DEDICATED TO GOD THE FATHER

Topalian Game Engine Data Navigator
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Release Notes: <u>Version 024</u>

<u>TopalianGameEngineDataNavigator</u>

We made it easier to publish the game engine to a web server.
We moved the TopalianPlayerData.js and TopalianStructureData.js into the js folder, to make it easier to upload to a server, so that they are included in the main.js, when the scripts are combined using the command prompt.

Now, to publish the game engine to a server, it only requires the person to upload 3 files.
TopalianGameEngineDataNavigator.html
main.js
TopalianData.js

Release Notes: <u>Version 023</u>

TopalianGameEngineDataNavigator
We now use many individual js files to make everything more organized.
Then, later, when uploading to a server, we first combine the js files into one js file, to make it easy.
The instructions to combine all scripts into one is in the tutorials folder.

Menus added:
Player position menu
        x, y text boxes added
Player color menu
Player texture menu
Player speed menu

New sound efx added to menus

Immediate teleports now, when pressing an option.

GetDistance function added, to show distance of any object to the player.

JavaScript language shown in full on one row, and in categories now.

Create Structures added.
Copy or download the structures array data anytime.
Load the structures array data anytime.

We are now Loading the world in more sections, to make loading faster upon the start.

Player starts at the top of the screen in the Scripting Section, JavaScript.

Player Menu is now much more compact.

Player Menu is now kept on the screen, even if person creates the menu when they are located near the 0 x position.

There are many more new features in this update that will be listed in time.

Release Notes: <u>Version 022</u>

TopalianGameEngineDataNavigator
Added more comments to explain the code.
Cleaned code in many places.
Added more content.

TopalianSpreadsheetToJavascript
Single quotes, both straight and curly, can now be used, when entering data in our spreadsheets!
This makes entering data so much easier for the user!
We replace the single quotes, both straight and curly, with a backtick ` instead.
Added more comments to explain the code.

TopalianSpreadsheetDATAFile
Changed Color of Spreadsheet backgrounds to a lighter color, to enable the mouse arrow to be seen easier.

Release Notes: <u>Version 021</u>

Menu System Now Works Smoothly with one open at a time and closes nicely with one click.

Menu system now uses an X at the top to close windows, which is what most users expect to find.

ADDED
Bookmark System, can be used to make CITIES of Homes!

Teleport System utilizes the bookmarks we make.

Bookmark Row created using Letter C

Bookmark Quick Goto is Shift + 1, Shift + 2, Shift + 3 etc, up to 0 on number on top of keyboard

Bookmark mode colors the player and informs them they are in bookmark mode.

Spreadsheet now shows 62 functions listed for Topalian Game Engine Data Navigator.

Music ADDED
Music Menu for Music in our Game World with Two Songs Added by default.

Sound ADDED
Sound Efx added for when user opens a Menu with Z button, Activates Bookmark mode with letter B, Colors Bookmarks with Letter C, Deletes All Bookmarks with Delete Button