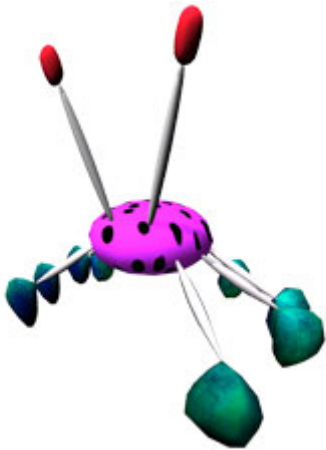


UPDATED



BAMZOOKi



How to make Zooks

Welcome to BAMZOOKi

With the **Zook-kit** software you have downloaded you are able to create new creatures – or **Zooks** - that actually move!

This manual will help you get started and will give you some suggestions; however the Zooks you make are limited only by your imagination.

You might want to try to make a Zook to take part in the television show. If so then remember to make them as fast, as strong or as manoeuvrable as you can. They will have to compete against the best!

Or you might want to attempt some of the trials featured in the leagues featured on the BAMZOOKi website: <http://www.bbc.co.uk/cbbc/bamzooki>

Or you might just want to make the weirdest looking Zook you can think of...

...it's up to you!

Don't be afraid to experiment! Try adding or removing body parts or changing the shape and speed of your Zooks. If you make a mistake then you can always go back using the undo button.

You can dive right in and start clicking buttons. If you press F1 at any time then you'll get a screen that gives you a very simple reminder of how to make a Zook but it's still worth reading the instructions in this manual. There's a lot you can do with the Zook-kit!

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1 – Installing the software

The computer you are installing the software onto needs to have at least the following specifications or above:

- Your computer must be a PC
- 1GHz processor
- 3D accelerated graphics card (8 megabytes or above)
- 128 megabytes RAM
- 200 megabytes of free hard disc space
- Windows 98, 98SE, Me, 2000, XP Home or XP Professional (if you have administrator access). **NOT** Windows 95 or NT
- Microsoft DirectX 9 or above

If you want to export Zooks to your desktop or send them to the CBBC BAMZOOKi website, then you must be able to connect to the internet. You won't need to be connected all the time, just when you're registering your Zook-kit for the first time and when sending Zooks in.

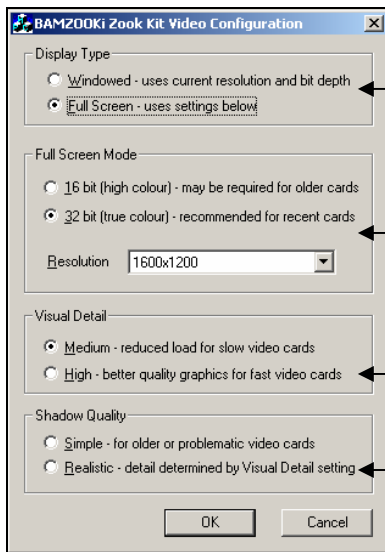
If you are unsure about anything then check out the website where you will find answers to lots of your questions. If you don't find the answer you need, then you can post your problem on the BAMZOOKi Message Board.

To install the **Zook-kit** just open the program you have downloaded from the website called **bamzooki_zook_kit_vXXXXX_setup.exe** and then follow the onscreen instructions. The **XXXXX** will show the current version number.

The screen also contains an agreement section. At this point it is best if the person responsible for the computer e.g. parents, guardians, teachers or group leaders read the terms and conditions before checking the 'I accept the agreement' button.

If you need to uninstall the software, go to your **Start** menu, click on 'Program Files' and access the BAMZOOKi Zook-kit uninstall program. You can also uninstall it through the Windows' Control Panel Add/Remove Programs utility.

To change your video options go to your **Start** menu, click on **Program Files** and access the BAMZOOKi Zook-kit video configurations option.



Display Type – whether you want the Zook-kit to run in a window or full-screen

Full Screen mode – if you have chosen 'Full Screen' then you can adjust colour levels and resolution here to suit your graphics card.

Visual Detail – choose between Medium and High to suit your graphics card.

Shadow Quality – choose between Simple and Realistic to suit your graphics card

2 – Example Zooks, creating a new Zook and website Zooks

Once you have started the program and pressed the 'Examples' button you should see the Zook Loader screen which looks like this....

The screenshot shows the 'Zook Passport' interface. On the left is a 'My Zooks' list with a 'Sort Name' dropdown. The main area shows a 'Zook' preview window with a 3D model of an ant. At the bottom are buttons for 'New', 'Desktop', 'Open', and 'Delete'. Callout boxes provide detailed descriptions for each feature.

General: Basic information and a picture of the Zook.

Hologram: Displays a 3D model of the Zook.

History: Owner & information about changes.

Physical: Information about the Zook's size.

Achievement: Results from trials the Zook has been tested on.

My Zooks: Shows a list of Zooks you have made.

Examples: Shows a list of example Zooks.

Sort: Allows you to sort the Zooks by different results.

Website Zooks: Shows a list of Zooks from the online galleries & leagues.

New: Starts a new Zook.

Desktop: Shows all Zooks on your PC's desktop available to import.

Open: Loads the highlighted Zook into the builder.

Delete: Deletes only the highlighted Zook from My Zooks. You cannot delete Example or Website Zooks.

The list of Zooks that you can see above, contains example Zooks. If you click on any of the names in the list then it will be highlighted with a blue bar and you will see that Zook appear in the preview window.

By pressing the button marked 'Open' you will be able to load the Zook up into the builder and try it out.

All of the examples are read-only. That means that you can look at them and test them to see how they move - but any changes you make to them cannot be saved.

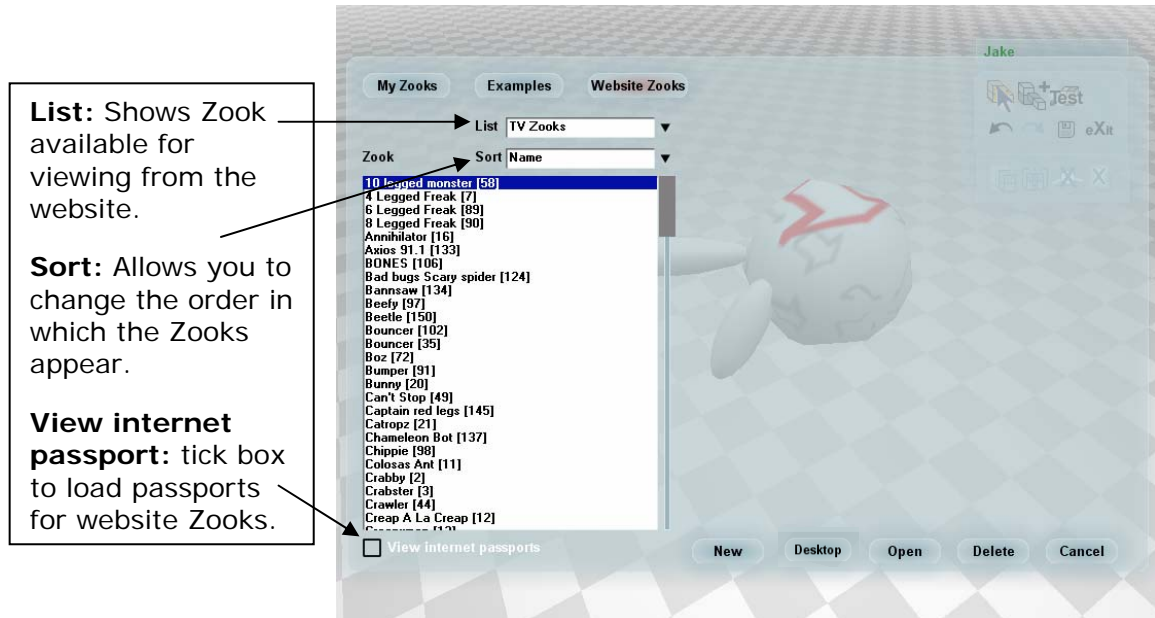


DYLSKI'S TIP

"It's worth taking some time to look at these examples as they all move in different ways. They might give you some ideas on how to build your own Zooks – and you can't damage them!"

You can always access the list of example Zooks by clicking on the 'Examples' button at the top of this screen. Similarly you can always see any Zooks you have made by clicking on the 'My Zooks' button.

If you are connected to the internet, then you can also view some of Zooks that appear on the BAMZOOKi website. When you click on 'Website Zooks' the following screen will appear:



List: This allows you to choose different categories of Zooks to look at. So for example you might choose the Zooks that have been entered into the Block-pushing trial.

Sort: This allows you to change the order of the Zooks and the options depend on the type of list you've selected, so for example, if you've chosen a trial, then you could order them by the result achieved.

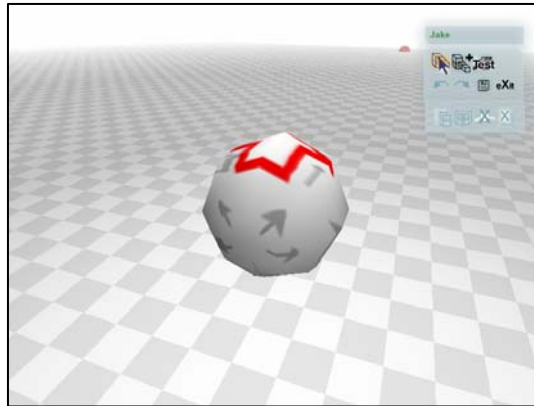
View Internet passport: At first this box won't be ticked. That means that you can browse the Zooks in the list without having to download their passports. However, if you want to view a passport, then simply tick the box. It will take slightly longer to view the Zooks as each time it will have to download a passport for the Zook you're looking at.

At any time when you are viewing website Zooks, you can download any Zook by simply pressing 'Open' whilst the Zook is highlighted.

To start a new Zook just press the 'New' button, enter a name for your creature and you're ready to start making Zooks!

3 – Forming a body

If you are starting a new Zook then this is the screen you will see.



The round object floating in the air is going to be the body of your Zook. All the other bits will attach to it – so it's called the **root** part.

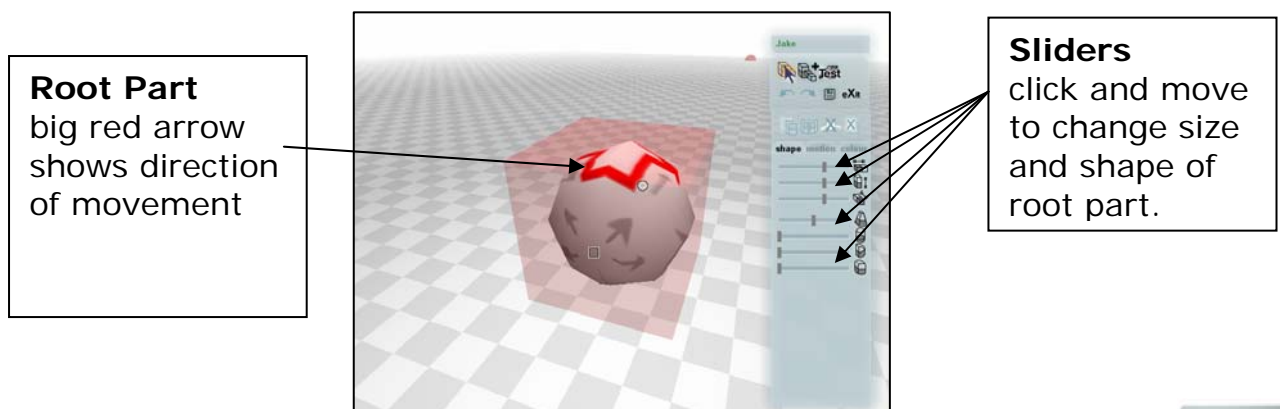
If you hold down the right mouse button and move the mouse you can look at the root part from all angles. This is also how you'll be able to see all around your Zook whilst you're building it.

You can use your mouse wheel, or the + and – keys, to zoom in and out of the picture – bringing the root part nearer or further away from you.

If you look down onto the root part you will see that there is a big red arrow painted on it. This is to show you the direction it will move once it is finished. Keep this in mind when you are building your Zook.

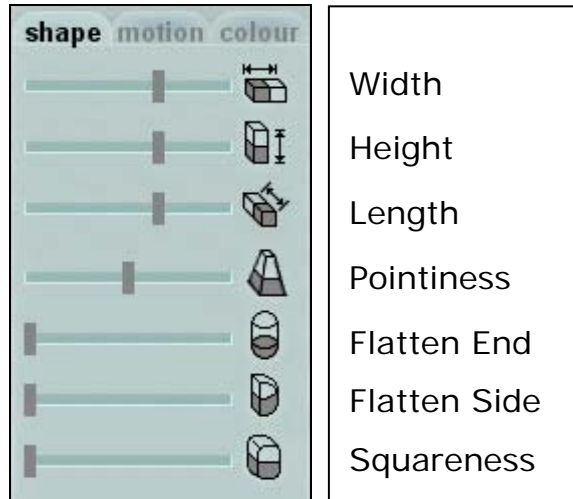
Later on we'll show you how to colour the parts of your Zook. It's useful to leave this root part with its arrow visible until you have finished building your Zook – then change its colour. You can always put the arrow texture back on later.

You can now try and change the shape of your root part. If you click on it using the left mouse button you will see this happen...



The root part is now enclosed in a see-through box. If you click on any of the sides of the box using the left mouse button and keep the button pressed whilst you move the mouse then you can stretch the root part in all directions.

Keep an eye on the sliders to the right of the root part whilst you change its size and shape. You will see them move. You can also click on the sliders and move them back and forth to change the shape and size of the root part.



To find out what a slider does you just need to roll your cursor over it.



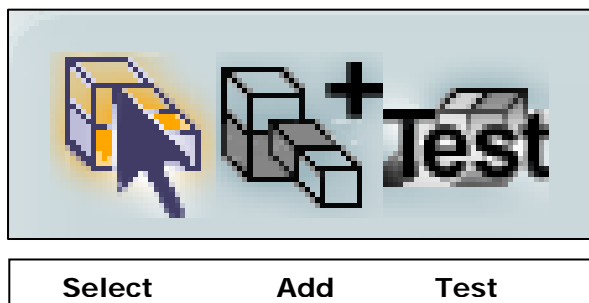
DYLSKI'S TIP...

"If you right-click your mouse on any slider in the Zook-kit then you can manually enter a value."

Try moving all of the sliders and experimenting to see what effects they have. When you are happy with the shape of your Zook's body then you are ready to add some limbs or other parts of the body.

4 – The menu bar

Near the top of the menu bar you should see the following buttons...

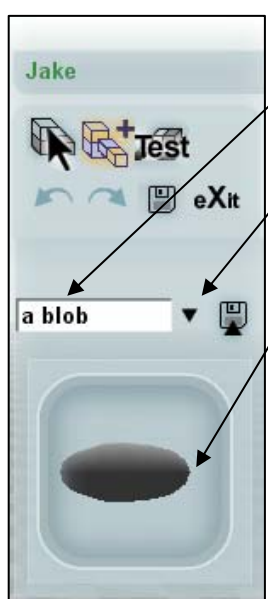


These are the three main buttons that you need to help you build your Zook. When you press any of them, the menu bar will change to give you different options.

5 – The Add menu



Press this button to add body parts to your Zook. When you press it the menu bar will look like this (note that the 'add' symbol is highlighted):

A screenshot of the software interface showing the 'Add' menu. At the top, the name 'Jake' is displayed. Below it is a menu bar with three buttons: 'Select', 'Add' (highlighted with a blue glow), and 'Test'. Underneath the menu bar are two blue arrows and a button labeled 'eXit'. A dropdown menu is open, showing the text 'a blob' and a small icon of a blob. Below the dropdown is a preview window showing a dark grey blob inside a light blue container.

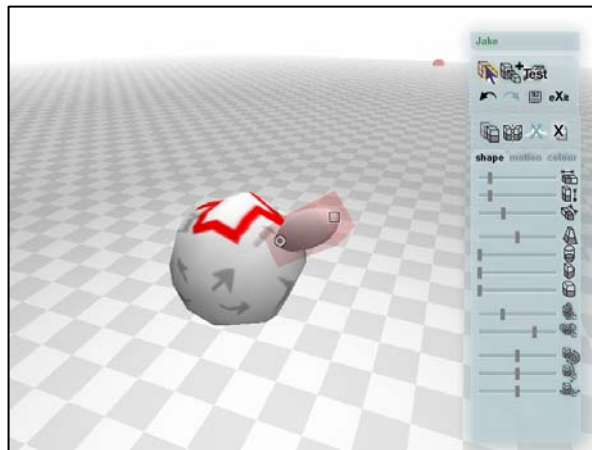
Body part name: This is the name of the part you'll be adding to your Zook.

Choose component from library: If you click on the arrow you can see all the different parts available.

Preview window: This shows the part you have chosen. A blob is the default part.

There are quite a few parts available in the library. Be careful when choosing which one to add to your Zook as all of them except for 'a blob' have movements already assigned to them.

Once you have chosen which part you want to add you can click anywhere on your root part with the left mouse button and that part will be added to it – like this:



You can see that the new part is highlighted in a see-through box and the menu bar returns to the Select menu.

6 – The Select menu



When you click on any part of your Zook, or add a new part, then the Select menu will appear and the part you have clicked on will be surrounded by a see-through box on the main screen.

If the **shape** tab is selected then the menu will look like this:

Undo: If you make a mistake then this button reverses the last thing you did. If you keep clicking it you can go back several stages and start again.

Redo: This does the opposite of the undo button, allowing you to go forward several stages if you have gone back too far.

Copy: This makes a copy of the highlighted body part. You can then put it onto your Zook in the 'Add' menu.

Mirror: This copies the highlighted body part and places it onto the root part on the opposite side.

File and System operations: This opens a separate menu (see section 15)

eXit: Closes the Zook-kit.

Delete Body Part: This removes the highlighted body part from your Zook. Any parts attached to it will be deleted as well.

Remove IK point: This removes an IK point in the motion window (see section 10)

Shape sliders: These change the shape of a highlighted body part.

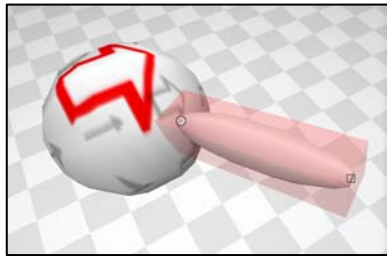
Position sliders: These change the position of a highlighted body part.

You've already seen this menu when you were changing the shape of your Zook's root part, but it can also be used to change the shape of any part of your Zook.

Imagine that each part is like a piece of modelling clay. You can add as many parts as you like, wherever you like, and then squish them into the shape you want using the sliders on the Select menu.

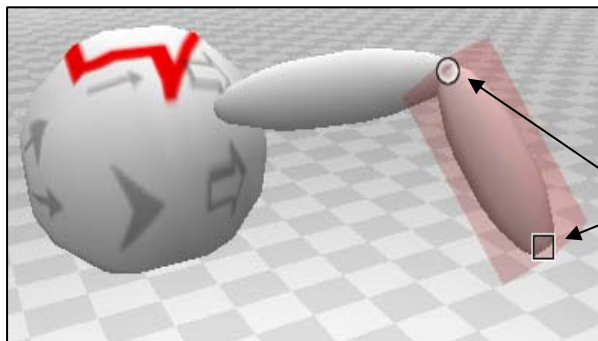
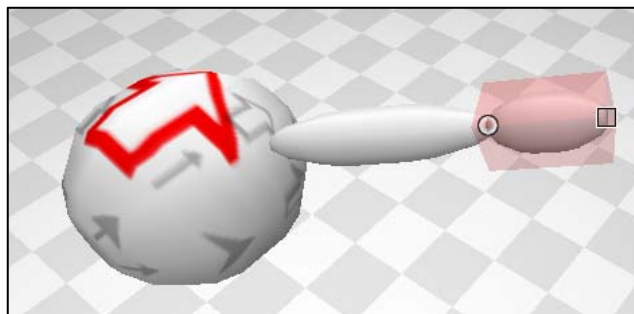
By adding one part to another you can create almost anything!

If you wanted to create a leg like a spider you might want to squish a blob into a long shape like this:



And then you can add another blob to the end of the leg like this:

Then you can extend and move the new blob so that the finished leg looks like this:



Remember:

You can click and drag these spots with the left mouse button to put body parts into the position you want them.

As well as using the sliders you can click and drag the sides of the see through box to change the shape of the highlighted part.



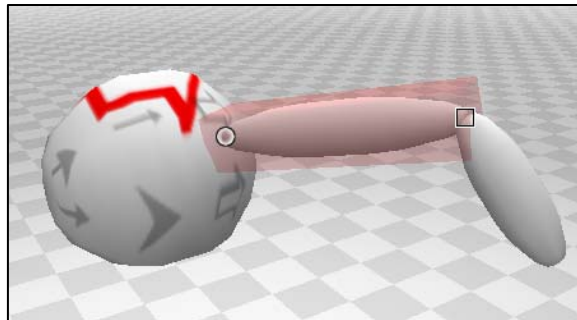
DYLSKI'S TIP...

"Remember to move around your Zook using the right mouse button to make sure that you are putting parts in the right place."

7 - Copying body parts

You might want to add more legs to your Zook – after all, how many one-legged spiders have you seen?!

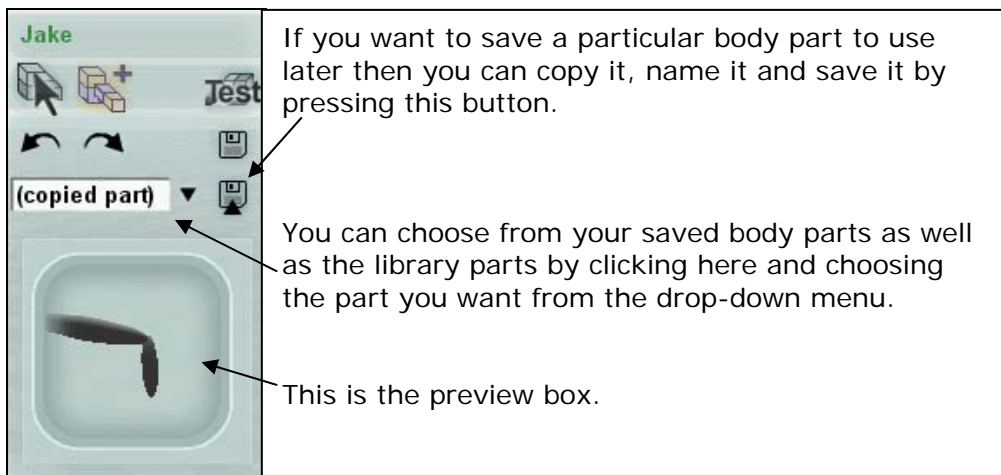
The easiest way of doing this is to copy the leg you have just made. To do this click on the **top** part of the leg (the part attached to the root part) to highlight it like this:



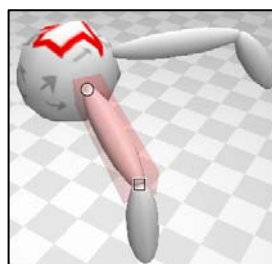
Now press the 'Copy' button

The copy button copies the body part and all body parts attached to it.

The 'Add menu' should now come up like this – with your copied leg in the preview box.



You can now click on your Zook where you want to add the new leg and it will appear – like this:



You can now adjust the new leg in the Select menu - it automatically comes up once you have added the copied part to your Zook.

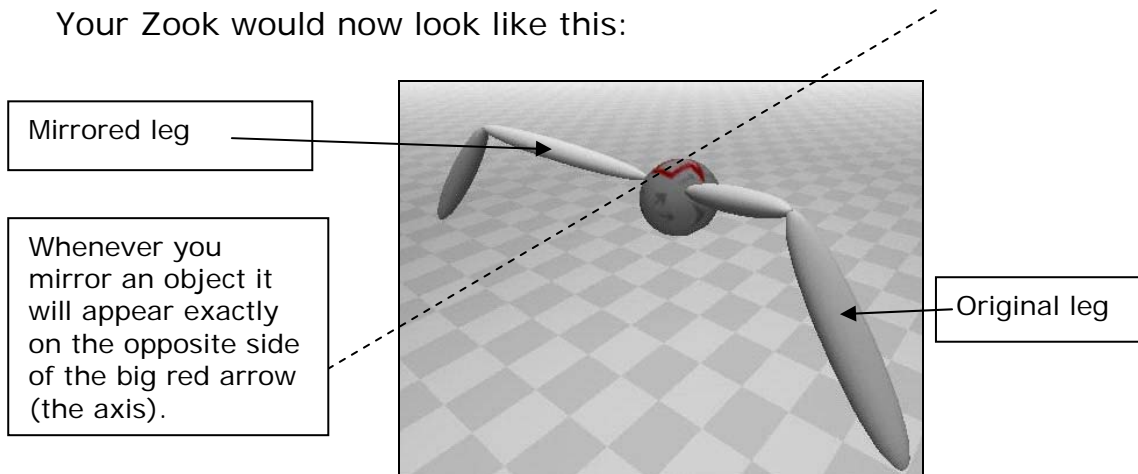
Remember that you need to highlight the part attached to the root part if you want to copy the whole leg. If you copy a part of the leg not attached to the root part then you will only make a copy of that one part.

8 – Mirroring body parts

If you wanted to create an exact copy of the leg on the opposite side of the body part then you could highlight the top of the leg as before and press the 'mirror' button.



Your Zook would now look like this:



DYLSKI'S IMPORTANT MESSAGE...

*“When you make changes to a **copy** of a body part it will not affect the original body part. When you make changes to a **mirror** of a body part then the original body part will also change.*

*If you want to have exactly the same movements for a number of body parts it's often easier to copy and mirror parts **AFTER** you have got the movement right on the original.”*

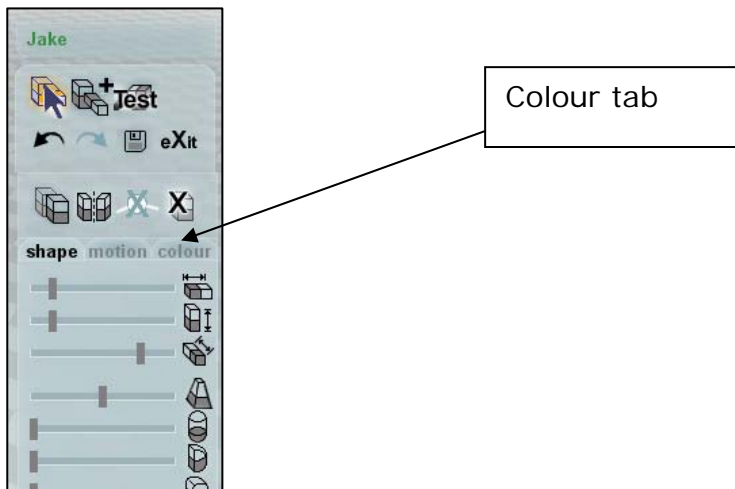
You can also mirror body parts around other body parts – not just the root part. The body part will be mirrored on the opposite side of the axis of the other body part (imagine a line drawn between the **□** and the **●**).

9 – Adding colour and textures to your Zook

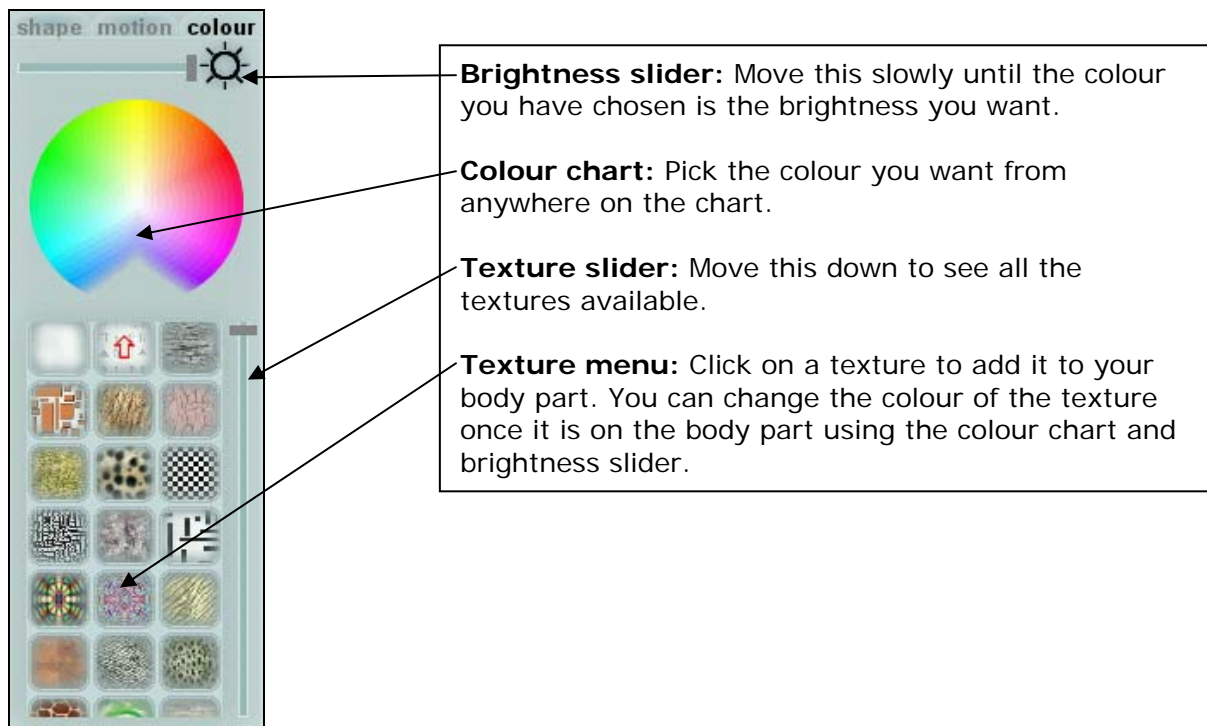
You can change the colour or pattern of each body part on your Zook. This is how you do it.

Highlight the body part you want to change. This will take you to the Select menu.

Press the 'colour' tab on the menu bar.



This will bring up the colour menu:



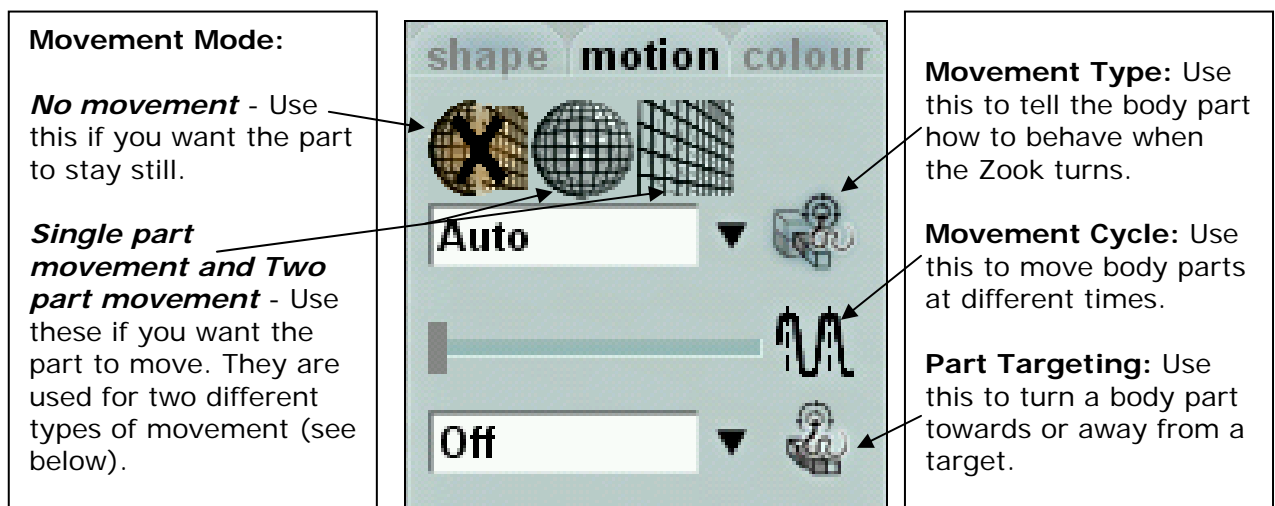
10 – Making your Zook move

Now you are going to make your Zook move. To do this you have to think about how real animals move. Do you want your Zook to walk like a spider, slither like a snake, jump like a frog or crawl like a centipede? All of this is possible using the **Zook-kit**.

Zooks will only ever try and move towards a target on the floor. You'll learn more about this in section 13.

Firstly, you need to give some instructions to different parts of the Zook so that the bits touching the floor propel it forward.

You can move any part of your Zook (except your root part). Just highlight the part you want to move and press the 'motion' button in the Select menu. This will bring up the motion menu:



The image shows a screenshot of the 'motion' menu in the Zook software. The menu is divided into three sections: 'shape', 'motion', and 'colour'. The 'motion' section is active and contains several options:

- Movement Mode:** Three icons representing different movement styles: a grid with an 'X' (No movement), a grid with a circle (Single part movement), and a grid with a square (Two part movement).
- Movement Type:** A dropdown menu currently set to 'Auto'.
- Movement Cycle:** A horizontal slider bar.
- Part Targeting:** A dropdown menu currently set to 'Off'.

Four text boxes with arrows point to specific icons in the menu:

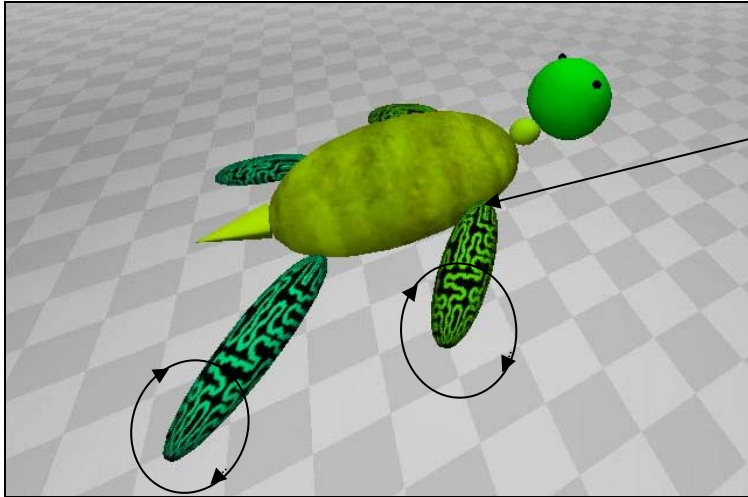
- Movement Mode:** *No movement* - Use this if you want the part to stay still.
- Single part movement and Two part movement* - Use these if you want the part to move. They are used for two different types of movement (see below).
- Movement Type:** Use this to tell the body part how to behave when the Zook turns.
- Movement Cycle:** Use this to move body parts at different times.
- Part Targeting:** Use this to turn a body part towards or away from a target.

11 – Single part and Two part movement

There are two different types of movement which are used for different types of body parts:

Single part movement – Click on this if you want to move only one part of your Zook without moving any part it is attached to, or if the part is directly attached to a root part.

Think of it like a turtle's flipper. It can go round and round without any other part of the turtle seeming to move.



Example of Single part movement:

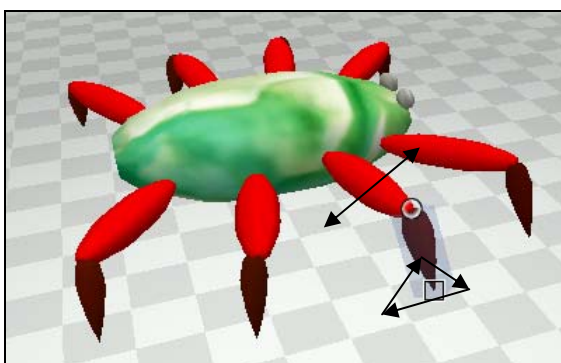
The flipper pivots around this point attached to the root section.

As well as flippers you can also use single part movement for other body parts like feet, tails and antennae.

Two part movement – Click on this if you want to move a part that's attached to another part and you want both parts to move accordingly.

Think about the way you walk. You move one foot at a time in a straight line. But whilst you are walking lots of other things are happening in your joints – your ankles, legs, knees and hips. You don't think about doing those things – they just happen naturally, to help you keep your balance and achieve the end result of moving forwards.

By selecting 'Two part movement' for a body part you are doing the same thing for your Zook. You are telling it how you want that body part to move and it will automatically work out how to move any joints or other body parts it is attached to.



Example of 'Two part movement':

Because the legs of the spider are made of two parts only the bottom part (the foot) has been given a Two part movement.

This means that the foot will move and the long part of the leg will automatically move with it.

Once you have highlighted a body part you want to move and decided whether it should have a 'Single part' or a 'Two part movement' you need to press the corresponding 'movement mode' button:



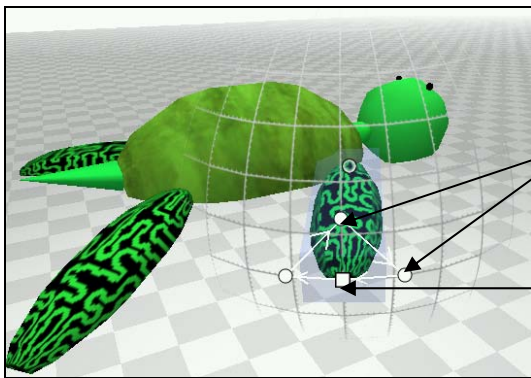
- Single part movement



- Two part movement

This will place a grid around the part you want to move.

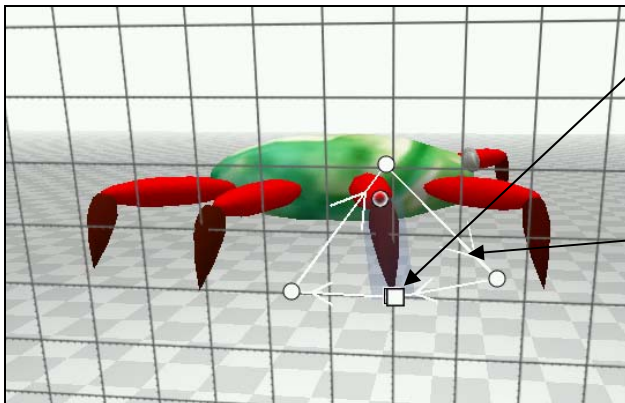
If you have chosen 'Single part movement' then the grid will be round like this:



IK points

This is the point on the highlighted body part that will follow the IK points.

If you have chosen 'Two part movement' then the grid will be flat like this:



This is the point on the highlighted body part that will follow the IK points.

Arrows show direction of movement.

You can see that you start with a basic movement path made up of four **IK points**. The lines drawn between them have arrows showing the direction the body part will move.

You can now edit this movement path to make the body part move the way you want it to.

12 – Editing a movement path

To edit a movement path you can either move existing IK points or add some more.

To move an IK point simply click on it to highlight it in red and then drag it to where you want.

To add an IK point left click on a white connecting line and then move the IK point to where you want it by clicking and dragging.

To remove an IK point click on it to highlight it in red and then click the 'Remove IK point' icon:

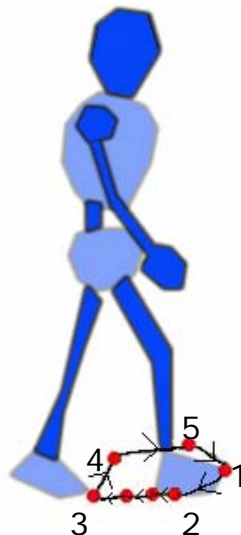


Remember that any IK movements you apply to a body part will also automatically be applied to all copies or mirrors you later make of that body part.

But - if the body part has been copied before any IK movements were applied to it then the copy will not have the same movements. Mirrored body parts will always take on the same movements no matter when you have mirrored them.

You can click between body parts to see their movement paths whilst editing. You won't add an IK point unless you click on a white connecting line.

To create a good movement path you have to think about how an animal moves. For example – think about the shape your big toe makes in the air when you walk:



Point 1 to Point 2: The foot moves down to make contact with the floor.

Point 2 to Point 3: The foot moves back to push the body forwards.

Note - Due to friction between the foot and the ground the foot won't actually move back – otherwise our little man would be moon-walking! The whole body will move forwards whilst the foot is on the ground.

Notice how there are lots of IK points between 2 and 3. The more IK points you put in a line the slower the body part will move at that point. If there were fewer IK points here then the sudden movement might propel the Zook off the floor!

Point 3 to Point 4: The foot comes off the ground ready to move forwards.

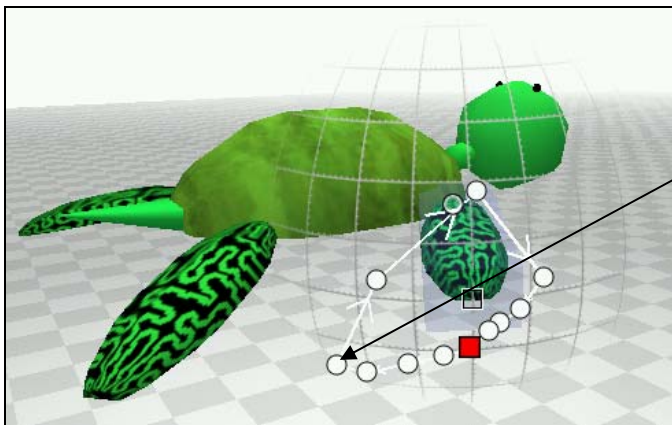
Point 4 to Point 5: The foot moves forwards.

There are only two IK points between 4 and 5. As the foot is off the floor it doesn't matter how fast it moves forward.

Point 5 to Point 1: The foot returns to the starting position and the whole cycle starts again.

In the previous examples the movement path might look like this:

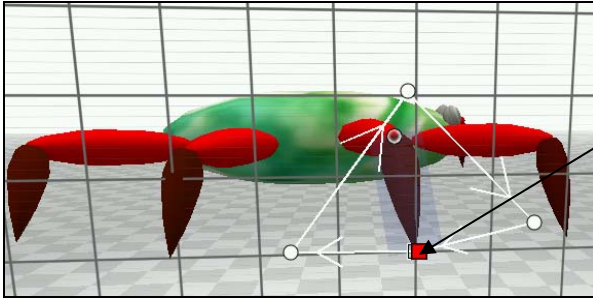
Turtle ('Single part movement'):



The flipper will move in this circle – note how far down the flipper moves to push the body off the floor.

Remember that the single part movement grid is in the shape of a 3D dome. Be careful to move around your Zook once you have edited your IK points just to make sure that they are in the right place.

Spider (Two part movement):



See how the foot needs to move down below the bottom level of the Zook to move it forwards. Remember: you can set IK points outside the reach of the leg you have created - the larger the bend in your Zook's leg the further it can reach on the IK grid.



DYLSKI'S TIP...

"Zooks will move slower and will take longer to load if you put lots of IK points in their movement path. It's worth keeping a path simple to start with and only add more IK points if necessary."

Once you think you have the correct path it is time to test your Zook – See section 14.

13 - Other movement options

The following options are accessed via the 'motion' tab.

Movement Type:

This determines how the body part moves when the Zook is turning round. You can change this for each body part using the motion menu:



Try walking round in a circle. You'll see that you move the leg on the outside of the circle more than you do the one on the inside.

Zooks turn in the same way by slowing down the movement of their body parts on the side they are turning towards.

If 'Movement Type' is set to **Auto** then the Zook will automatically work out which body parts are on which side.

If 'Movement Type' is set to **Always** then the body part will move at the same speed no matter which way it's turning.

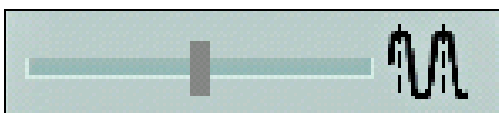
If 'Movement Type' is set to **Left side** or **Right side** then the body part will slow down or speed up as if it was on that side of your Zook when it turns.

In general it is best to keep the setting on **Auto** for a body part used for moving the Zook and **Always** for a body part not used for moving the Zook (e.g. antennae, tails, self-righting mechanisms etc.)

Movement Cycle:

If you tried to move both your feet at the same time you'd fall over – and it's the same with Zooks.

To move body parts with the same movement at different times you need to use the 'Movement Cycle' slider in the motion menu:

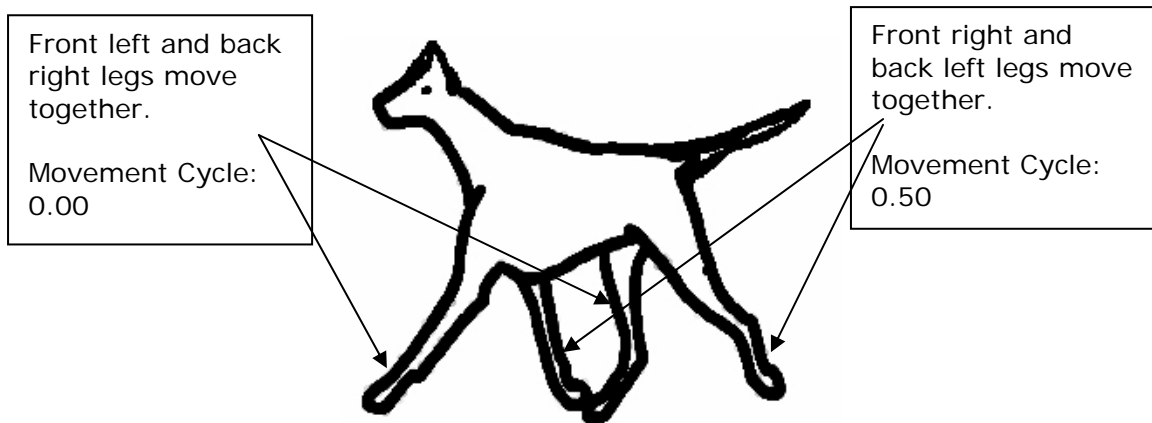


The slider goes from 0.00 to 1.00.

If you set the 'movement cycle' to 0.00 on one body part and 0.50 on another body part the second one will only start moving when the first one is halfway through its cycle. This is one time when you can change things on one side of a mirrored pair without affecting the part on the other side.

If you set it to 0.25 it would only start moving when the first one (set to 0.00) is a quarter of a way through its cycle.

Look at how different animals move. For example a dog moves its diagonally opposite legs together when it trots:

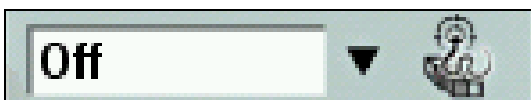


But when a dog runs or walks it changes the way it moves its legs. When running it will seem to 'leap' along the ground, moving its two front legs together followed by its back legs.

You will need to experiment with movement cycle until you get your Zook moving the way you want.

Part Targeting:

This allows you to move your highlighted body part towards or away from the target (see page 25). You can adjust this using the 'Part targeting' menu in the motion menu:



This is ideal to use if you are trying to create a snake or a worm which has a flexible spine. Take a look at the example Zook *Wormthing* to see how it is used.

If it is set to **Normal** then the chosen body part will move away from the target.

If it is set to **Inverted** then the chosen body part will move towards the target.

If it is set to **Off** then the chosen body part will not turn itself towards or away from the target at all.

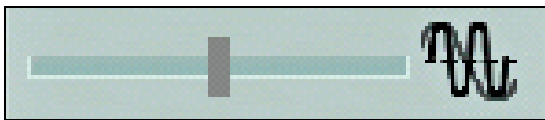
It can also be used to create eyes or antennae that seem to point towards the target.

How much each part with 'Part Targeting' turns towards or away from a target is determined by the 'Part Targeting Angle' (see next page).

*The following options can be accessed by clicking on your **root part** and then clicking on the motion tab...*

Cycle Speed:

This determines the overall speed of *all* your Zook's movements.

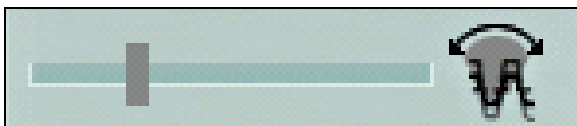


DYLSKI'S TIP

"Just pushing the Cycle Speed up to its maximum level won't necessarily mean your Zook will run any faster. It could be useless if you haven't got the movement paths or balance of body parts right!"

Turn Sharpness:

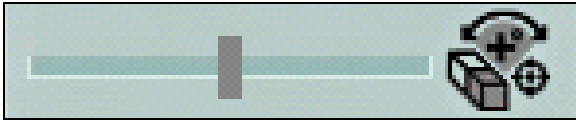
As we've seen before a Zook turns by slowing down the legs on one side. This setting determines how slow these legs go. The lower the number the slower the legs will go and the sharper the Zook will turn.



If you pull the slider all the way to the right you will get a value of 1 - which will make the legs that were slowing down now go backwards when the Zook turns. This can sometimes be an effective way of making your Zook turn quickly.

Turn Smoothness:

This changes how quickly your Zook will turn towards a target.



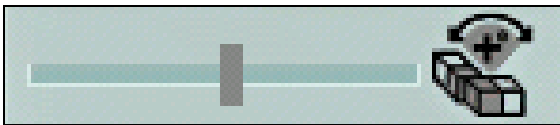
As you know a Zook slows down the legs on one side to turn. It will slow down faster if Turn smoothness is set at a low number.

If you want your Zook to take a longer time to turn then set Turn smoothness higher.

You will need to experiment with this to get the best settings for your Zook.

Part Targeting Angle:

If you have set any body parts with **normal** or **inverted** 'Part targeting' then you may want to control the angle these body parts move towards or away from the target.



If you increase this number it will increase the amount they move.

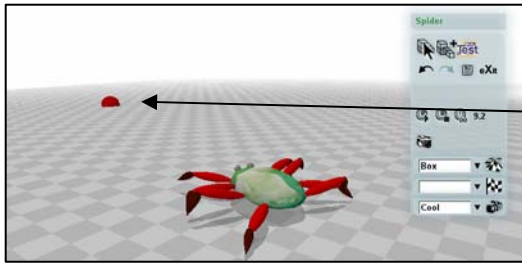
14 - Testing your Zook

You can test your Zook **at any time** by pressing the test button:



This will place your Zook into a test environment and you can see how it moves.

If you click on the floor of the environment with your left mouse button you can create a target which the Zook will try and get to. This way you can see how fast they move and how well they turn round.



Testing a Zook

This is the target

If you left click on your Zook or press the space bar whilst in test mode then your Zook will return to its start point and float in the air whilst moving.

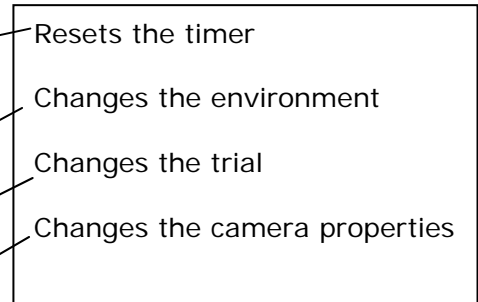
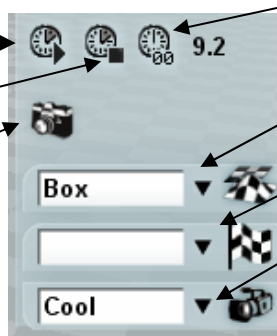
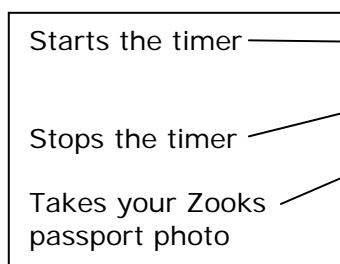


DYLSKI'S TIP...

"It's sometimes easier to see how your Zook moves by seeing it float in the air"

Your Zook will return to the ground if you click on it again or press the space bar again.

In the test menu:



DYLSKI'S TIP...

"You can use the timer to challenge your Zooks on the different environments. Can you beat your fastest times?"

The Snapshot:



You'll need to take a photo of your Zook if you want to export or send your Zook into the BAMZOOKi website. If you click on the camera then it will take a picture of the Zook and automatically place it in the Zook's passport. If you're not happy with the picture, you can take another and compare it with the previous shot. Once you're happy click 'replace'. You'll be able to view your Zook's photo in its passport.

The Environment Menu:



Use the environment menu to place your Zook in different types of landscape filled with obstacles.

You can lead your Zook around the environments by constantly changing the position of the target.

BoxEnv: A basic environment with no obstacles.

SprintEnv: As soon as you start this environment the timer will start. It will stop automatically once your Zook reaches the finishing line. As well as helping you see if you can make your Zook faster this will also provide a figure for **Sprint Speed** in the **stats** list (see page 28).

RamEnv: A huge gate for your Zook to try and barge through.

StrongEnv: A series of increasingly heavier barrels. How quickly can your Zook push all of them over the line?

ZigZagEnv: A slalom course. Can you manoeuvre your Zook to the end without getting stuck?

SlopeEnv: A series of increasingly steeper slopes.

SloppyEnv: A series of see-saws

StepEnv: A series of steps in the shape of a square. Can you get your Zook up to the top?

ShiftEnv: An environment filled with balls and boxes. How many can your Zook push?

HurdleEnv: A series of hurdles. Can your Zook get over the highest ones?

The Trial Menu:



Use the trial menu to place your Zook in different trials which will test for different Zook abilities.

All trial achievements will be recorded in the Zook's passport under the Achievements tab and will stay with the Zook if it is submitted to the website.

Sprint: A test to see how fast your Zook can run to the finish line.

Block-Push: A test to see how far your Zook can push the blocks in a set time.

Hurdles: A test to see how fast your Zook can run to the finish line whilst climbing over the hurdles.

High jump: A test to see how high your Zook can jump whilst running towards a target.

Lap: A test to see how quickly your Zook can run around a lap of four targets.



The Camera Menu:

You can change the way the camera looks at your Zook using the camera button:

Free: Allows you to move around your Zook by clicking and dragging the right mouse button as you do when editing your Zook. You can also use the arrow keys (or ASDWQ and Z keys) to move the camera left/right and forwards /backwards. Holding down **Shift** at the same time will make the camera move faster.

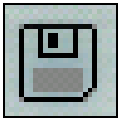
Follow: The camera automatically follows your Zook wherever it goes. You can still control the camera in this mode using the mouse wheel, or W and S keys, to zoom in and out.

Cool: The camera acts like it does in **Follow** mode but the Zook stops still when you move the camera around it. You can still control the camera in this mode using the mouse wheel, or W and S keys, to zoom in and out.

To leave the test environment and go back to editing your Zook just press the Select button:



15 – The file and system operations menu



Clicking on the file and system operations button at any time brings up this menu:



New: Allows you to start a new Zook from scratch. If you have made any changes to the Zook you are currently working on you will be asked if you want to save it before providing a name for your new Zook.

Open: Opens up the Zook Loader (see section 2) from where you can open or delete a previously saved Zook, open an example Zook or view, download and open Zooks from the BAMZOOKi website. Again, if you have made any changes to the Zook you are currently working on you will be asked if you want to save it before opening another Zook.

Save: Allows you to save your Zook so that it will be available next time you start the Zook-kit.

Save As: Allows you to save your Zook as a different name. Your original Zook will still be available under its original name next time you start the software.

Export: Puts a **.Zook** file onto your desktop. This file contains all the information about your Zook and is the file you need to attach if you want to upload your Zook to a CBBC application form on the website, send it to friends or team members via email or save it onto a floppy disc.

The first time you export a Zook it will ask you to input your member name and password. This is so that the website can validate your Zook-kit and put your membership details in every Zook that leaves your computer.

If you don't already have a member name and password, then simply register on the BAMZOOKi website at <http://www.bbc.co.uk/cbbc/bamzooki> . You'll need to be connected to the internet otherwise an error message will pop up telling you to connect.

Send to CBBC: This allows you to send your Zook to CBBC in the hope that it might be entered into the BAMZOOKi website. If you haven't already taken a photo of your Zook, you'll be asked to do so here (see section 14 for taking photos).

Once your Zook has a photo you can send it in to CBBC. Similar to exporting a Zook, you will be asked to fill out your member name and password.

Again, if you haven't registered to become a member then you'll need to register at <http://www.bbc.co.uk/cbbc/bamzooki> . You'll need to be connected to the internet otherwise an error message will pop up telling you to connect. There might be times when this function isn't possible but you will be told.

Passport: Opens the passport window with all the statistical information about your Zook.



General: Contains the photo taken with the snapshot function along with its name, your BBCi member name and the date you started your Zook or adopted it.



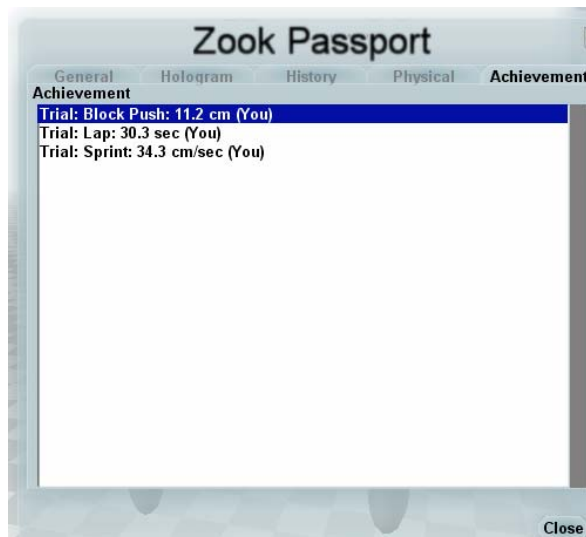
Hologram: Here you'll see your Zook in all its 3D glory.



History: If you started your Zook from scratch, then only you will appear in the owner window. However, if you have downloaded a Zook from the BAMZOOKi website or been sent one from a friend, then you'll see past owner's BBCi member names here.



Physical: This shows a list of the Zook's statistics such as height and weight.



Achievement: If you've tested your Zook in any of the five trials, then the results will be listed here.



DYLSKI'S TIP

"If you have tested your Zook in the different trials, then not only will you be able to see its achievements in the Passport but you'll be able to compare your results with others from the website."

Website: This takes you to the BAMZOOKi website. You'll need to be connected to the internet.

Online Update: This will tell you whether there are any updates available on the website for your Zook-kit. Again, you'll need to be connected to the internet.

Exit: Lets you exit the Zook-kit. If you have made any changes to the Zook you are currently working on you will be asked if you want to save it before exiting.

Cancel: Cancels the menu and takes you back to building your Zook.

Remember you can only delete Zooks using the Delete key on the loading screen.

16 – The BAMZOOKi Simulator

Now you've learned how to use the Zook-Kit, you probably have loads of great Zooks you've made on your computer. You'll have tested them in the trials, but what next? Well, the BAMZOOKi Simulator – that's what! With the BAMZOOKi Simulator you can pit two Zooks against each other in a contest. They can be Zooks you've made yourself or ones you've downloaded from the BAMZOOKi website.

When you start the BAMZOOKi Simulator you should see the following screen.

The screenshot shows the BAMZOOKi Simulator interface. At the top left is a list of contests. In the center is a 3D preview of a contest arena. On the right are two large colored boxes for selecting Zooks: a green box for Zook 1 and a red box for Zook 2. At the bottom are 'Exit' and 'Go' buttons.

Contests: List of all available Zook contests.

Preview: A image taken from the selected contest.

Zook 1: Shows you which Zook will be playing as green.

Zook 2: Shows you which Zook will be playing as red.

Exit: Click to close the BAMZOOKi Simulator.

Go: Start the simulation when you're ready.

To set up any contest you first need to pick two Zooks to take part. Click on the red 'Zook 1' box and choose a Zook from the list that appears, then do the same for the green 'Zook 2' box. Remember, you have to have loaded some Zooks into your Zook-Kit for you to be able to do this. If you haven't got any Zooks yet then you'd better go and make some.

Once you've chosen your zooks you need to pick a contest using the contest list. Just highlight the one you want to run and a preview picture will appear below it.

Dodgy Zook: The winning Zook will have to navigate it's way past a series of series of sliding doors.

Merry Go Zook: Which Zook will manage to stay on the rotating platform without getting pushed off?

Weakest Zook: Only the strongest Zook will pull their opponent into the pit.

Zook Hurdles: Between the Zooks and the finishing line are a set of different hurdles. The first over them all and across the line is the winner.

Zook Marbles: The winning Zook here will have to push through a mass of marbles and avoid the swinging panels to get to the finishing line.

Zook Smash: To get through the various obstructions in the Zooks' paths they'll both need to be strong.

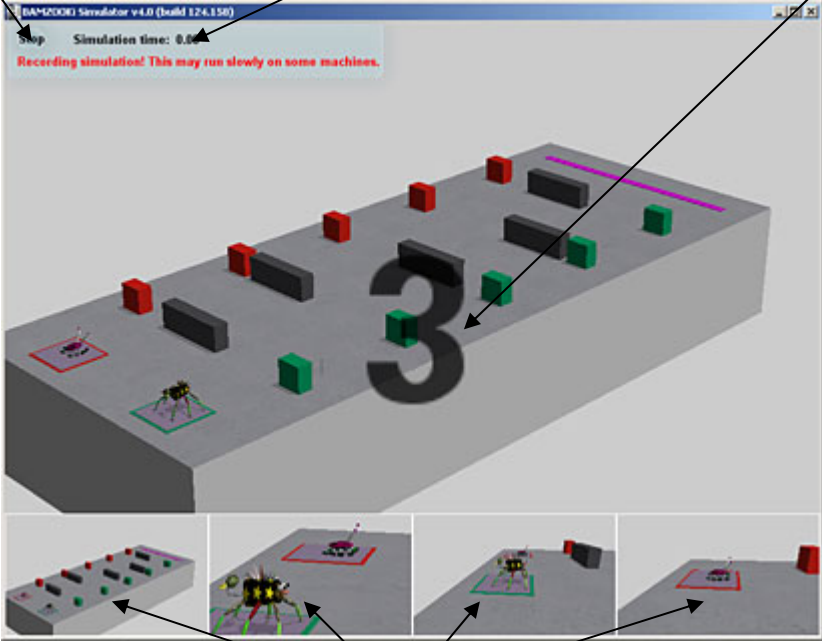
Zook Sumo: The two Zooks must barge into each other and make sure that they stay out of the pit to win.

Zookball – Green To Score: A football penalty shoot, with the Green Zook taking the kick.

Zookball – Red To Score: A football penalty shoot with the Red Zook taking the kick.

Once you've decided on which contest to go for click on the 'Go' button to begin! You'll be taken to the main simulator screen.

Stop: Click to stop the simulation at any time.	Simulation Time: The real time counter to show how long the simulation has actually been running.	Countdown: The timer that counts down to the start of the Simulation.
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Mini-screens: Change the camera angle in the Simulator's main screen by clicking these alternate views.

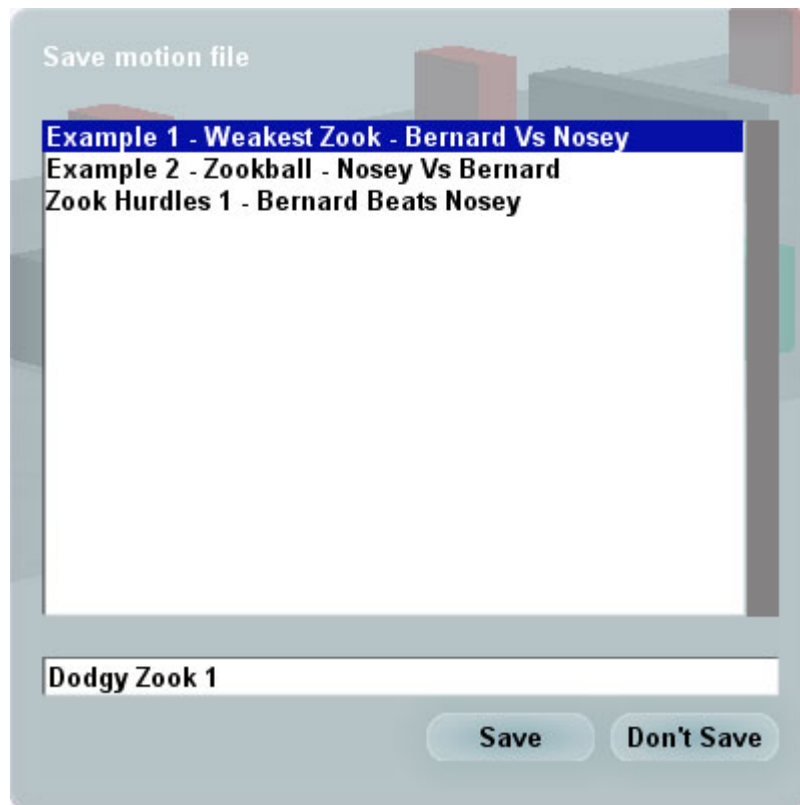
The simulation will now run automatically, with your zooks performing to the best of their ability – lets hope they're up to it!

While the simulation is running you can use any of the four mini-screens to change the camera angle.

Use the mouse to move the camera angle in the mini-screens and the main screen by clicking and holding the right mouse button and dragging the mouse. You can also use the mouse wheel to zoom in and out in the main screen. To zoom in and out in the mini-screens you must click and hold down the right mouse button on the screen you wish to and then use the mouse wheel at the same time. You cannot zoom in and out on the 2nd mini-screen, which always auto-zooms in on both the Zooks in play.

Click on a mini-screen to change to main camera view to one of the other views.

The simulation will run until you tell it to stop by clicking the stop button. Clicking 'Stop' will bring up a box asking you if you want to save the simulation.

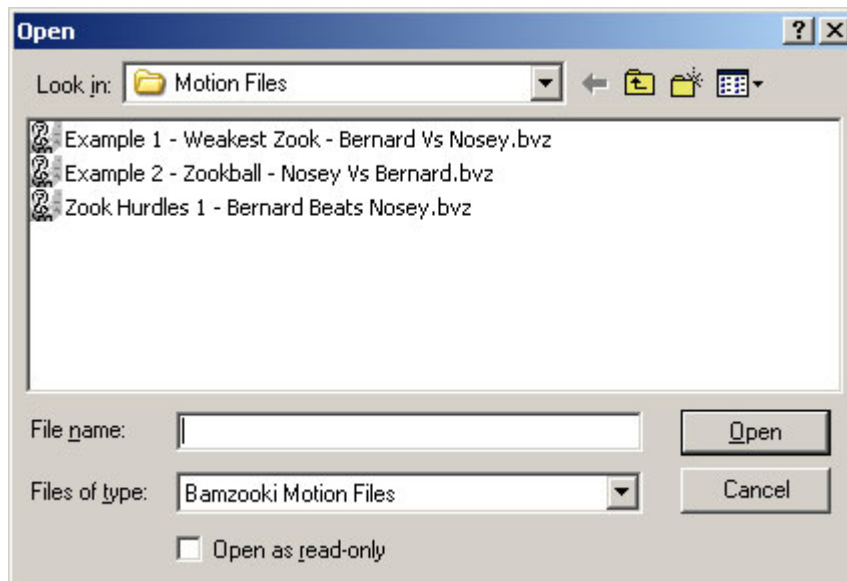


If you want to save the simulation type a name for it and click 'Save'. Otherwise click 'Don't Save'.

17 – The BAMZOOKi Motion Player

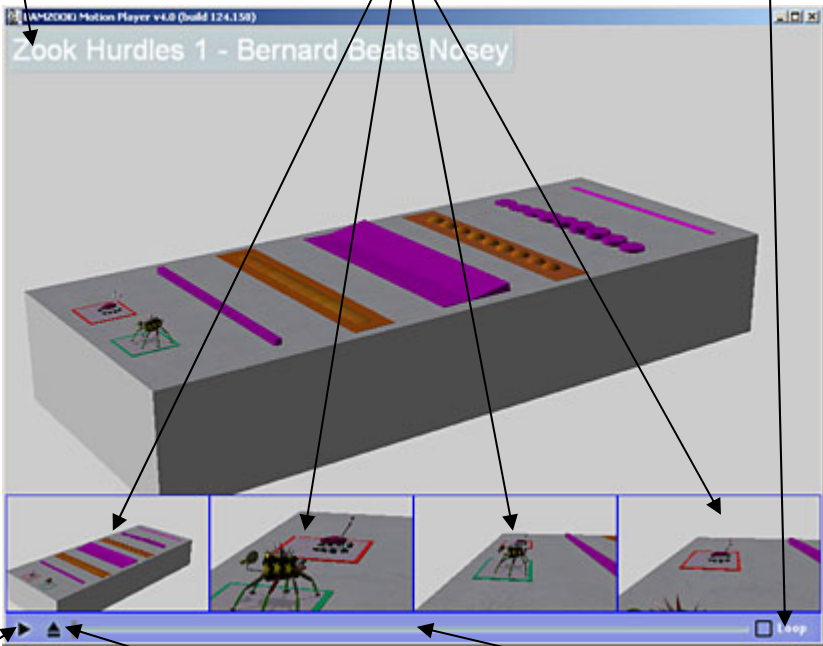
Now you've used the BAMZOOKi Simulator to stage and record your very own Zook contests you'll need a way of watching them back. That's what the motion player is for; you can use it to look back through your finest Zook contest victories!

As soon as the motion player opens you'll see this box...



You need to first pick a motion player file (or .bvz) to watch. Just choose one from the available list and open it. If there aren't any there, than you need to make some using the Simulator before you can watch one.

Once you've chosen a motion player file and opened it, then you should see the main motion player screen, which is very similar to the simulator main screen.

<p>Title: The name of the file being watched.</p>	<p>Mini-Screens: Change the camera angle in the Simulator's main screen by clicking these alternate views.</p>	<p>Loop: Tick this box to loop playback of the file.</p>
		
<p>Play Button: Click to start the simulation.</p>	<p>Eject Button: Press this button to access the Eject Menu.</p>	<p>Timeline: Drag the slider up and down the timeline to move to different parts of the Motion Player file.</p>

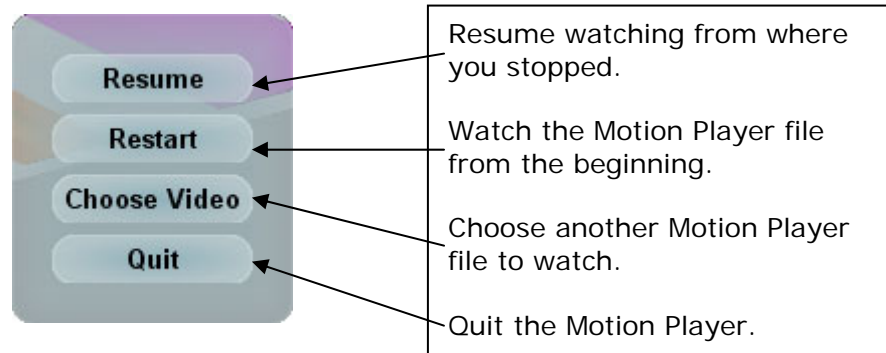
Just like in the Simulator's main screen you can change the view by using the four mini-screens.

Use the mouse to move the camera angle in the mini-screens and the main screen by clicking and holding the right mouse button and dragging the mouse. You can also use the mouse wheel to zoom in and out in the main screen. To zoom in and out in the mini-screens you must click and hold down the right mouse button on the screen you wish to and then use the mouse wheel at the same time. You cannot zoom in and out on the 2nd mini-screen, which always auto-zooms in on both the Zooks in play.

Click on any of the mini-screens to change the main screen to another view.

To start watching the motion player file back, just push the play button.

To stop it at any time, click the eject button. When you do the eject menu will appear.



If you want to skip to any particular point in the Motion Player file just drag the bar in the timeline to where you want to watch from and let go. The file will continue playing from there.

You can also tick the Loop box to keep watching the same file again and again without having to restart it manually.

18 – Index of Keyboard Shortcuts

Select Mode Keys:

Ctl-Z	Undo
Ctl-X	Cut selected body part to component 'clipboard'
Ctl-C	Copy selected body part to component 'clipboard'
Ctl-V	Paste (go to Add Mode)
DEL	Delete selected body part
ESC	Bring up the file and system operations menu
HOME	Return the camera to default position around the Zook.
F1	Shows how to build a basic Zook and also shows which version of the software you have installed on your computer.
= (or Num Pad +)	Move camera closer to the Zook
- (or Num Pad -)	Move camera away from the Zook

Test Mode Keys:

= (or Num Pad +)	Move camera closer to the Zook
- (or Num Pad -)	Move camera away from the Zook
Ctl-B	Hide background images
Ctl-U	Hide User Interface in Test Mode to get full view of Zook in environment. Press again to get the User Interface back.
SPACE	Toggle between Zook in the air and Zook on the ground

Navigation in Free Camera Mode:

W (Cursor UP)	Move forwards along floor
S (Cursor DOWN)	Move backwards along floor
A (Cursor LEFT)	Crab left across floor
D (Cursor RIGHT)	Crab right across floor
Q	Crane Up
Z	Crane Down

In Cool and Follow Camera Modes:

W (Cursor UP)	Move towards Zook
S (Cursor DOWN)	Move away from Zook

Dragging with right mouse button Re-orient camera

And don't forget, if you can't find your answer in this manual, then post a question on the Message Board and hopefully somebody else will know. Please tell us if you think something is wrong in the manual and we'll try to put it right. Get in contact with us by going to the CBBC website and clicking on 'Contact Us'.

Get Zooking

