

LED Nodes

RedLEDOOn
RedLEDOff
GreenLEDOOn
GreenLEDOff
BlueLEDOOn
BlueLEDOff
YellowLEDOOn
YellowLEDOff

Noise Nodes

Speak(const std::string &text)
Play(const std::string &soundfile)

Moving Nodes

Forward(float distance)
Sideways(float distance)
Turn(float angle)
Rock(float offset)
Sway(float offset)
Twist(float angle)
LegsUp
LegsDown
Pose(const std::string &filename, float speed)

Head Nodes

LookAtPoint(float x, float y, float z)
LookStraight
NodYes(int const numTimes)
NodNo(int const numTimes)

Arm Movement Nodes

SwingArm(int time, float shoulder, float elbow, float wrist)
SwingArmLeft(int time)
SwingArmRight(int time)

Transitions

=T(time)=>

=C=>

=B(ChiaraInfo::GreenButOffset)=>

=N=> { nodes, in, a, list }

=RND=> { nodes, in, a, list }

Basic Program for (name of your behavior).cc.fsm

```
#include "Leapers.h"

#nodeclass (name of your behavior) : LeapMachine : setup
    #statemachine

        nodename1 : nodetype
        nodename2 : nodetype
        nodename3 : nodetype
        etc...

        node =(transition)=> node
        node =(transition)=> node
        node =(transition)=> node
        etc...

    #endstatemachine
#endnodeclass

INCLUDE_BEHAVIOR(name of your behavior);
```