

Microsoft Agent Animations for Robby Character

ActiveX™ Technology for Interactive Software Agents



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Microsoft Corporation

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Robby supports the animations listed in the table below. Refer to *Programming the Microsoft Agent Server Interface* and *Programming the Microsoft Agent Control* for information on how to call the character's animations.

If accessing these character animations using the HTTP protocol and the control's **Get** or server's **Prepare** method, consider how you will download them. Instead of downloading all the animations at once, you may want to retrieve the **Showing** and **Speaking** state animations first. This will allow you to display the character quickly and have it speak while bringing down other animations asynchronously. In addition, to ensure that character and animation data load successfully, use the **RequestComplete** event. If a load request fails, you can retry loading the data or display an appropriate message.

<u>Animation</u>	<u>Return Animation</u>	<u>Supports Speaking</u>	<u>Assigned to State</u>	<u>Description</u>
Acknowledge	None	No	None	Nods head
Alert	AlertReturn	No	Listening	Straightens and raises eyebrows
AlertReturn	None	No	None	Returns to neutral position
Announce	AnnounceReturn	Yes	None	Prints output and reads
AnnounceReturn	None	No	None	Returns to neutral position
Blink	None	No	IdlingLevel1	Blinks eyes
Confused	ConfusedReturn	Yes	None	Scratches head
ConfusedReturn	None	No	None	Returns to neutral position
Congratulate	CongratulateReturn	Yes	None	Raises then clasps hands and smiles
CongratulateReturn	None	No	None	Returns to neutral position
Decline	DeclineReturn	Yes	None	Raises hands and shakes head
DeclineReturn	None	No	None	Returns to neutral position
DontRecognize	DontRecognizeReturn	Yes	None	Holds hand to ear
DontRecognizeReturn	None	No	None	Returns to neutral position
Explain	ExplainReturn	Yes	None	Extends arms to side
ExplainReturn	None	No	None	Returns to neutral position
GestureDown	GestureDownReturn	Yes	GesturingDown	Gestures down
GestureDownReturn	None	No	None	Returns to neutral position
GestureLeft	GestureLeftReturn	Yes	GesturingLeft	Gestures left
GestureLeftReturn	None	No	None	Returns to neutral position
GestureRight	GestureRightReturn	Yes	GesturingRight	Gestures right
GestureRightReturn	None	No	None	Returns to neutral position
GestureUp	GestureUpReturn	Yes	GesturingUp	Gestures up
GestureUpReturn	None	No	None	Returns to neutral position

<u>Animation</u>	<u>Return Animation</u>	<u>Supports Speaking</u>	<u>Assigned to State</u>	<u>Description</u>
GetAttention	GetAttentionReturn	Yes	None	Raises and shakes arms
GetAttentionReturn	None	No	None	Returns to neutral position
GlanceDown	None	No	None	Looks down briefly
GlanceLeft	None	No	None	Looks left briefly
GlanceRight	None	No	None	Looks right briefly
GlanceUp	None	No	None	Looks up briefly
Greet	GreetReturn	Yes	None	Waves
GreetReturn	None	No	None	Returns to neutral position
Hear_1	None	No	Hearing	Turns head left
Hear_2	None	No	Hearing	Turns head right
Hear_3	None	No	Hearing	Tilts head right
Hear_4	None	No	Hearing	Tilts head forward
Hide	None	No	Hiding	Disappears under cap
Idle1_1	None	No	IdlingLevel1	Glances right
Idle1_2	None	No	IdlingLevel1	Glances up to the left
Idle2_1	None	No	IdlingLevel2	Crosses arms
Idle2_2	None	No	IdlingLevel2	Removes head and makes adjustment
Idle3_1	Idle3_1Return	No	IdlingLevel3	Falls asleep
Idle3_1Return	None	No	None	Returns to neutral position
Idle3_2	None	No	IdlingLevel3	Yawns
LookDown	LookDownReturn	No	None	Looks down
LookDownReturn	None	No	None	Returns to neutral position
LookLeft	LookLeftReturn	No	None	Looks left
LookLeftReturn	None	No	None	Returns to neutral position
LookRight	LookRightReturn	No	None	Looks right
LookRightReturn	None	No	None	Returns to neutral position

<u>Animation</u>	<u>Return Animation</u>	<u>Supports Speaking</u>	<u>Assigned to State</u>	<u>Description</u>
LookUp	LookUpReturn	No	None	Looks up
LookUpReturn	None	No	None	Returns to neutral position
MoveDown	MoveDownReturn	No	MovingDown	Flies down
MoveDownReturn	None	No	None	Returns to neutral position
MoveLeft	MoveLeftReturn	No	MovingLeft	Flies left
MoveLeftReturn	None	No	None	Returns to neutral position
MoveRight	MoveRightReturn	No	MovingRight	Flies right
MoveRightReturn	None	No	None	Returns to neutral position
MoveUp	MoveUpReturn	No	MovingUp	Flies up
MoveUpReturn	None	No	None	Returns to neutral position
Pleased	PleasedReturn	Yes	None	Straightens body and smiles
PleasedReturn	None	No	None	Returns to neutral position
Processing	ProcessingReturn	No	None	Presses buttons (*looping animation)
ProcessingReturn	None	No	None	Returns to neutral position
Read	None	Yes	None	Tears off printout, reads and looks up
ReadContinued	None	Yes	None	Reads and looks up
ReadReturn	None	No	None	Returns to neutral position
Reading	ReadingReturn	No	None	Reads (*looping animation)
ReadingReturn	None	No	None	Returns to neutral position
RestPose	None	Yes	Speaking	Neutral position
Sad	SadReturn	Yes	None	Sad expression
SadReturn	None	No	None	Returns to neutral position
Searching	SearchingReturn	No	None	Looks through toolbox (*looping animation)

<u>Animation</u>	<u>Return Animation</u>	<u>Supports Speaking</u>	<u>Assigned to State</u>	<u>Description</u>
SearchingReturn	None	No	None	Returns to neutral position
Show	None	No	Showing	Appears through door
StartListening	StartListeningReturn	Yes	None	Puts hand to ear
StartListeningReturn	None	No	None	Returns to neutral position
StopListening	StopListeningReturn	Yes	None	Puts hands to ears
StopListeningReturn	None	No	None	Returns to neutral position
Suggest	SuggestReturn	Yes	None	Displays light bulb
SuggestReturn	None	No	None	Returns to neutral position
Surprised	SurprisedReturn	Yes	None	Looks surprised
SurprisedReturn	None	No	None	Returns to neutral position
Think	ThinkReturn	Yes	None	Tilts head and scratches
ThinkReturn	None	No	None	Returns to neutral position
Uncertain	UncertainReturn	Yes	None	Shrugs
UncertainReturn	None	No	None	Returns to neutral position
Wave	WaveReturn	Yes	None	Waves
WaveReturn	None	No	None	Returns to neutral position
Write	None	Yes	None	Takes out clipboard, writes and looks up
WriteContinued	None	Yes	None	Writes and looks up
WriteReturn	None	No	None	Returns to neutral position
Writing	WritingReturn	No	None	Writes (*looping animation)
WritingReturn	None	No	None	Returns to neutral position

* If you play a looping animation, you must use **Stop** to clear it before other animations in the character's queue will play.