

Scripting

Don't do it!

Scripting in Krkal is not for everyone; I rather not recommend for you to try and read on or maybe only if you are an experienced programmer with lots of patience. Why do I say this?

- compiler contains many errors
- documentation is insufficient
- documentation is not in English
- some items are grey and user unfriendly
- you'll be alone
- no technical support

Ok, how to get started?

- Download complete Krkal from GitHub, including source codes:
<https://github.com/HonzaMD/Krk2>
- Study the documentation: \src\Dokumentace
 - Mainly: src\Dokumentace\2 - Dokumentace pro pokročilé
 - watch out because no one updated the documentation
- Install Microsoft Visual Studio 2013 or newer. You'll be fine with free version.

Programming in Krkal

- Do not modify the already existing files
 - To avoid conflicting with someone else's changes
 - This would require a rebuild of compiled scripts
- Create a new .kc file and include Krkal code in there (krkal2_A1CF_6963_8DA6_D822.kc)
- InGame code editor was misbehaving, after a while it started to compile a different project than it was supposed to ...it may be better to use an external editor ...
- Debugging: Krkal is unable to debug by itself, but it is possible to use Visual Studio as a debugger.

Compiled vs Interpreted script

- Under normal circumstance the compiler compiles into interpreted scripts. Unfortunately there is a big chance here that you'll encounter an error in the compiler.
- In order to avoid this, you can compile into compiled scripts (for this you'll need Visual Studio, so that you can compile entire Krkal)
- You'll find instructions here: src\KScripts\PostupKompilace.txt

- If you do this, then your change will not be compatible with changes by other people.
- Therefore it is a pity that the compiler from version 3 is not plugged in - it solves all of these errors and in addition the 3.0 language is much nicer.

Importing graphics to your objects

- Krkal needs a set of textures for each object such as height and normal map, ...
- see src\Dokumentace\1 - Uživatelská dokumentace\5 - Jak vytvaret novou grafiku.doc
- see src\Dokumentace\1 - Uživatelská dokumentace\6 - Ovladani editoru packagi.doc
- there can be a problem obtaining these textures, I'm not sure, whether the plugins for 3D studio are still working
- If you start programming new plugins for newer versions or for other 3D modeling programs, please do make them available to others in the Krkal community.

Automatisms

- It is a set of rules describing how graphics are connected to objects. It is done in a way that the objects don't have to worry about the graphics.
- Simple automatism (1 to 1) can be created in the levels editor - see src\Dokumentace\1 - Uživatelská dokumentace\4 - Ovládání editoru.doc
- If you want something more complex, for example you want the graphics to react to variables, interconnect, or randomly alter, then the automatism must be manually programmed directly into the Krkal registry.
- The code for this is found here: src\kernel\md_testy.cpp
- and see weak documentation:
 - src\Dokumentace\3 - Programátorská dokumentace\12 - Kernel.doc
 - src\Dokumentace\doplnky\KALKAL AUTOMATICS.doc