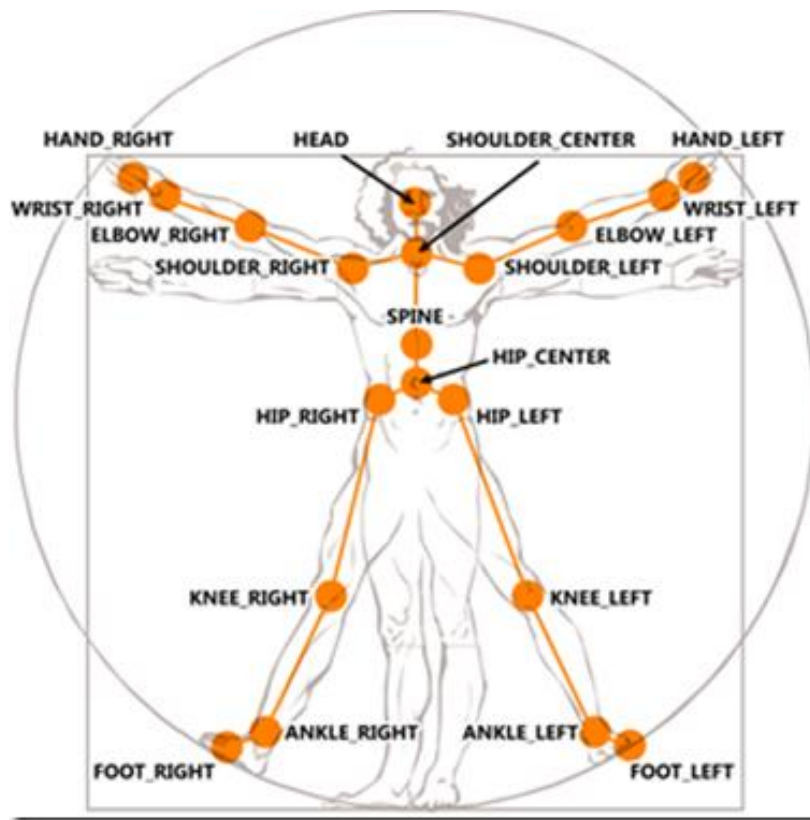
Scratch+Kinect

- 接上Kinect
- 開啟Kinect2Scratch
 - **Launch Kinect**
 - 確定左邊黑框有紅人
 - **Connect to Scratch**
- 回Scratch
 - 偵測
 - “偵測器按下按鈕”點右鍵
 - 啟動遠端感應器



Scratch+Kinect

- 滑桿的偵測值點左鍵
- 幾種偵測值?



Scratch interface showing various sensors and their corresponding joint types. The interface is divided into two columns, each with a set of buttons for different sensors.

Left Column:

- 外觀 (Appearance)
- 聲音 (Sound)
- 畫筆 (Paint)
- 偵測 (Sensors)
- 滑桿 (Slider)
- 光線 (Light)
- 聲音 (Sound)
- 電阻-A (Resistor-A)
- 電阻-B (Resistor-B)
- 電阻-C (Resistor-C)
- 電阻-D (Resistor-D)
- 傾斜 (Tilt)
- 距離 (Distance)
- 滑鼠的x座標 (Mouse X)
- 滑鼠的y座標 (Mouse Y)
- 按下滑鼠 (Click Mouse)
- 按下空白 (Click Empty)
- 到...的 (To...)
- 計時器歸零 (Reset Timer)
- 計時器 (Timer)
- 角色1 (Character 1)
- 音量值 (Volume)
- 有聲音 (Has Sound)
- 滑桿 (Slider)
- 偵測器 (Sensor)

Right Column:

- 外觀 (Appearance)
- 聲音 (Sound)
- 畫筆 (Paint)
- 偵測 (Sensors)
- 滑桿 (Slider)
- 光線 (Light)
- 聲音 (Sound)
- 電阻-A (Resistor-A)
- 電阻-B (Resistor-B)
- 電阻-C (Resistor-C)
- 電阻-D (Resistor-D)
- 傾斜 (Tilt)
- 距離 (Distance)
- 滑鼠的x座標 (Mouse X)
- 滑鼠的y座標 (Mouse Y)
- 按下滑鼠 (Click Mouse)
- 按下空白 (Click Empty)
- 到...的 (To...)
- 計時器歸零 (Reset Timer)
- 計時器 (Timer)
- 角色1 (Character 1)
- 音量值 (Volume)
- 有聲音 (Has Sound)
- 滑桿 (Slider)
- 偵測器 (Sensor)

Joint Types (Annotated):

- 腳踝 (Ankle): AnkleLeft_x, AnkleLeft_y, AnkleRight_x, AnkleRight_y
- 手肘 (Elbow): ElbowLeft_x, ElbowLeft_y, ElbowRight_x, ElbowRight_y
- 腳 (Foot): FootLeft_x, FootLeft_y, FootRight_x, FootRight_y
- 手 (Hand): HandLeft_x, HandLeft_y, HandRight_x, HandRight_y
- 腕關節 (Wrist): WristLeft_x, WristLeft_y, WristRight_x, WristRight_y
- 膝蓋 (Knee): KneeLeft_x, KneeLeft_y, KneeRight_x, KneeRight_y
- 肩膀 (Shoulder): ShoulderCenter_x, ShoulderCenter_y, ShoulderLeft_x, ShoulderLeft_y, ShoulderRight_x, ShoulderRight_y
- 脊椎 (Spine): Spine_x, Spine_y
- 手腕 (Wrist): WristLeft_x, WristLeft_y, WristRight_x, WristRight_y
- 腕關節 (Wrist): WristLeft_x, WristLeft_y, WristRight_x, WristRight_y

參考 <http://msdn.microsoft.com/en-us/library/microsoft.kinect.jointtype.aspx>

棍子程式 (改)

- 把滑鼠的x座標改成 HandRight_x 的偵測值
- 按開始後是不是措手不及?
 - 球掉下來前先等個幾秒吧

The image shows a Scratch script for a stick character. The character's name is "stick" and its coordinates are x: -169, y: -141, with a direction of 0. The script is organized into three tabs: 程式 (Script), 造型 (Costume), and 聲音 (Sound).

The main script starts with a "當被點一下" (When clicked) event, followed by a "顯示" (Show) block. A "重複執行" (Repeat) loop is set to "無限次" (Forever). Inside the loop, the stick moves to the x-coordinate of "HandRight_x" (circled in red) and y-coordinate -141. It then checks if it has "碰到 ball" (touched ball). If yes, it checks if "太陽數目" (Sun count) is 1. If yes, it broadcasts "成功了，剩下一顆太陽" (Success, one sun left) and waits. If no, it checks if "太陽數目" is 0. If yes, it broadcasts "慘了沒太陽了..." (Oh no, no suns left...) and waits. If no, it does nothing. The loop ends with a "全部停止" (Stop all) block.

On the right, there are three "當接收到" (When received) event blocks. The first is "死了..." (Died...), which triggers a "隱藏" (Hide) block. The second is "成功了，剩下一顆太陽" (Success, one sun left), which triggers a "隱藏" (Hide) block. The third is "慘了沒太陽了..." (Oh no, no suns left...), which triggers a "說 永遠黑夜... 2 秒" (Say Forever Night... 2 seconds) block.

A red box at the bottom right contains the text "開始體感之旅!!" (Start the body sensation journey!!).