

agent

Property Summary

[Number](#) [#x](#)
Gets or sets the x position of the agent.

[Number](#) [#y](#)
Gets or sets the y position of the agent.

Method Summary

[void](#) [#setBalloonSize](#)(width, height)
Sets the size of the balloon.

[void](#) [#setImageURL](#)(url)
Sets a new image for the agent.

[void](#) [#setLocation](#)(x, y)
Sets the location of the agent.

[void](#) [#setVisible](#)(visible)
Show/hides the agent.

[void](#) [#speak](#)(message)
Makes the agent speak.

Property Details

[x](#)
Gets or sets the x position of the agent.

Returns

[Number](#)

Sample

```
//move the agent diagonally
plugins.agent.x = plugins.agent.x-10;
plugins.agent.y = plugins.agent.y-10;
```

[y](#)
Gets or sets the y position of the agent.

Returns

[Number](#)

Sample

```
//move the agent diagonally
plugins.agent.x = plugins.agent.x-10;
plugins.agent.y = plugins.agent.y-10;
```

Method Details

[setBalloonSize](#)
[void](#) **setBalloonSize**(width, height)
Sets the size of the balloon.

Parameters

width

height

Returns

[void](#)

Sample

```
plugins.agent.setBalloonSize(width,height)
```

[setImageURL](#)

void **setImageUrl**(url)

Sets a new image for the agent.

Parameters

url

Returns

void

Sample

```
plugins.agent.setImageURL( "url" )
```

setLocation

void **setLocation**(x, y)

Sets the location of the agent.

Parameters

x

y

Returns

void

Sample

```
plugins.agent.setLocation(100,100);
```

setVisible

void **setVisible**(visible)

Show/hides the agent.

Parameters

visible

Returns

void

Sample

```
plugins.agent.setVisible(true);
```

speak

void **speak**(message)

Makes the agent speak.

Parameters

message

Returns

void

Sample

```
plugins.agent.speak( 'hello nerd' );
```