Documentation Scripting System

Commands:

**New (map load script only)**

Signalizes the engine that we will create a new object.

Possibilities:

- TransportTile X Y destX destY string

- EventTile X Y string

X / Y = Tile which gets the flag!

Dest X / Y = Tile where the player will get teleported to.

String = Destination map for TransportTile

EventScript name for EventTile

* NPC #

Npc1\_charset X Y KI\_FLAG name

* OBJECT #

Object1\_charset X Y name

# = number of NPCS/Objects that will get creates

X/Y = tile where the NPC/Object will appear

KI\_FLAG = KI flag the NPC will have.

Name = Name of NPC -> **determines the SCRIPT!**

**If name = “Gunther”, Script File: “Gunther.dlg”**

Example for load script of a map

START\_OF\_SCRIPT

new TransportTile 19 0 10 178 swamp.txt

new TransportTile 20 0 10 178 swamp.txt

new TransportTile 21 0 10 178 swamp.txt

new TransportTile 13 10 7 23 forest1.txt

new EventTile 7 21 event2.dlg

new EventTile 15 4 event3.dlg

new NPC 3

npc1.png 8 21 NPC\_WALKAROUND Gunther

npc1.png 9 7 NPC\_WALKAROUND Heinz

npc1.png 21 7 NPC\_STAND\_RIGHT Thomas

new OBJECT 1

treasureChest.png 17 2 1 forest\_chest1

END\_OF\_SCRIPT

**changeValue/Switch**

changeSwitch # value

changeValue # value

Changes the Switch or Value # to the specific value

**IF Statement:**

IF *value*

ENDIF

Executes code between IF and ENDIF if value = true

Possibilities for value:

Switch x y

Value x y

X = # of Switch/Value

Y = Value to check for

Example:  
  
IF Value 200 10

Executes Code if Value # 200 has a value of 10

**END\_OF\_DIALOG**

States that End of a Dialog Script has reached.

**DisplayText**

*Your text that has to be printed on Screen ]*

Prints all the text BEFORE the ] sign. The ] sign determines that the text is over and that the player has to click to go on.

Use # to determine a new line

Example:

Dinesh: #Thank you my friend!!! ]

Please talk to Frodo now.#

He will explain you what to do... ]

**inputDialog**

inputDialog #

# can be 2 or 3. Gives the player 2 or 3 choices to choose from. Should be follow by a DisplayText command which states the questions + the answers:

Has to be follow by:

input1

..

END\_OF\_DIALOG

input2

..

END\_OF\_DIALOG

input3

..

END\_OF\_DIALOG

Example:

inputDialog 2

Is Herman nice?#1. NO#2. YES ]

input1

Yeah I know, Herman is never nice ]

END\_OF\_DIALOG

input2

Well, I don’t believe you ]

END\_OF\_DIALOG

**playAnimation**

playAnimation Name StartAni EndAni AniDuration

Name = Character/Object that shall execute the animation

* can be put to this to say that the object that pushes the itself executes the animation
* can be put to “player” to say that the player character shall execute the animation

Example:

IF Switch 802 0

playAnimation Thomas 4 6 50

wait 150

END\_IF

Additional info: wait is here set to 150 because the animation duration is 50 and we play 3 animations. So 50x3 = 150

**WAIT**

Forces the Engine to wait for a specific time. Only animations get played during this time. Very useful if you want to wait until an animation is finished.

**wait time**

time = time the system has to wait

**setAnimationState**

setAnimationState name x

name = name of object that shall execute

X = anistate

**resetAnimationState**

Brings the Old Animation State back.

**lockNPC**

Locks specific NPC from getting updated. Useful to stop NPCS which have the NPC\_WALKAROUND Ki flag

lockNPC Name

Name = Name of NPC to lock

**unlockNPC**

Unlocks the NPC. NPC will go back to his old KI Flag

lockNPC Name

Name = Name of NPC to lock

**KI\_FLAGS**