

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

[{Number}](#) width
[{Number}](#) height

Returns

void

Sample

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

setImageURLvoid **setImageURL** (url)

Sets a new image for the agent.

Parameters{[String](#)} url**Returns**

void

Sample

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

setLocationvoid **setLocation** (x, y)

Sets the location of the agent.

Parameters{[Number](#)} x{[Number](#)} y**Returns**

void

Sample

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

setVisiblevoid **setVisible** (visible)

Show/hides the agent.

Parameters{[Boolean](#)} visible**Returns**

void

Sample

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

speakvoid **speak** (message)

Makes the agent speak.

Parameters{[String](#)} message**Returns**

void

Sample

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

