Hybrid BASS/Kyrandia template for AGS

by brewton

Features

Single click on inventory items to pick up or pop out of slots.
Retains useful right-click and left-click handling from BASS template.
Player can carry items between rooms – without having to slot it in inventory.
Custom cursors for displaying room exits on mouseover.

Custom variables

invSlots (int)   default = 10
This is the amount of inventory slots you're using.
If you want more slots, make sure you increase this number, too.
This is used to determine the maximum amount of slots you have by indexing the inventory window.
Note that you actually have 10 + 1 since the inventory index starts at 0. The end index is used for the inventory item held in the cursor.

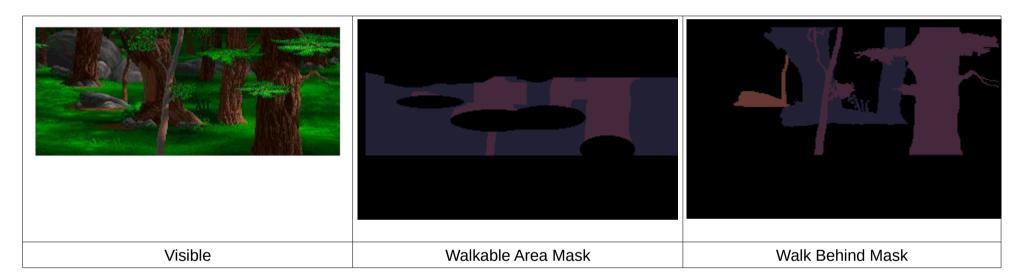offset (int)   default = 8
This holds the item so items don't jump all around the screen when swapping them.

Walkable areas

Since dropped inventory items are actually characters, they can get stuck behind walk-behinds.
Walkable Area ID # 2 is used by the drop_item() script to prevent items being placed there.
To take advantage of this feature, on your walkable area masks use pallete index #2 for large areas that intersect the walk behind mask.
See below for example.

Visible	Walkable Area Mask	Walk Behind Mask

Functions

get_exit_type()
Returns a directional exit arrow based on the value of ExitType in the active hotspot.

drop_held_item()
Drops the item held in the cursor and summons a dummy character.

pick_up_item(item,character)
Adds the inventory item to the cursor slot and makes the character disappear.

character_item_interaction()
Returns a bool value to the unhandled event script. If the character is not an inventory item it will default to unhandled character interaction.

GetItemIndexInInventory()
Finds which inventory slot an item is in.

return_blank()
Provides a blank slot based on which inventory slot has been used.

Custom Properties

There are a few custom properties that need to be set up.
Some of these are handled dynamically.

Name	Description	Type	Default Value	Applies to
Room Name	Displays in the status bar. Useful if you want custom text to show up but still want a friendly name in Description.	Text	Empty Room	Rooms
ExitType	What kind of directional arrow to show over a hotspot. Used for showing room exits or entrances. 0 = Normal 1 = Up 2 = Right 3 = Down 4 = Left 5 = NoExit	Number	0	Hotspots
InvID	Inventory ID number Used for retrieving the inventory ID number of a character item. ID 0 means that the character is NOT an inventory item.	Number	0	Characters
CharID	Used to retrieve the character number for an inventory item. CharID 0 means the inventory item is a blank. Will replace the code behind this so we can use unlimited dummy characters.	Number	0	Inventory Items
InvFrame	Inventory item's sprite number in vInvItems Allows a single view to hold all inventory item sprites.	Number	0	Inventory Items