

### Disclaimer

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- see the project manuals at [actor-lab.open.ac.uk](http://actor-lab.open.ac.uk) for examples of syntax use
- *actor-lab* works on Mac (OS 9 & OS X) and on PC (Windows 98/2000 & XP)
- *actor-lab* requires a serial RCX tower connection ( it can be via a USB-serial converter)
- the RCX brick **must** first have the RoboLab firmware downloaded to it
- *actor-lab* requires **constant communication** with the brick (ie vertical RCX for a buggy)
- *actor-lab* will work in screen mode when not communicating with a RCX brick
- 4 green lights showing indicates you are connected to a brick
- *actor-lab* application has to be in a folder with projects, sounds etc
- double-click *actor-lab* application to begin
- to quit application: Command + Q on Mac, Control + Q on PC
- click to open objects
- objects have to be given a unique name to appear in the message list of other objects
- hold Alt down to move objects around
- overlapping objects are grouped and only shown as having one input/output path
- hold Alt down and drag on darkened overlap area to move grouped objects around
- hold Alt down to drag objects out of a group
- Alt click on background to dim/brighten paths
- Alt click to open up screen buttons at the bottom of the display
- serial port selection under OPTIONS (plus advanced mode scripting)
- load/save under PROJECTS
- click on the lights for info/cycle time (improved by disabling inputs)
- the POWER OFF button turns off all outputs, and sends a *forget* message to all actors
- Hold the Alt key down as you click on NEW (PROJECT) to be able to configure the input and output objects,
  - to have a switch & light on the same input
  - to use a temperature sensor
  - to monitor the battery voltage
  - change the number of actors/counters.