**WORK IN PROGRESS**

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Events, triggers, and level functionality

Room transitions

Description

o\_trigger\_warp

COPY INTO CREATION CODE

//---]Room Transitions[---

desx = 6928; //Where is the X coordinate of the exit of this warp? [[Arguments: any #]]

desy = 1216; //Where is the Y coordinate of the exit of this warp? [[Arguments: any #]]

//---]Notes[---

/\*

Don't put the exit location too near to another warp or the player may be stuck constantly teleporting back and forth!

Chain events

Description

o\_trigger\_chainevents is a trigger used for events in the game that are similar to cut scenes but run in real time. On activation the player will no longer be in control of the character until the event has finished.

COPY INTO CREATION CODE

*//---]ACTIVATION[---*

*requires\_interaction = 1; //Does the player have to press the interact key? If no then the trigger will activate on collision. [[Arguments: 1,0]]*

*required\_channel = 0; //What channel has to be activated for this trigger to fire? 0 means that it will fire without requirements. [[Arguments: any #]]*

*finishing\_channel = 0; //What channel will be active after this trigger has finished? 0 means this is the end of the event chain. [[Arguments: any # that is not its own required\_channel]]*

*destroy\_after\_use = 0;*

*//---]TEXTBOX[---*

*has\_text = 1; //Will a textbox appear when the trigger is activated? If yes fire follower events. [[Arguments: 1, 0]]*

*text = "\*ADD TEXT HERE" //What text will appear in the textbox? [[Arguments: "(text that you want to display)"]]*

*portrait = s\_hud\_portrait\_none //What picture will appear beside the textbox? Use "s\_hud\_portrait\_none" if you dont want a portait. [[Arguments: (sprite that you want in the textbox, portraits are s\_hud\_portrait\_(character)\_(emotion))]]*

*textbox\_delay = 0; //How long, in miliseconds, will it take for the textbox to appear? [[Arguments: any #]]*

*//---]MOVMENET[---*

*moves\_object = 0; //*

*move\_x = 0; //*

*move\_y = 0; //*

*move\_speed = 0; //*

*//---]TRANSMIT BONUS[---*

*transmit\_onactive =*