

## ICybie's Moods

Please read the manual (chapter 8) for the general description of ICybie's moods. This page gives a slightly more technical description.

ICybie's moods are influenced by three factors:

- Interaction: petting, pressing head/back, talking to your dog, clap commands
- Environment: dark or quiet
- Terrain: walls, hard to walk, falling

Your ICybie keeps a count of these experiences. He also keeps a history of the previous 4 minutes of experiences

NOTE: actually the counts are separated into 10 different counts: 4 for Interaction (commands, petting, head/back, nose), 2 for Environment and 4 for Terrain. Also the Environment total is scaled by 4. These values are tweekable with YICT 1.01.

NOTE: the counts history is stored in E2PROM, and can be viewed with a SIC test program.

### Mood Changes

The current and previous 4 minutes of experiences are added up, and used to determine the new mood. [ie. on average the last 4.5 minutes of experiences]

This gives you three different totals: Interaction (larger number for more interaction), Environment (larger numbers for dark/quiet rooms), and Terrain (larger numbers for smaller rooms, more obstacles).

Dark Room test	Small Room test	result (new mood)	comment
more Interaction than dark Environment	more Interaction than rough Terrain	Happy	Bright large room, or lots of attention
	about same Interaction as rough Terrain	Happy	Bright room
	more rough Terrain than Interaction	Hyper	Bright but cramped room
about same Interaction	more Interaction than rough Terrain	Happy	Large room

as dark Environment	about same Interaction as rough Terrain	Sad	Very boring room
	more rough Terrain than Interaction	Hyper	Small (cramped) room
more dark Environment than Interaction	more Interaction than rough Terrain	Sad	Dark large room
	about same Interaction as rough Terrain	Sleepy	Dark room
	more rough Terrain than Interaction	Sick	Dark cramped room, or lack of attention

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## Custom Mood Factors

With YICT (version 1.01 and later), you can pick from several sets of mood factors to customize the mood logic:

- Standard: the normal ICybie rules (Interaction\*1, Environment\*4, Terrain\*1, closeness threshold = 3)
  - Balanced: balanced weight (Interaction\*1, Environment\*1, Terrain\*1, closeness threshold = 3)
  - Balanced2: balanced weight with lower closeness threshold (Interaction\*1, Environment\*1, Terrain\*1, closeness threshold = 0)
  - Mostly Happy: (Interaction\*1, Environment\*0, Terrain\*0, closeness threshold = 0)
  - Mostly Hyper: (Interaction\*1, Environment\*0, Terrain\*4, closeness threshold = 0)
  - Others TBD...
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