

1. Script formatting

The commands are recognized by the characters `<` and `>`. Between these characters, the instruction is typed. The arguments are considered to be

The basic formatting of an Active writer command is as follows.

```
<(instruction):(argument1):(argument2):(argument3A$argument3b)>
```

2. Instructions

It is important to type the commands WITHOUT capital letters. Otherwise, they will not be recognized.

2.1. 'music'

For the instruction 'music' you need two arguments: the name of the audio clip and 'true', if the song has to repeat itself or 'false' if the song only has to play once. The audio clip must be an MP3 clip (.mp3). The audio fragments must be copied in the 'music' folder.

Syntax example:

```
<music:(name of the audio clip):('true' or 'false')>
```

Practical example using an audio clip 'abba.mp3':

```
<music:abba:true>
```

If the music has to stop, that's what you type:

```
<music:none:true>
```

2.2. 'sfx'

For the 'sfx' instruction, you only need one argument: the name of the audio clip. The audio clip must be a WAV fragment (.wav). The audio fragments must be copied in the folder 'sfx'.

Syntax example:

```
<sfx:(name of the audio clip)>
```

Practical example using an audio clip 'sfx.wav':

```
<sfx:sfx>
```

If all sound effects need to stop, type:

```
<sfx:none>
```

2.3. 'image'

This instruction causes an image to shine in the foreground or background. The format doesn't matter here.

Syntax example:

```
<image:(image name):('bkg' for background, 'fog' for foreground):(fade-in and out duration in milliseconds)>
```

View background.jpg image in the background:

```
<image:background.jpg:bkg:10>
```

View foreground.png image in the foreground:

```
<image:foreground.jpg:fog:10>
```

Delete image in the background:

```
<image:nobkg:bkg:1000>
```

Remove image in the foreground:

```
<image:nofog:fog:1000>
```

All images must be placed in the "textures" folder.

2.4. 'video'

The "video" statement shows a video clip. This only overlaps the background. The video format doesn't matter.

Syntax example:

```
<video:(name of the video clip):( fade-in and out duration in milliseconds)>
```

Show video clip "video.mp4":

```
<video:video.mp4:20>
```

Stop video clip:

```
<video:none:20>
```

All video clips must be placed in the 'videos' folder.

2.5. 'title'

Title statement displays a title in the center of the screen.

Syntax example:

```
<title:(title text):(fade-in and out duration in milliseconds)>
```

Text 'Intro' view as title:

```
<title:intro:15>
```

2.6. 'voice'

Voice sets a voice when text is typed. For now, there are only two options: pieter and buna.

Example:

```
<voice:pieter>
```

2.7. 'text'

The text trick type automatically text on the screen. The typing speed can also be adjusted.

Syntax example:

```
<text:(text to display):(speed in milliseconds)>
```

View text 'hello world!'

```
<text:hello world!:35>
```

2.8. 'txtcolor'

This instructive change the text color. The text color must be written in full in English.

Syntax example:

```
<txtcolor:(color in English)>
```

White text example:

```
<txtcolor:white>
```

2.9. Advanced commands

2.9.1. 'options'

With options, you can ask the reader things with a Yes and No option each time. You can choose the questions and answers yourself, as well as what happens if yes or no.

Syntax example:

```
<options:(question):(answer yes):(answer no):(callback if yes):(callback if no):(arguments for yes-callback):(arguments for no-callback)>
```

2.9.1.1. Callback instructions

2.9.1.1.1. continuous

With the callback instruction 'continuous', everything continues normally. The extra arguments are always null and null.

Example:

```
<options:Is everything okay?:Yes, it's going to be.:No, not really...:continuous:stop:null$null:buna$Then we have to finish...$10>
```

2.9.1.1.2. stop

The stop-callback ends the script after a message. It works with the same arguments as the 'text' 'voice' instruction.