CH3_005

SCREEN BLACKOUT

Exercise Files

 Starter – "Kit/gpgt/server/scripts/gpgt/chapter3/exercise005.cs"

Answers – "Kit/gpgt/server/scripts/gpgt/chapter3/answers/exercise005_f.cs"

Exercise Mission

Chapter 3: "005_GameConnection: Blacking Out"

Synopsis

   In this exercise, we will write the code necessary to black out a single (local) client's screen.

Prerequisites

1. ch1_001.pdf "Using The Kit"
2. ch3_001.pdf "Named Connections"

Exercises

1. Blacking Out (pg 2)

SCREEN BLACKOUT

1 Blacking Out

Goal: Write the code necessary to black out the local client's screen and then fade it back in.

Starter Code: You are provided with a single function body, fadeScreenOutandIn(). Four parameters have already been defined for your use.

- %start – Time in milliseconds when the fade to black should begin.

- %outTime – Time in milliseconds the black-out should take to fade from 0% black to 100% black.

- %waitTime – Time in milliseconds the black-out should remain at 100% black.

- %inTime – Time in milliseconds the black-out should take to fade from 100% black back to 0% black.

```
function fadeScreenOutandIn( %start, %outTime, %waitTime, %inTime )
{
    // 1
    //?????

    // 2
    //?????
}
```

Steps:

1. Please write the code necessary to schedule a blackout to occur.

2. Please write the code necessary to schedule a blackout to reverse.

Output Goal:

When you have completed this code, you can test it as follows.

1. Run the mission associated with this exercise.

2. Open the console (~).

3. Type: "fadeScreenOutandIn(1000 , 3000 , 2000, 1000);" and press return, the following will occur:

   - In one second, the screen will begin to fade to black.

   - Three seconds after starting, the screen will be entirely black.

   - The screen will stay entirely black for two seconds.

   - Finally, after a total of seven seconds, the screen will (starting from black) start to fade back in to completely clear and visible again.