

# State Management

## Chapter 9

Table 9-1. State Information Tables for the test objects

Object	Cursor/ Event	State	Transition Actions Animation Sound FX	Description	Aux. Object / Action > State
Rock	default	0	NA	out of scene	none
	default	1	active in scene	covering key	none
	default	2	rock move SoftPlop	moved aside	none
KeyAtLock	default	0	remove key LoudClick	re-lock and take out of scene	none
	default	1	insert key LoudClick	inserted into lock and turned	none
	default	2	unavailable	chest lid is open	none
KeyAtRock	default	0	currently none	out of scene	Key Icon to inventory, 1
	default	1	active in scene	in scene	none
Key Icon	default	0	remove from inventory	out of scene	[return cursor to default]
	default	1	add to inventory	is in inventory	none
	default	2	make cursor	current cursor object	none
LockPlate	default	0	out of scene	NA	NA
	default	1	none	locked and empty	

	Key Icon	2	none	unavailable unlocked, key in lock	move KeyAtLock to 1
Chest Lid	default	0	NA	out of scene	NA
	default	1	[rattle lid]	closed and locked	none
	default	2	chest open	opened	move LockPlate to state 3
	default	3	chest close	closed and unlocked	move LockPlate to state 2

Table 9-2. ChestLid, States: 0 out of scene, 1 closed/locked , 2 closed/unlocked , 3 unlocked/open

Current State	Trigger Object	New State	Aux. Object	New State	Aux. Object	New State
0	default	0				
1	default	2	KeyAtLock	1		
2	default	1	KeyAtLock	2		

Table 9-3. KeyAtLock, States: 0 ready to insert , 1 in lock, unlocked , 2 unavailable

Current State	Trigger Object	New State	Aux. Object	New State	Aux. Object	New State
0	default	1	ChestLid	1		
1	default	0	ChestLid	0		
2	NA					

Table 9-4. Rock, States: 0 covering key , 1 moved, unavailable

Current State	Trigger Object	New State	Aux. Object	New State	Aux. Object	New State
0	default	1				
1	default	2				

Table 9-5. KeyAtRock, State: 0 on ground , 1 picked up, out of scene

Current State	Trigger Object	New State	Aux. Object	New State	Aux. Object	New State
0	default	1				
1	NA					

Table 9-6. Lockplate, State: 0 empty, 1 key in lock, unlocked, 2 key in lock, locked, unavailable

Current State	Trigger Object	New State	Aux. Object	New State	Aux. Object	New State
0	default	0				
	Key Icon	1	KeyAtLock	1	Key Icon	0
1	default	0	KeyAtLock	0	Key Icon	2
2	NA					

Table 9-7. Metadata for the Rock

Rock		
Initial State	1	
Current State	0	
Location		
Size	3	
Element 0	0	
Element 1	1	
Element 2	2	
Visibility		
Size	3	
Element 0	0	
Element 1	0	
Element 2	0	
Object Name		
Size	3	
Element 0	na	
Element 1	Large Rock	
Element 2	Displaced Rock	
Description		
Size	3	
Element 0	na	
Element 1	It is a large rock on the ground	
Element 2	It is a large rock that's been moved	
Animation Clip		
Size	3	
Element 0	none	
Element 1	none	
Element 2	rock move	
Animation Delay		
Size	3	
Element 0	0	
Element 1	0	
Element 2	0	
Sound Clip		
Size	3	
Element 0	none	
Element 1	none	
Element 2	plopsm	

State Management and Misc Info

Audio Delay		
Size	3	
Element 0	0	
Element 1	0	
Element 2	0.75	
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop	<input type="checkbox"/>	
Animates	<input checked="" type="checkbox"/>	
Ani Object	Rock Group	
Mo Offset	8	

Lookup State 1		
Size	1	
Element 0	default,2	
Lookup State 2		
Size	0	
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0	You grunt as you lift the heavy rock and move it aside	
Reply State 2		
Size	0	
Reply State 3		
Size	0	

Table 9-8. Metadata for the KeyAtRock

KeyAtRock		
Initial State		
	1	
Current State		
	0	
Location		
Size	2	
Element 0	0	
Element 1	1	
Visibility		
Size	2	
Element 0	0	
Element 1	4	
Object Name		
Size	2	
Element 0	na	
Element 1	Old Key	
Description		
Size	2	
Element 0	na	
Element 1	It is an old iron key on the ground	

State Management and Misc Info

Animation Clip		
Size	2	
Element 0		key up
Element 1		none
Animation Delay		
Size	2	
Element 0		0
Element 1		0
Sound FX		
Size	2	
Element 0		none
Element 1		none
Audio Delay		
Size	2	
Element 0		0
Element 1		0
Loop Animation		
Size		0
Loop Sound FX		
Size		0
Post Loop	<input type="checkbox"/>	
Animates	<input checked="" type="checkbox"/>	
Ani Object	AnimationObjects	
Mo Offset	8	

Lookup State 1		
Size	1	
Element 0		default,0
Lookup State 2		
Size	0	
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0		You take the old key, marveling at its workmanship
Reply State 2		
Size	0	
Reply State 3		
Size	0	

Table 9-9. Metadata for the Lockplate

LockPlate		
Initial State		
	2	
Current State		
	0	
Location		
Size	3	
Element 0	0	
Element 1	1	
Element 2	2	

State Management and Misc Info

Visibility		
Size		3
Element 0		0
Element 1		0
Element 2		0
Object Name		
Size		3
Element 0		na
Element 1		Lock Plate
Element 2		Lock Plate
Description		
Size		3
Element 0		na
Element 1		It's an empty lock plate, probably locked
Element 2		It's a lock plate with an old iron key in it
Animation Clip		
Size		0
Animation Delay		
Size		0
Sound Clip		
Size		3
Element 0		Warning
Element 1		LoudClick
Element 2		plopsm
Audio Delay		
Size		3
Element 0		0
Element 1		0
Element 2		0
Loop Animation		
Size		0
Loop Sound FX		
Size		0
Post Loop	<input type="checkbox"/>	
Animates	<input type="checkbox"/>	
Ani Object		none (Game Object)
Mo Offset		8

Lookup State 1	
Size	1
Element 0	default,1
Element 1	Key Icon,2,KeyAtLock,1
Lookup State 2	
Size	1
Element 0	default,2
Lookup State 3	
Size	1
Element 0	default,3
Reply State 1	
Size	2
Element 0	Sticking your finger in the keyhole does nothing
Element 1	The key slips in and turns with a satisfying snick
Reply State 2	
Size	1
Element 0	There's already a key in the lock
Reply State 3	
Size	1
Element 0	

Table 9-10. Metadata for the Flower

Flower		
Initial State		1
Current State		0
Location		
Size		3
Element 0		0
Element 1		1
Element 2		2
Visibility		
Size		3
Element 0		0
Element 1		0
Element 2		0
Object Name		
Size		3
Element 0		na
Element 1		Wilted Flower
Element 2		Revived Flower
Description		
Size		3
Element 0		na
Element 1		It is a sad, wilted flower
Element 2		It is an extremely ugly flower
Animation Clip		
Size		3
Element 0		none
Element 1		none
Element 2		flower revive

State Management and Misc Info

Animation Delay		
Size		3
Element 0		0
Element 1		0
Element 2		0
Sound FX		
Size		3
Element 0		none
Element 1		none
Element 2		SynthUp
Audio Delay		
Size		3
Element 0		0
Element 1		0
Element 2		1
Loop Animation		
Size		3
Element 0		none
Element 1		none
Element 2		flower idle
Loop Sound FX		
Size		3
Element 0		none
Element 1		none
Element 2		Warning
Post Loop	<input checked="" type="checkbox"/>	
Animates	<input checked="" type="checkbox"/>	
Ani Object		none (Game Object)
Mo Offset		8
Lookup State 1		
Size		1
Element 0		default,2
Lookup State 2		
Size		0
Lookup State 3		
Size		0
Reply State 1		
Size		1
Element 0		The ugly flower springs to life at your touch
Reply State 2		
Size		0
Reply State 3		
Size		0



# Chapter 10

Table 10-1. Metadata for the Pedestal

Pedestal		
Initial State		1
Current State		0
Location		
Size		3
Element 0		0
Element 1		2
Element 2		1
Visibility		
Size		3
Element 0		3
Element 1		0
Element 2		1
Object Name		
Size		3
Element 0		na
Element 1		na
Element 2		Pedestal
Description		
Size		3
Element 0		na
Element 1		na
Element 2		It's a stone pedestal
Animation Clip		
Size		0
Animation Delay		
Size		0
Sound Clip		
Size		3
Element 0		Warning
Element 1		LoudClick
Element 2		plopsm
Audio Delay		
Size		3
Element 0		0
Element 1		0
Element 2		0
Loop Animation		
Size		0
Loop Sound FX		
Size		0
Post Loop	<input type="checkbox"/>	
Animates	<input type="checkbox"/>	
Ani Object		AnimationObjects
Mo Offset		8

Lookup State 1		
Size	1	
Element 0	na,1	
Lookup State 2		
Size	1	
Element 0	default,1	
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0	you shouldn't see this	
Reply State 2		
Size	1	
Element 0	picked it	
Reply State 3		
Size	0	

Table 10-2. Metadata for the Pollen Ball

Pollen Ball		
Initial State		
	1	
Current State		
	0	
Location		
Size	2	
Element 0	0	
Element 1	1	
Visibility		
Size	2	
Element 0	0	
Element 1	0	
Object Name		
Size	2	
Element 0	na	
Element 1	Pollen Ball	
Description		
Size	2	
Element 0	na	
Element 1	It is an oddly spinning ball of pollen	
Animation Clip		
Size	0	
Animation Delay		
Size	0	
Sound FX		
Size	2	
Element 0	none	
Element 1	plopsm	
Audio Delay		
Size	2	
Element 0	0	
Element 1	0	
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop		
	<input type="checkbox"/>	

Animates	<input type="checkbox"/>
Ani Object	Flower
Mo Offset	8
Lookup State 1	
Size	1
Element 0	default,0
Lookup State 2	
Size	0
Lookup State 3	
Size	0
Reply State 1	
Size	1
Element 0	You take the oddly glowing ball of pollen
Reply State 2	
Size	0
Reply State 3	
Size	0

Table 10-3. Metadata for the KeyAtLock

KeyAtLock		
Initial State		1
Current State		0
Location		
Size		3
Element 0		0
Element 1		0
Element 2		2
Visibility		
Size		3
Element 0		3
Element 1		1
Element 2		0
Object Name		
Size		3
Element 0		na
Element 1		Old Key
Element 2		Old Key
Description		
Size		3
Element 0		na
Element 1		It is an old iron key in the lock
Element 2		It is an old iron key in the lock
Animation Clip		
Size		3
Element 0		key remove
Element 1		key insert
Element 2		none
Animation Delay		
Size		3
Element 0		0
Element 1		0
Element 2		0

Sound Clip		
Size		3
Element 0		Warning
Element 1		LoudClick
Element 2		plopsm
Audio Delay		
Size		3
Element 0		0
Element 1		0
Element 2		0
Loop Animation		
Size		0
Loop Sound FX		
Size		0
Post Loop	<input type="checkbox"/>	
Animates	<input checked="" type="checkbox"/>	
Ani Object	KeyAtLock Group	
Mo Offset	8	
Lookup State 1		
Size	1	
Element 0	default,0	
Lookup State 2		
Size	1	
Element 0	default,2	
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0	You insert the key and turn it to hear a satisfying	
click		
Reply State 2		
Size	1	
Element 0	You relock the chest and remove the key	
Reply State 3		
Size	0	

Table 10-4. Metadata for the ChestLid

ChestLid		
Initial State		
	2	
Current State		
	0	
Location		
Size	4	
Element 0	0	
Element 1	1	
Element 2	1	
Element 3	1	
Visibility		
Size	4	
Element 0	0	
Element 1	0	
Element 2	0	
Element 2	0	

State Management and Misc Info

Object Name		
Size	4	
Element 0	na	
Element 1	Chest Lid	
Element 2	Chest Lid	
Element 3	Chest Lid	
Description		
Size	4	
Element 0	na	
Element 1	It is a closed chest lid	
Element 2	It is a closed chest lid	
Element 3	It is an open chest lid	
Animation Clip		
Size	4	
Element 0	none	
Element 1	none	
Element 2	chest close	
Element 3	chest open	
Animation Delay		
Size	4	
Element 0	0	
Element 1	0	
Element 2	0	
Element 3	0	
Sound Clip		
Size	4	
Element 0	none	
Element 1	rattle	
Element 2	DoorClose	
Element 3	ChestOpen	
Audio Delay		
Size	4	
Element 0	0	
Element 1	0	
Element 2	0	
Element 3	0	
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop	<input type="checkbox"/>	
Animates	<input checked="" type="checkbox"/>	
Ani Object	AnimationObjects	
Mo Offset	8	

Lookup State 1	
Size	1
Element 0	default,1
Lookup State 2	
Size	1
Element 0	default,3,b0_KeyAtLock,2,c0_ChestLid,3
Lookup State 3	
Size	1
Element 1	default,2,b0_KeyAtLock,1
Reply State 1	
Size	1
Element 0	The lid rattles but remains locked
Reply State 2	
Size	1
Element 0	The lid opens with a gusty creak
Reply State 3	
Size	1
Element 0	The lid slams shut

## Chapter 13 Inventory Icons

These are all set up the same way, a few have special requirements that are covered in the book

### Crystal Icon:

Fabulous Crystal  
It is a fabulous crystal the length of your arm  
You tuck the crystal carefully into your pack  
You slip the Crystal neatly onto the golden sleeve  
You take the crystal into hand.

### Crystal with Sleeve Icon:

Crystal with Sleeve  
It is a fabulous crystal encased in a golden sleeve  
You tuck the crystal carefully into your pack  
You slip the Crystal neatly onto the golden sleeve  
You take the crystal into hand.

### Earth Glyph Icon:

Earth Glyph  
It is an object made of gold and iron, an earth glyph  
You tuck the Earth Glyph carefully into your pack  
You take the Earth Glyph into hand

### Golden Sleeve Icon:

Golden Sleeve  
It is a hollow golden ornament the length of your arm  
You tuck the golden Sleeve carefully into your pack  
You take the golden sleeve into hand

### Iron Key Icon:

Iron Key  
It is an old iron key

## State Management and Misc Info

You take the iron key into hand

You stash the iron key carelessly into your pack into your pack

### Key Glyph Icon:

Key Glyph

It is an object made of gold and iron, a key glyph

You tuck the Key Glyph carefully into your pack

You take the Key Glyph into hand.

### Light Ball Icon:

Light Ball

It is weirdly glowing wad of pollen

You take the Light Ball into hand

You tuck the Light Ball carefully into your pack

### Light Glyph Icon:

Light Glyph

It is an object made of gold and iron, a light glyph

You tuck the Light Glyph carefully into your pack

You take the Light Glyph into hand.

### Map Icon:

Map

It's a rubbing of a map on a flimsy cloth

You take out the Map for a closer look

### Message Icon:

Message

It's a message on a piece of paper

You take out the Message for a closer look

### Music Glyph Icon:

Music Glyph

It is an object made of gold and iron, a music glyph

You tuck the Music Glyph carefully into your pack

You take the Music Glyph into hand.

### Plant Glyph Icon:

Plant Glyph

It is an object made of gold and iron, a plant glyph

You tuck the Plant Glyph carefully into your pack

You take the Plant Glyph into hand.

### Spent Crystal Icon:

Spent Crystal

It is a darkened crystal the length of your arm

You tuck the Spent Crystal carefully into your pack

You take the Spent Crystal into hand.

### Topi Fruit Icon:

Topi Fruit

It is a topi fruit, large and golden

You tuck the Topi Fruit carefully into your pack

You take the Topi Fruit into hand.

### TopiRock Icon:

State Management and Misc Info

Topi Fruit-Sized Rock  
It is a non-descript rock the size of a topi fruit  
You tuck the Topi Fruit-Sized Rock carefully into your pack  
You take the Topi Fruit-Sized Rock into hand.

Vial of Elixir Icon:

Vial of Elixir  
It is a mysterious vial of elixir  
You tuck the Vial of Elixir carefully into your pack  
You take the Vial of Elixir into hand.

Water Glyph Icon:

Water Glyph  
It is an object made of gold and iron, a water glyph  
You tuck the Water Glyph carefully into your pack  
You take the Water Glyph into hand.

Sample:

Water Glyph Icon		
Initial State		0
Current State		0
Object Is 3D		<input type="checkbox"/>
Location		
Size	3	
Element 0		0
Element 1		1
Element 2		2
Visibility		
Size	3	
Element 0		0
Element 1		0
Element 2		0
Object Name		
Size	3	
Element 0		na
Element 1		Water Glyph
Element 2		na
Description		
Size	3	
Element 0		na
Element 1		It is an object made of gold and iron, a
water glyph		
Element 2		na
Animation Clip		
Size	0	
Animation Delay		
Size	0	
Sound Clip		
Size	3	
Element 0		none
Element 1		none
Element 2		none



Audio Delay	
Size	3
Element 0	0
Element 1	0
Element 2	0
Loop Animation	
Size	0
Loop Sound FX	
Size	0
Post Loop	<input type="checkbox"/>
Animates	<input type="checkbox"/>
Ani Object	none
Mo Offset	8
Message Read	2.5
Use Alpha	<input type="checkbox"/>
Lookup State 1	
Size	1
Element 0	default,2
Lookup State 1	
Size	1
Element 0	default,1
Lookup State 3	
Size	0
Reply State 1	
Size	1
Element 0	You tuck the Water Glyph carefully into your pack
Reply State 2	
Size	1
Element	You take the Water Glyph into hand.
Reply State 3	
Size	0

# Chapter 15 Dialogue tree

## Requirements:

- Player Topics
- Multiple NPCs
- Regular Replies
- Random Replies
- Sequential replies
- Reply State- active/inactive
- Audio for dialogues

- Mechanism for special actions

## Game:

There are 2 NPCs. When the player tries to take the fruit from the temple, the maze is reset and the first NPC is activated at its center. The Player is placed nearby. The NPC has a look-at, so will always face the player.

When the player gets within range and is facing the NPC, the first dialogue will be displayed on screen. As he selects topics, the NPC will answer, revealing further topics. Player navigation is suspended during conversation.

After the player substitutes the rock for the topi fruit, the second NPC is revealed in the temple where the player should see her as he comes down from the balcony.

## The System:

All Topics and Replies use the same code/system. The first nine characters (text, not NPCs) are reserved for that purpose. The rest of the characters may be split into multiply replies using the “^” character. This allows the player to select the same topic and get different answers from it

Substring 0- This tells whether the topic is active (1) or not (0). If inactive, it will be skipped when listing the possible topics. Replies are always active, 1

Substring 1- This tells how to process the reply

1. 9 is regular, it is a single response (topics are always 9)
2. 8 is random, a random reply is chosen from the split string
3. 7 or lower is a sequential set of replies- it stops at the last one (so that should contain all info)

**Note:** if you want to loop back through the sequentials, you can do that using special instructions. The sequentials are  $\leq 7$  and each time one is played, the number is decremented so it knows where it is. To reset it, you would just assign 7 to it again

Substring 2- this tells it how to handle the topic that triggered the reply

- 0- leave it as is
- 1- deactivate it
- 2- activate a new topic
- 3- deactivate a different topic
- 9- exit the conversation (also happens if the player leaves)

Substrings 3,4- the topic to activate/deactivate if Substring 2 was 2 or 3

Substrings 5,6- the case number of any special instructions that need to be carried out

Substrings 7,8- the element number of the audio clip to play

Substring 9- a blank space to make the rest more readable, or ^ if it needs splitting

Substring 10+ the dialogue for the topic or reply

### Topics/Replies

All topics are stored in a single array, topics. This allows you to use the topics with any NPCs

When the player selects a topic, the corresponding element number for the current NPC is accessed. It contains the element number of the reply for the current character in its element 0, and the rest of its elements are the topics that may be listed (as long as they are active) after the reply is finished

### Multiple NPCs

When an NPC is within range and the player is facing it, it reports which NPC number it is. Its topics and replies are loaded as current

### Audio

The audio clips are put in arrays and do not match the topic or reply element numbers, so they can be in any order, are easy to add to, etc. The exception is for replies that have multiple choices (random and sequential)- the first may be any element number, but the rest must follow it in order.

## Dialogue Tree:

### Player, main branch

Player, secondary branch

NPC 1, Guimbok

NPC 2, Kahmi

> denotes sequential replies

@ denotes random replies

# denotes special instructions/action required

### Hi

*I've been expecting you >*

*You again?>*

*You still around?>*

### Where am I?

*You are in the Maze*

How do I get out of the maze?

*Trial and error @*

*I cannot help you with that @*

## State Management and Misc Info

*You can't stay, I can't get out @*

*No idea, I've been stuck here for ages @*

*I wish I knew @*

**What happened to me?**

*You were transported here*

Why was I transported here?

*You tried to steal the golden Topi fruit*

Is there a way to acquire the topi fruit?

*Yes, you must replace it with something of similar size and weight*

Can you help me?

*Try using this rock #>*

*The rock doesn't work?>*

*Sorry, you're on your own now>*

Gotta go

*Good luck with that*

**OK, thanks**

*Good luck*

=====

**Hi**

*Greetings, adventurer*

**What happened to the last guy?**

*Oh, he's probably still stuck in the maze*

**I got the topi fruit, what am I supposed to do with it?**

*You must replace the dying Tree of Life by planting the new fruit*

Where do I find the Tree of Life?

*You will find a way to it in the tunnels*

How do I find the tunnels?

*The tunnels are in the rock dome, there used to be a map of them in the temple*

Can you help me?

*I have marked a trail to the top for you and cleared the entrance#>*

*There's nothing more I can do for you>*

**I keep blacking out in the tunnels, could you help me out with a light source?**

*The flower of a local, but rare plant is said to be quite illuminating*

### How do I get out of the maze?

*Trial and error @*

*I cannot help you with that @*

*It is ever changing, there is no map @*

*No idea, I've been stuck here for ages @*

### See you around

I wish you success

Come back any time

Good luck

May your quest bear fruit

Thanks for your help

Any time

Clip Assignments:

topics1\_1 = "Hi"

topics1\_2 = "Where am I?"

topics1\_3 = "How do I get out of the maze?"

topics1\_4 = "What happened to me?"

topics1\_5 = "Why was I transported here?"

topics1\_6 = "Is there a way to acquire the topi fruit?"

topics1\_7 = "Can you help me?"

topics1\_8 = "Gotta go"

topics1\_9 = "OK, thanks"

replies1\_1 = "I've been expecting you"

replies1\_2 = " You again?"

replies1\_3 = " You still around?"

replies1\_4 = "You are in the Maze"

replies1\_5 = "Trial and error?"

replies1\_6 = "I cannot help you with that"

replies1\_7 = " You can't stay, I can't get out"

replies1\_8 = "No idea, I've been stuck here for ages"

replies1\_9 = " I wish I knew"

replies1\_10 = "You were transported here"

replies1\_11 = "You tried to steal the golden topi fruit"

replies1\_12 = "Yes, you must replace it with something of similar size and weight"

replies1\_13 = "Try using this rock"

replies1\_14 = "The rock doesn't work?"

replies1\_15 = "Sorry, you're on your own now"

replies1\_16 = "Good luck with that"

replies1\_17 = "Good lick"

topics2\_1 "Hi"

topics2\_2 = "What happened to the last guy?"

topics2\_3 = "I got the topi fruit, what am I supposed to do with it?"

topics2\_4 = "Where do I find the Tree of Life?"

topics2\_5 = "How do I find the tunnels?"

topics2\_6 = "Can you be more specific?"

topics2\_7= "I keep blacking out in the tunnels, could you help me out with a light source?"  
topics2\_8 = "The maze looks different, how do I get out of it?"  
topics2\_9 = "See you around"  
topics2\_10 = "Thanks for your help"

replies2\_1 = "Greetings, adventurer"  
replies2\_2 = "Oh, he's probably still stuck in the maze"  
replies2\_3 = "You must replace the dying Tree of Life by planting the new fruit"  
replies2\_4 = "You will find a way to it in the tunnels"  
replies2\_5 = "The tunnels are in the rock dome there used to be a map of them in the temple"  
replies2\_6 = " I have marked a trail to the top for you and cleared the entrance "  
replies2\_7 = "The flower of a local, but rare plant is said to be quite illuminating"  
replies2\_8 = "There's nothing more I can do for you"  
replies2\_9 = "Trial and error"  
replies2\_10 = "I cannot help you with that"  
replies2\_11 = "It is ever changing, there is no map"  
replies2\_12 = "No idea, I've been stuck here for ages"  
replies2\_13 = "I wish you success"  
replies2\_14 = "Come back any time"  
replies2\_15 = "Good luck"  
replies2\_16 = "May your quest bear fruit"  
replies2\_17 = "Any time"

# Chapter 17

Table 17-1. Metadata for the DrawerMusic

DrawerMusic		
Initial State		2
Current State		0
Object Is 3D		<input checked="" type="checkbox"/>
Location		
Size	3	
Element 0		1
Element 1		1
Element 2		1
Visibility		
Size	3	
Element 0		0
Element 1		0
Element 2		0

State Management and Misc Info

Object Name		
Size	3	
Element 0	na	
Element 1	Stone Drawer	
Element 2	Stone Drawer with Music Glyph	
Description		
Size	3	
Element 0	na	
Element 1	It is a stone drawer with an odd-shaped	
depression		
Element 2	It is a stone drawer with a music glyph	
Animation Clip		
Size	3	
Element 0	none	
Element 1	music drawer	
Element 2	music drawer	
Animation Delay		
Size	3	
Element 0	0	
Element 1	0	
Element 2	0	
Sound Clip		
Size	3	
Element 0	none	
Element 1	none	
Element 2	none	
Audio Delay		
Size	3	
Element 0	0	
Element 1	0	
Element 2	0	
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop	<input type="checkbox"/>	
Animates	<input checked="" type="checkbox"/>	
Ani Object	DrawerMusic	
Mo Offset	8	
Message Read	2.5	
Use Alpha	<input type="checkbox"/>	

Lookup State 1	
Size	1
Element 0	default,1
Element 1	Music Glyph Icon,2
Lookup State 2	
Size	1
Element 0	default,2,s1_DrawerMusic,0
Lookup State 3	
Size	0
Reply State 1	
Size	1
Element 0	Nothing happens
Element 1	Music Glyph fits snugly into the depression
Reply State 2	
Size	1
Element 0	The door closes and re-opens triggering an eerie
light and sound	
Reply State 3	
Size	0

## Chapter 18

Table 18-1. Metadata for the Message Icon

Message Icon	
Initial State	
0	
Current State	
0	
Object Is 3D	
<input type="checkbox"/>	
Location	
Size	3
Element 0	0
Element 1	1
Element 2	2
Visibility	
Size	3
Element 0	0
Element 1	0
Element 2	0
Object Name	
Size	3
Element 0	na
Element 1	Message
Element 2	na
Description	
Size	3
Element 0	na
Element 1	It's a message on a piece of paper
Element 2	na



State Management and Misc Info

Animation Clip		
Size	0	
Animation Delay		
Size	0	
Sound Clip		
Size	3	
Element 0		none
Element 1		none
Element 2		none
Audio Delay		
Size	3	
Element 0		0
Element 1		0
Element 2		0
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop	<input type="checkbox"/>	
Animates	<input type="checkbox"/>	
Ani Object		none
Mo Offset		8
Message Read		2.5
Use Alpha	<input type="checkbox"/>	

Lookup State 1		
Size	1	
Element 0		default,0,MessageView,1
Lookup State 2		
Size	1	
Element 0		na
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0		You take the Message out for a closer look
Reply State 2		
Size	1	
Element 0		na
Reply State 3		
Size	0	

Table 18-2. Metadata for the Message (in scene/chest)

Message		
Initial State		1
Current State		0
Object Is 3D		<input checked="" type="checkbox"/>
Location		
Size	2	
Element 0		0
Element 1		1
Visibility		
Size	2	
Element 0		0
Element 1		0
Object Name		
Size	2	
Element 0		na
Element 1		Message
Description		
Size	2	
Element 0		It's a message scrawled on a piece of
paper		
Element 1		It's a message scrawled on a piece of
paper		
Animation Clip		
Size	0	
Animation Delay		
Size	0	
Sound FX		
Size	2	
Element 0		none
Element 1		none
Audio Delay		
Size	2	
Element 0		0
Element 1		0
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop		<input type="checkbox"/>
Animates		<input type="checkbox"/>
Ani Object		none
Mo Offset		8
Message Read		2.5
Use Alpha		<input type="checkbox"/>

Lookup State 1		
Size	1	
Element 0	default,0,Message Icon,1	
Lookup State 2		
Size	0	
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0	You tuck the Message carefully into your pack	
Reply State 2		
Size	0	
Reply State 3		
Size	0	

Table 18-3. Metadata for the Message View

Message View			
Initial State		0	
Current State		0	
Object Is 3D		<input checked="" type="checkbox"/>	
Location			
Size	3		
Element 0		0	
Element 1		1	
Visibility			
Size	3		
Element 0		0	
Element 1		0	
Object Name			
Size	3		
Element 0		na	
Element 1		Message	
Description			
Size	3		
Element 0		It's a message on a piece of paper	
Element 1		It's a message on a piece of paper	
Animation Clip			
Size	0		
Animation Delay			
Size	0		
Sound FX			
Size	3		
Element 0		none	
Element 1		none	
Audio Delay			
Size	3		
Element 0		0	
Element 1		0	
Loop Animation			
Size	0		

Loop Sound FX	
Size	0
Post Loop	<input type="checkbox"/>
Animates	<input type="checkbox"/>
Ani Object	none
Mo Offset	8
Message Read	2.5
Use Alpha	<input type="checkbox"/>
Lookup State 1	
Size	1
Element 0	default,0,Message Icon,1
Lookup State 2	
Size	0
Lookup State 3	
Size	0
Reply State 1	
Size	1
Element 0	You tuck the Message carefully into your pack
Reply State 2	
Size	0
Reply State 3	
Size	0

Table 18-4. Metadata for the Golden Sleeve

Golden Sleeve		
Initial State		1
Current State		0
Object Is 3D		<input checked="" type="checkbox"/>
Location		
Size	2	
Element 0		0
Element 1		1
Visibility		
Size	2	
Element 0		0
Element 1		0
Object Name		
Size	2	
Element 0		na
Element 1		Golden Sleeve
Description		
Size	2	
Element 0		na
Element 1		It's a long ornamented tube of what
appears to be gold		
Animation Clip		
Size	0	
Animation Delay		
Size	0	

State Management and Misc Info

Sound FX		
Size	2	
Element 0		none
Element 1		none
Audio Delay		
Size	2	
Element 0		0
Element 1		0
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop		<input type="checkbox"/>
Animates		<input type="checkbox"/>
Ani Object		none
Mo Offset		8
Message Read		2.5
Use Alpha		<input type="checkbox"/>

Lookup State 1		
Size	1	
Element 0		default,0,Golden Sleeve Icon,1
Lookup State 2		
Size	0	
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0		You snuggle the golden sleeve gently into your pack
Reply State 2		
Size	0	
Reply State 3		
Size	0	

Table 18-5. Metadata for the TrayCloth Floating

TrayCloth Floating		
Initial State		
	1	
Current State		
	0	
Object Is 3D		
		<input checked="" type="checkbox"/>
Location		
Size	3	
Element 0		0
Element 1		2
Element 2		1
Visibility		
Size	3	
Element 0		0
Element 1		0
Element 2		0

State Management and Misc Info

Object Name		
Size	3	
Element 0	na	
Element 1	na	
Element 2	Floating Tray	
Description		
Size	3	
Element 0	na	
Element 1	na	
Element 2	It's a floating tray	
Animation Clip		
Size	0	
Animation Delay		
Size	0	
Sound FX		
Size	3	
Element 0	none	
Element 1	none	
Element 2	none	
Audio Delay		
Size	3	
Element 0	0	
Element 1	0	
Element 2	0	
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop	<input type="checkbox"/>	
Animates	<input type="checkbox"/>	
Ani Object	none	
Mo Offset	8	
Message Read	2.5	
Use Alpha	<input type="checkbox"/>	
Lookup State 1		
Size	1	
Element 0	na	
Lookup State 2		
Size	1	
Element 0	default,2	
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0	na	
Reply State 2		
Size	1	
Element 0	The tray won't budge	
Reply State 3		
Size	0	

Table 18-6. Metadata for the Vial of Elixir

Vial of Elixir		
Initial State		1
Current State		0
Object Is 3D		<input checked="" type="checkbox"/>
Location		
Size	3	
Element 0		0
Element 1		1
Visibility		
Size	3	
Element 0		0
Element 1		0
Object Name		
Size	3	
Element 0		na
Element 1		Vial of Elixir
Description		
Size	3	
Element 0		na
Element 1		It's a small vial of some sort of liquid
Animation Clip		
Size	0	
Animation Delay		
Size	0	
Sound Clip		
Size	3	
Element 0		none
Element 1		none
Audio Delay		
Size	3	
Element 0		0
Element 1		0
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop		<input type="checkbox"/>
Animates		<input type="checkbox"/>
Ani Object		AnimationObjects
Mo Offset		8
Message Read		2.5
Use Alpha		<input type="checkbox"/>

Lookup State 1		
Size	1	
Element 0	default,0,Vial of Elixir Icon,1	
Lookup State 2		
Size	0	
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0	You carefully fit the vial into your pack	
Reply State 2		
Size	0	
Reply State 3		
Size	0	

Table 18-7. Metadata for the Crystal

Crystal			
Initial State		0	
Current State		0	
Object Is 3D		<input checked="" type="checkbox"/>	
Location			
Size	3		
Element 0	0		
Element 1	1		
Visibility			
Size	3		
Element 0	0		
Element 1	0		
Object Name			
Size	3		
Element 0	na		
Element 1	Ctrystal		
Description			
Size	3		
Element 0	na		
Element 1	It is fabulous crystal the length of a		
forearm			
Animation Clip			
Size	0		
Animation Delay			
Size	0		
Sound Clip			
Size	3		
Element 0	none		
Element 1	none		
Audio Delay			
Size	3		
Element 0	0		
Element 1	0		
Loop Animation			
Size	0		
Loop Sound FX			
Size	0		



Post Loop	<input type="checkbox"/>
Animates	<input type="checkbox"/>
Ani Object	AnimationObjects
Mo Offset	8
Message Read	2.5
Use Alpha	<input type="checkbox"/>
Lookup State 1	
Size	1
Element 0	default,0,Crystal Icon,1
Lookup State 2	
Size	0
Lookup State 3	
Size	0
Reply State 1	
Size	1
Element 0	You grab the heavy crystal and slip it into your pack
Reply State 2	
Size	0
Reply State 3	
Size	0

Table 18-8. Metadata for the Earth Glyph

Earth Glyph		
Initial State		1
Current State		0
Object Is 3D		<input checked="" type="checkbox"/>
Location		
Size	3	
Element 0		0
Element 1		1
Element 2		2
Visibility		
Size	3	
Element 0		0
Element 1		0
Element 2		0
Object Name		
Size	3	
Element 0		na
Element 1		Earth Glyph
Element 2		na
Description		
Size	3	
Element 0		na
Element 1		Its a hammered iron glyph with a golden mountain
Element 2		na
Animation Clip		
Size	0	

Animation Delay		
Size	0	
Sound FX		
Size	3	
Element 0		none
Element 1		none
Element 2		none
Audio Delay		
Size	3	
Element 0		0
Element 1		0
Element 2		0.5
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop	<input type="checkbox"/>	
Animates	<input type="checkbox"/>	
Ani Object		none
Mo Offset		8
Message Read		2.5
Use Alpha	<input type="checkbox"/>	

Lookup State 1		
Size	1	
Element 0		default,1,s1_Earth Glyph,2
Lookup State 2		
Size	1	
Element 0		default,1,MessageView,1
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0		The glyph slips out of your hand as you pry it loose
hand		
Reply State 2		
Size	0	
Reply State 3		
Size	0	

Table 18-9. Metadata for the Crystal with Sleeve

Crystal with Sleeve		
Initial State		
	0	
Current State		
	0	
Object Is 3D	<input checked="" type="checkbox"/>	
Location		
Size	3	
Element 0		0
Element 1		1
Element 2		1

State Management and Misc Info

Visibility		
Size	3	
Element 0	0	
Element 1	0	
Element 2	0	
Object Name		
Size	3	
Element 0	na	
Element 1	Crystal with Sleeve	
Element 2	Spent Crystal with Sleeve	
Description		
Size	3	
Element 0	na	
Element 1	It is a fabulous crystal encased in a	
sleeve of gold		
Element 2	It is a darkened crystal encased in a	
sleeve of gold		
Animation Clip		
Size	0	
Animation Delay		
Size	0	
Sound Clip		
Size	3	
Element 0	none	
Element 1	none	
Element 2	none	
Audio Delay		
Size	3	
Element 0	0	
Element 1	0	
Element 2	0	
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop	<input type="checkbox"/>	
Animates	<input type="checkbox"/>	
Ani Object	none	
Mo Offset	8	
Message Read	2.5	
Use Alpha	<input type="checkbox"/>	

Lookup State 1		
Size	1	
Element 0		default,0,Crystal with Sleeve Icon,1
Lookup State 2		
Size	1	
Element 0		default,0,Spent Crystal Icon,1
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0		You grab the heavy device and slip it into your pack
Reply State 2		
Size	1	
Element 0		You cram the spent device carelessly back into your pack
Reply State 3		
Size	0	

Table 18-10. Metadata for the StairLock

StairLock			
Initial State			
	1		
Current State			
		0	
Object Is 3D			
		<input checked="" type="checkbox"/>	
Location			
	Size	3	
	Element 0		0
	Element 1		1
	Element 2		2
Visibility			
	Size	3	
	Element 0		0
	Element 1		0
	Element 2		0
Object Name			
	Size	3	
	Element 0		na
	Element 1		Key Glyph
	Element 2		na
Description			
	Size	3	
	Element 0		na
	Element 1		It is a glyph set high on what appears to be an impassable wall
	Element 2		na
Animation Clip			
	Size	3	
	Element 0		none
	Element 1		none
	Element 2		Stair Drop

Animation Delay		
Size	3	
Element 0	0	
Element 1	0	
Element 2	0	
Sound FX		
Size	3	
Element 0	none	
Element 1	none	
Element 2	none	
Audio Delay		
Size	3	
Element 0	0	
Element 1	0	
Element 2	0	
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop	<input type="checkbox"/>	
Animates	<input checked="" type="checkbox"/>	
Ani Object	TempleStairs	
Mo Offset	8	
Message Read	2.5	
Use Alpha	<input type="checkbox"/>	

Lookup State 1		
Size	1	
Element 0	default,2, s0_Crystal with Sleeve,2	
Lookup State 2		
Size	0	
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Hit by the laser, the glyph rotates and the stairs lower with a thud		
Reply State 2		
Size	0	
Reply State 3		
Size	0	

Table 18-11. Metadata for the Topi Fruit

Topi Fruit		
Initial State		
	1	
Current State		
	0	
Object Is 3D		
	<input checked="" type="checkbox"/>	
Location		
Size	2	
Element 0	0	
Element 1	1	

State Management and Misc Info

Visibility		
Size		2
Element 0		0
Element 1		0
Object Name		
Size		2
Element 0		na
Element 1		Topi Fruit
Description		
Size		2
Element 0		na
Element 1		It is golden topi fruit
Animation Clip		
Size	0	
Animation Delay		
Size	0	
Sound Clip		
Size		2
Element 0		none
Element 1		none
Audio Delay		
Size		2
Element 0		0
Element 1		0
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop	<input type="checkbox"/>	
Animates	<input type="checkbox"/>	
Ani Object	AnimationObjects	
Mo Offset		8
Message Read		2.5
Use Alpha	<input type="checkbox"/>	

Lookup State 1		
Size		2
Element 0		default,1,s1_Topi Fruit,1
Element 1		TopiRock Icon,1,TopiRock Icon,0,TopiRock Ledge,1,Topi Fruit,0,Topi Fruit Icon,1,Kahmi,1,Door Lower,1
Lookup State 2		
Size		1
Lookup State 3		
Size		0
Reply State 1		
Size		2
Element 0		Your head spins and then you black out ...
Element 1		You deftly swap out the rock for the topi fruit
Reply State 2		
Size		0
Reply State 3		
Size		0

Table 18-10. Metadata for the TopiRock

TopiRock		
Initial State		0
Current State		0
Object Is 3D		<input checked="" type="checkbox"/>
Location		
Size		2
Element 0		0
Element 1		1
Visibility		
Size		2
Element 0		0
Element 1		0
Object Name		
Size		2
Element 0		na
Element 1		Large Rock
Description		
Size		2
Element 0		na
Element 1		It is a rock the size of a topi fruit
Animation Clip		
Size	0	
Animation Delay		
Size	0	
Sound Clip		
Size		2
Element 0		none
Element 1		plopsm
Audio Delay		
Size		2
Element 0		0
Element 1		0
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop	<input type="checkbox"/>	
Animates	<input type="checkbox"/>	
Ani Object		
Mo Offset		8
Message Read		2.5
Use Alpha	<input type="checkbox"/>	

Lookup State 1	
Size	1
Element 0	default,0,TopiRock Icon,1
Lookup State 2	
Size	0
Lookup State 3	
Size	0
Reply State 1	
Size	1
Element 0	You take the rock, barely managing to fit it into your pack
Reply State 2	
Size	0
Reply State 3	
Size	0

Table 18-11. Metadata for the TopiRock Ledge

TopiRock Ledge		
Initial State		0
Current State		0
Object Is 3D		<input checked="" type="checkbox"/>
Location		
Size		2
Element 0		0
Element 1		1
Visibility		
Size		2
Element 0		0
Element 1		0
Object Name		
Size		2
Element 0		na
Element 1		Large Rock
Description		
Size		2
Element 0		na
Element 1		It is a rock the size of a topi fruit
Animation Clip		
Size	0	
Animation Delay		
Size	0	
Sound Clip		
Size		2
Element 0		none
Element 1		plopsm
Audio Delay		
Size		2
Element 0		0
Element 1		0
Loop Animation		
Size	0	



Loop Sound FX	
Size	0
Post Loop	<input type="checkbox"/>
Animates	<input type="checkbox"/>
Ani Object	
Mo Offset	8
Message Read	2.5
Use Alpha	<input type="checkbox"/>

Lookup State 1	
Size	1
Element 0	default, 1
Lookup State 2	
Size	0
Lookup State 3	
Size	0
Reply State 1	
Size	1
Element 0	It seems to be stuck
Reply State 2	
Size	0
Reply State 3	
Size	0

Table 18-12. Metadata for the Door Lower

Door Lower		
Initial State		2
Current State		0
Object Is 3D		<input type="checkbox"/>
Location		
Size	3	
Element 0		0
Element 1		1
Element 2		2
Visibility		
Size	3	
Element 0		0
Element 1		0
Element 2		0
Object Name		
Size	3	
Element 0		na
Element 1		Stone Door
Element 2		na
Description		
Size	3	
Element 0		na
Element 1		It's a heavy stone door to the secret
lower passge		
Element 2		na

State Management and Misc Info

Animation Clip		
Size	3	
Element 0		none
Element 1		open passage
Element 2		none
Animation Delay		
Size	3	
Element 0		0
Element 1		0
Element 2		0
Sound Clip		
Size	3	
Element 0		none
Element 1		none
Element 2		none
Audio Delay		
Size	3	
Element 0		0
Element 1		0
Element 2		0
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop	<input type="checkbox"/>	
Animates	<input checked="" type="checkbox"/>	
Ani Object		none
Mo Offset		8
Message Read		2.5
Use Alpha	<input type="checkbox"/>	

Lookup State 1		
Size	1	
Element 0		default,1
Lookup State 2		
Size	1	
Element 0		na
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0		The stone door won't budge
Reply State 2		
Size	1	
Element 0		na
Reply State 3		
Size	0	

Table 18-13. Metadata for the Rock Plug

Rock Plug		
Initial State		1
Current State		0
Object Is 3D		<input checked="" type="checkbox"/>
Location		
Size		2
Element 0		0
Element 1		1
Visibility		
Size		2
Element 0		0
Element 1		0
Object Name		
Size		2
Element 0		na
Element 1		Boulder
Description		
Size		2
Element 0		na
Element 1		It's a large boulder embedded in the rock
dome		
Animation Clip		
Size	0	
Animation Delay		
Size	0	
Sound Clip		
Size		2
Element 0		none
Element 1		none
Audio Delay		
Size		2
Element 0		0
Element 1		0
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop		<input type="checkbox"/>
Animates		<input type="checkbox"/>
Ani Object		
Mo Offset		8
Message Read		2.5
Use Alpha		<input type="checkbox"/>

Lookup State 1	
Size	1
Element 0	default,1
Lookup State 2	
Size	0
Lookup State 3	
Size	0
Reply State 1	
Size	1
Element 0	Your paltry efforts to move the boulder do nothing
Reply State 2	
Size	0
Reply State 3	
Size	0

Table 18-14. Metadata for the Path to Tunnels

Path to Tunnels		
Initial State		0
Current State		0
Object Is 3D		<input checked="" type="checkbox"/>
Location		
Size		2
Element 0		0
Element 1		1
Visibility		
Size		2
Element 0		0
Element 1		0
Object Name		
Size		2
Element 0		na
Element 1		na
Description		
Size		2
Element 0		na
Element 1		na
Animation Clip		
Size	0	
Animation Delay		
Size	0	
Sound Clip		
Size		2
Element 0		none
Element 1		none
Audio Delay		
Size		2
Element 0		0
Element 1		0
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	

Post Loop	<input type="checkbox"/>
Animates	<input type="checkbox"/>
Ani Object	
Mo Offset	8
Message Read	2.5
Use Alpha	<input type="checkbox"/>
Lookup State 1	
Size	1
Element 0	na
Lookup State 2	
Size	0
Lookup State 3	
Size	0
Reply State 1	
Size	1
Element 0	na
Reply State 2	
Size	0
Reply State 3	
Size	0

Table 18-15. Metadata for the Map

Map		
Initial State		1
Current State		0
Object Is 3D		<input checked="" type="checkbox"/>
Location		
Size	3	
Element 0		0
Element 1		1
Element 2		1
Visibility		
Size	3	
Element 0		0
Element 1		0
Element 2		0
Object Name		
Size	3	
Element 0		na
Element 1		Flimsy Cloth
Element 2		Crumpled Cloth
Description		
Size	3	
Element 0		na
Element 1		It is a flimsy piece of cloth with a rubbing
of some sort		
Element 2		It is a crumpled piece of flimsy cloth
Animation Clip		
Size	0	
Animation Delay		
Size	0	

Sound FX		
Size	3	
Element 0		none
Element 1		none
Element 2		none
Audio Delay		
Size	3	
Element 0		0
Element 1		0
Element 2		0
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop	<input type="checkbox"/>	
Animates	<input type="checkbox"/>	
Ani Object		none
Mo Offset		8
Message Read		2.5
Use Alpha	<input type="checkbox"/>	

Lookup State 1		
Size	1	
Element 0		default,2,s1_Map,2
Lookup State 2		
Size	1	
Element 0		default,0,Map Icon,1
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0		The flimsy cloth slips out of your hands
Reply State 2		
Size	1	
Element 0		You grab the flimsy cloth firmly this time
Reply State 3		
Size	0	

Table 18-16. Metadata for the MapView

MapView		
Initial State		
		0
Current State		
		0
Object Is 3D		
		<input checked="" type="checkbox"/>
Location		
Size	3	
Element 0		0
Element 1		1
Visibility		
Size	3	
Element 0		0
Element 1		0

State Management and Misc Info

Object Name		
Size	3	
Element 0		na
Element 1		Map
Description		
Size	3	
Element 0		na
Element 1		It's a map on a flimsy piece of cloth
Animation Clip		
Size	0	
Animation Delay		
Size	0	
Sound FX		
Size	3	
Element 0		none
Element 1		none
Audio Delay		
Size	3	
Element 0		0
Element 1		0
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop	<input type="checkbox"/>	
Animates	<input type="checkbox"/>	
Ani Object		none
Mo Offset		8
Message Read		2.5
Use Alpha	<input type="checkbox"/>	

Lookup State 1		
Size	1	
Element 0		default,0,Map Icon,1
Lookup State 2		
Size	0	
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0		You tuck the flimsy map carefully into your pack
Reply State 2		
Size	0	
Reply State 3		
Size	0	

Table 18-17. Metadata for the Map Icon

Map Icon		
Initial State		0
Current State		0
Object Is 3D		<input type="checkbox"/>
Location		
Size	3	
Element 0		0
Element 1		1
Element 2		2
Visibility		
Size	3	
Element 0		0
Element 1		0
Element 2		0
Object Name		
Size	3	
Element 0		na
Element 1		Map
Element 2		na
Description		
Size	3	
Element 0		na
Element 1		It's a rubbing of a map on a flimsy cloth
Element 2		na
Animation Clip		
Size	0	
Animation Delay		
Size	0	
Sound Clip		
Size	3	
Element 0		none
Element 1		none
Element 2		none
Audio Delay		
Size	3	
Element 0		0
Element 1		0
Element 2		0
Loop Animation		
Size	0	
Loop Sound FX		
Size	0	
Post Loop		<input type="checkbox"/>
Animates		<input type="checkbox"/>
Ani Object		none
Mo Offset		8
Message Read		2.5
Use Alpha		<input type="checkbox"/>



Lookup State 1		
Size	1	
Element 0		default,0,MapView,1,s1_Camera Inventory,0
Lookup State 2		
Size	1	
Element 0	na	
Lookup State 3		
Size	0	
Reply State 1		
Size	1	
Element 0		You take the flimsy map out for a closer look
Reply State 2		
Size	1	
Element 0	na	
Reply State 3		
Size	0	

Table 18-18. Metadata for the Map Icon

Flower		
Initial State		
	1	
Current State		
	0	
Location		
Size	3	
Element 0	0	
Element 1	1	
Element 2	2	
Visibility		
Size	3	
Element 0	0	
Element 1	0	
Element 2	0	
Object Name		
Size	3	
Element 0	na	
Element 1	Wilted Flower	
Element 2	Revived Flower	
Description		
Size	3	
Element 0	na	
Element 1	It is a sad, wilted flower	
Element 2	It is an extremely ugly flower	
Animation Clip		
Size	3	
Element 0	none	
Element 1	none	
Element 2	flower revive	
Animation Delay		
Size	3	
Element 0	0	
Element 1	0	
Element 2	0	

State Management and Misc Info

Sound FX		
Size		3
Element 0		none
Element 1		none
Element 2		SynthUp
Audio Delay		
Size		3
Element 0		0
Element 1		0
Element 2		1
Loop Animation		
Size		3
Element 0		none
Element 1		none
Element 2		flower idle
Loop Sound FX		
Size		3
Element 0		none
Element 1		none
Element 2		Warning
Post Loop	<input checked="" type="checkbox"/>	
Animates	<input checked="" type="checkbox"/>	
Ani Object		none (Game Object)
Mo Offset		8
Lookup State 1		
Size		1
Element 0		default,1
Element 1		Vial of Elixir Icon,2,c0_Flower,0,p0_Flower,0,Vial
Lookup State 2		
Size		0
Lookup State 3		
Size		0
Reply State 1		
Size		1
Element 0		The flower doesn't respond to your prodding
Element 1		You pour the life-giving elixir over the wilted plant
and watch the plant revive		
Reply State 2		
Size		0
Reply State 3		
Size		0
Prefabs		
Size		1
Element 0		Vial Animated