

CREATION OF HOMEWORLD 2 ANIMATICS SCRIPTS

BASED ON ANIMATIC 10, BENTUSI SACRIFICE

Chapter I

a10.lua (General options card) overview

Here is shown sample script from Animatic 10 'Bentusi Sacrifice' :

```
MovieScreen =
{
  displayName = "$4624",
  helpTip = "$4625",
  size =
    { 0, 0, 800, 600, },
  stylesheet = "HW2StyleSheet",
  RootElementSettings =
  {
    backgroundColor =
      { 0, 0, 0, 255, }, },
  speechFilename = "locale:animatics/A10_speech.lua",
;
{
  type = "Movie",
  filenameV = "data:animatics/animatic_10-11.avi",
  filenameA = "data:Sound/Music/ANIMATIC/A10_11",
  position =
    { 0, 100, },
  size =
    { 800, 400, },
  name = "MyMovie", },
}
```

And here you can see explanation of (almost) all parameters :

MovieScreen chunk :

- **displayName** - here you can point (by \$variablenumber) to a variable in dictionary file, or directly type animatic's name. It will be shown in Movies page.
- **helpTip** - here you can point (by \$variablenumber) to a variable in dictionary file, or directly type animatic's hint. It will appear, in bar on bottom of Movies page, when mouse will hover over animatic's name.
- **size** - primarily this parameter clips animatic's avi in following manner (in order) :
 - Border from left edge of animatic (in pixels)
 - Border from top edge of animatic (in pixels)
 - Clipping from right edge of animatic (in pixels)
 - Clipping from bottom edge of animatic (in pixels)
- **stylesheet** - ??? probably links to HW2 specific text formatting file. Better leave it as is (HW2StyleSheet)
- **RootElementSettings** :
 - **BackgroundColor** - defines background colour in RGBA (**R**ed **G**reen **B**lue **A**lpha) format. Default background colour is black, so lowering Alpha will darken colour
- **SpeechFilename** - points to Speech card (see next chapter)

Embedded Object Definition chunk (the second chunk) :

- **type** - defines type of embedded object. As it's avi it state 'Movie', it can also state 'Frame' for more complex frame creation.
- **filenameV** - points to DXGM .avi (To convert DivX .avi to DXGM .avi you'll need The Swarm (see Appendix II)). Avi should be located in the same directory where this .lua script (only for Movie).
- **fadeOutStart** - Start of fade out to Alpha 0 (secs.frames) (only for Movie).
- **fadeOutEnd** - End of fade out to Alpha 0 (secs.frames) (only for Movie).
- **abortFadeOutLength** - clips fading (only for Movie).
- **filenameA** - points to .fda with music theme (only for Movie).

- **position** - basically works the same as first two parameter of **size** in previous chunk (border left, border top)
- **size** - scales embedded object to this size (in pixels)
- **name** - Just name of thingy.
- **fixedAspectRatio** - 1 sets Aspect Ratio scaling on (only for Movie).
- **BackgroundColor** - defines Frame object colour in RGBA (**R**ed **G**reen **B**lue **A**lpha) format. Default background colour is black, so lowering Alpha will darken the colour (**REMEMBER:** use only for frame object)
- **giveParentMouseInput** - this parameter is unknown, set it 1

Here ends description of a(number).lua file. Description of directory structure and naming is located in Appendix I

Chapter II

A10_speech.lua (Speech card) overview