# Scene Writer Help

## Scene Window (F1)

The scene window is used to setup scenes and set various parameters of each scene. Objects can be placed in scenes, boundary lines can be drawn, jump points can be added and characters can be configured in each scene.

### All Modes

#### Control Arrow Keys

Sets the scene in that direction

#### Control S

Save the current scene

#### Control 1

Switch to Jump Line mode

#### Control 2

Switch to Jump Point mode

#### Control 3

Switch to Object Placement mode

#### Control 4

Switch to Scene mode

#### Control 5

Switch to Border mode

### Scene Selection (White Mouse)

Use the mouse to click on a given scene to select it.

### Object Placement (Red Mouse)

This move allows the placement and adjustment of objects in the scene. Use the keyboard to select an object either on the screen or a new object, use the keyboard to set the parameters for the object and click on the scene where the object should be.

#### No Object Selected - Left List

##### Up / Down Arrows

Traverse new objects list

##### Right Arrow

Switch to right list (current items)

##### Enter

Select new object (switch to selected object mode)

#### No Object Selected - Right List

##### Up / Down Arrows

Traverse current objects list

##### Left Arrow

Switch to left list (new items)

##### Enter

Select current object (switch to selected object mode)

#### Object Selected

##### Up / Down Arrows

Select object parameter to change

##### Page Up / Page Down

Change object parameter

##### Enter

Only applies to the Chase Brain for the Start Min and Start Max parameters. When pressed you will be prompted for the new min or max value.

##### Parameters

###### Start in Game

True if the object should be in the scene when the game starts

###### Tied to Scene

True if the object cannot leave this scene

###### Main Character

True for the main character of the game

###### Pixels Per Second

Pixels the object should move per second (if applicable, otherwise 1.0)

###### Brain Type

None

Keyboard Brain

Uses the keyboard to control the character

Wander Brain

Uses a wandering scheme to move around the scene randomly changing directions.

Wander Rate

The rate the character will change directions as it wanders. Larger numbers indicate longer times between direction changes.

Search Brain

Looks for a given character and if it’s spotted will follow that character, otherwise wanders.

Character to follow

GUI id of the character this character will follow

Distance

Pixels between this object and the one we will follow

Follow Brain

Character to follow

GUI id of the character this character will follow

Distance

Pixels between this object and the one we are following

Path Brain

Path sequence file

Sequence file this brain will load and execute

Chase Brain

Character to follow

GUI id of the character this character will follow

Min start time

Minimum time in seconds to wait before this character enters the scene and starts following the character above

Max start time

Maximum time in seconds to wait before this character enters the scene and starts following the character above

Starting text

Text to display if this character catches the character it’s following

Ending text

Text to display if this character catches the character it’s following

##### Left Mouse Clicked

Place item in scene with specified settings at clicked point

### Path Mode (Green Mouse)

This mode can be used to map out a path sequence. A path sequence is a list of steps that will be executed in order with parameters for each one. A path sequence will be tied to a character which will have its own initial point from the scene configuration. The initial point can be changed by using Control I and then clicking where the path sequence should be started.

#### Control – L

Displays menu of available path sequences that can be loaded.

#### Control – S

Saves current path sequence to file.

#### Control – I

The next clicked point will be set as the initial point click for the path sequence.

#### Path Commands

##### Set Sprite

Reads the given sprite name and loads it for this character

##### Set Location

Reads the x, y location specified and sets the character to that location

##### Wait

Reads the wait time and pauses this sequence for that amount of time

##### Wait Random

Reads the max / min time to wait in seconds and pauses the sequence for that amount of time

##### Move To

Reads an x, y point and starts a move of this character from its current location to the specified location.

##### Move To Relative

Reads a deltaY, deltaY and starts a move of this character from its current location to the new location with respect to its current location.

##### PPS

Updates the pixels per second for the character

##### In Game

Reads the true / false value of whether the character should be in the game or not and updates it’s in game status.

##### Ignore Borders

Updates the ignore borders state to true.

##### Repeat Step

Returns to the start of this step and runs it again.

##### Step

A break point in the sequence at which we will wait until the next continue is received.

##### Continue

##### Change Scene

Changes the active scene to the read in scene name and moves the character to the specified x, y location.

##### Move to Scene

Move a given character to a scene to the x, y point specified but does not change the scene.

##### Disable UI

Stops the user from entering commands.

##### Enable UI

Enables the user input commands again.

##### Set in Game

Sets the specified character in the game.

##### Set out of Game

Removes specified character from the game.

#### Possible Path Sequence Steps - Left List

##### Right Arrow

Switch to right list (steps in loaded sequence)

##### Up / Down Arrows

Traverse new steps list

##### Enter

Add selected step to current path sequence

#### Current Loaded Path Sequence Steps - Right List

##### Left Arrow

Switch to left list (available path sequence steps)

##### Up / Down Arrows

Traverse current steps list

##### Enter

Select current step to edit

#### Delete

Remove selected step from path sequence

#### F5

Create a temporary character with the current path sequence and place it in the scene at the initial start point specified by using Control I. The sequence will be started and execute until the first STEP step is encountered. The sequence will then wait for F8 to execute the next step of the path sequence.

#### F8

Start the next step in the path sequence.

### Border Mode (Blue Mouse)

This mode allows you to specify points on the scene that the character cannot walk into.

#### Left Click

Left clicking once will start a line, clicking again will complete the line.

#### Right Click

Dragging while right clicking will create a rectangle that will remove those points.

### Jump Line Mode (Orange Mouse)

This mode is used to draw the jump line that indicates when the character will jump to the scene above this one.

#### Left Click

Left clicking once will start a line, clicking again will complete the line.

#### Right Click

Dragging while right clicking will create a rectangle that will remove those points.

### Jump Point Mode (Purple Mouse)

This mode is used to draw points on the screen that, if contacted by the main character, will jump the main character to the specific point in the other scene.

#### Page Up / Page Down

Change the scene to jump to when a new jump point is added

#### Left Click (In the inactive scene)

Sets the point the new jump points will jump to. Clicking again will move the jump to point.

#### Left Click (In the active scene)

The first click will start a line of jump points and the second click will end the line.

#### Right Click (In active scene)

Clicking and dragging will create a rectangle and all jump points within the rectangle will be cleared.

### Start Point Mode (Black Mouse)

This mode is used to set points that characters with the Chase Brain will enter the scene randomly from.

The scene must be selected using Scene Select Mode.

The start points will be displayed as black x’s in the scene.

##### Left Mouse Clicked

Set the point clicked as another start point

##### Right Mouse Clicked

Clear all start points for this scene

### Border Mode or Jump Line Mode or Scene Mode or Start Points Mode

#### Control L

Load a scene from file into the grid

#### Control N

Create an empty new scene in the grid

#### Delete

Delete the currently selected scene

#### Arrow Keys

Move the grid around in small amounts to check how scenes line up

#### Keypad Arrow Keys

Move the grid around by entire scenes

## Color Window (F2)

## Sprite Window (F3)

This window is used to configure specific sprites. The sprite can have its own border points for collisions, it needs to have a layer line drawn to know how to layer the sprite images. It needs a reference point to know how to calculate interactions with this sprite. A boundary can be setup and lastly a shadow can be added.

### Keyboard Commands

#### Control L

Load a sprite

#### Control S

Save the current sprite

#### Control A

Add another image to the sprite animation

#### Control + Page Up / Page Down

For the entire sprite, increase / decrease the duration of all images in the animation by 10.

#### Shift + Page Up / Page Down

For the selected image in the sprite, increase / decrease the duration of that image in the animation by 10.

If the frame rate is selected, increase / decrease the frame rate by 10.

#### Num Pad Arrows

Set the direction of the grid

#### Up / Down Arrows

Select different images in the sprite

#### Page Up / Page Down

##### Shadow Mode

Move the shadow in front of or behind the sprite.

##### All Other Modes

If the frame rate is selected, change frame rate by 1.

For the specific images, change the duration of that image by 1.

#### Delete

##### Shadow Mode

Clear shadow

##### All Other Modes

Remove current image from animation

### Border Mode (Blue Mouse)

This mode is used to draw points in this sprite that other characters will run into and not be allowed to pass through.

#### Left Click

Clicking once will start a border line and clicking again will save that line.

Holding shift while clicking allows you to draw from point to point.

#### Right Click

Holding right click will draw a rectangle that, when released, all border points will be removed within it.

### Layer Mode (Red Mouse)

This mode is used to draw a line across the sprite that indicates the point at which another sprite should be drawn behind this one.

#### Left Click

Clicking once will start a line and clicking again will save that line.

Holding shift while clicking allows you to draw from point to point.

#### Right Click

Holding right click will draw a rectangle that, when released, all layer points will be removed within it.

### Reference Mode (Orange Mouse)

This mode is used to set the reference point which is used for simple distance and relational calculations with this sprite.

#### Left Click

Clicking will set the reference point. Clicking again will move it.

### Boundary Square Mode (Green Mouse)

This mode is used to set a square of points called the boundary square. This rectangle is used to determine when this sprite contacts something else or leaves the scene.

#### Left Click

Click and hold to draw a rectangle and when you release the boundary rectangle is set.

### Shadow Mode (Purple Mouse)

This mode is used to draw the shadow for a given object.

#### L

Pressing L will draw a line from the last point L was pressed to wherever the mouse is at now.

#### Left Click

Clicking will start shadow drawing.

#### Right Click

This will flood the area inside the drawn area with shadow.