

## **USER DOCUMENTATION OF GdgObject.GdgScene V0.1.1**

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### **1) Object [scene] as class(GdgObject.GdgScene)**

Class which load and manage a Tuxdroid scene.

Global variables:

"scene.name" as string

"scene.author" as string

"scene.version" as string

"scene.description" as string

"scene.keywords" as list of string

"scene.length" as float

"scene.category" as string

"scene.sub\_category" as string

"scene.from\_gadget" as GdgObject

#### **1.1) Function : scene.\_\_init\_\_**

Constructor of class.

Parameters:

"tsc\_filename" as string : path of the \*.tsc filename

"gadget" as GdgObject : gadget parent of the scene

#### **1.2) Function : scene.play**

Play the scene.