

Minimap

153325 Points3% Health

Somecustomstuff

Edit Singleplayer testgame (rules_0)

Edit other testgame (rules_1)

Edit multiplayer (rules_2)

Cancel

Edit Rules

Rule Editor: rules_0

Actors

Events

Reactions

Player 1
Player

Camera
PlayerCamera

Enemy
Hittable

KeyboardInput
Key: A

KeyboardInput
Key: D

HasMoved
Actor: Enemy

IsInView
Actor: Enemy

CollisionEvent
Actor: Player1

MoveObject
Dir: Forward

MoveObject
Dir: Left

Feedback
PlayAnimation

Type
Main Var

Type
Main Var

Shuffle

Close

Doubleclicking an element opens the Details window

Add New Reaction

Choose Values

Choose Parameters

Choose Type

Choose Event

Edit Parameters for KeyboardInput (Event)

Rule Editor: rules_0

KeyboardInput (Event)

Rule Editor: rules_0

MoveObject (Reaction)

KeyCode: D

KeyHandled: Pressed

Cancel

Back

Next

Add

KeyCode

KeyHandled

SomeVariable

OtherVariable

Cancel

Back

Next

Add

MoveObject

Feedback

ChangeCounter

Cancel

Back

Next

Add

KeyboardInput
Key: A

KeyboardInput
Key: D

CollisionEvent
Actor: Player1

Cancel

Back

Next

Add

Choose Parameters

KeyCode

KeyHandled

SomeVariable

OtherVariable

Done

Rule Editor: rules_0

Player 1 (Player)

Camera (PlayerCamera)

Enemy (Hittable)

Parameters

Type: KeyboardInput

Id: 7

KeyCode: D

KeyHandled: Pressed

Edit

Related Reactions

MoveObject
Dir: Left

Feedback
PlayAnimation

Back

Close

Rule Editor: rules_0

Player 1 (Player)

Camera (PlayerCamera)

Enemy (Hittable)

Parameters

Type: Player

Id: 0

Label: Player 1

Gravity: 9.81

MoveSpeed: 20

FlySpeed: 50

Edit

Events

KeyboardInput
Key: A

KeyboardInput
Key: D

CollisionEvent
Actor: Player1

Add

Reactions

MoveObject
Dir: Forward

MoveObject
Dir: Left

Feedback
PlayAnimation

Add

Back

Close

Rule Editor: rules_0

Player 1 (Player)

Camera (PlayerCamera)

Enemy (Hittable)

Parameters

Type: MoveObject

Id: 10

MoveDirection: Forward

MoveSpeed: 10

DirectionRelativeTo: Self

ActorRelativeTo: Player1 (Player)

RotateWithMovement:

RotationSpeed: 20

Edit

All Events

KeyboardInput
Key: A, on Player1

KeyboardInput
Key: D, on Player1

HasMoved
Actor: Enemy, on Player1

CollisionEvent
Tag: Player, on Enemy

Back

Close

On Click: Select Elements to shuffle, offer Select All option.

NICE TO HAVE

When one-clicking event/actor/reaction - highlight relating elements

Drag a reaction or event on an actor - move it to that actor

Drag a reaction or event on an actor - move it to that actor

Event Details window

Drag a reaction or event on an actor - move it to that actor

Reaction Details window

Actor Details window