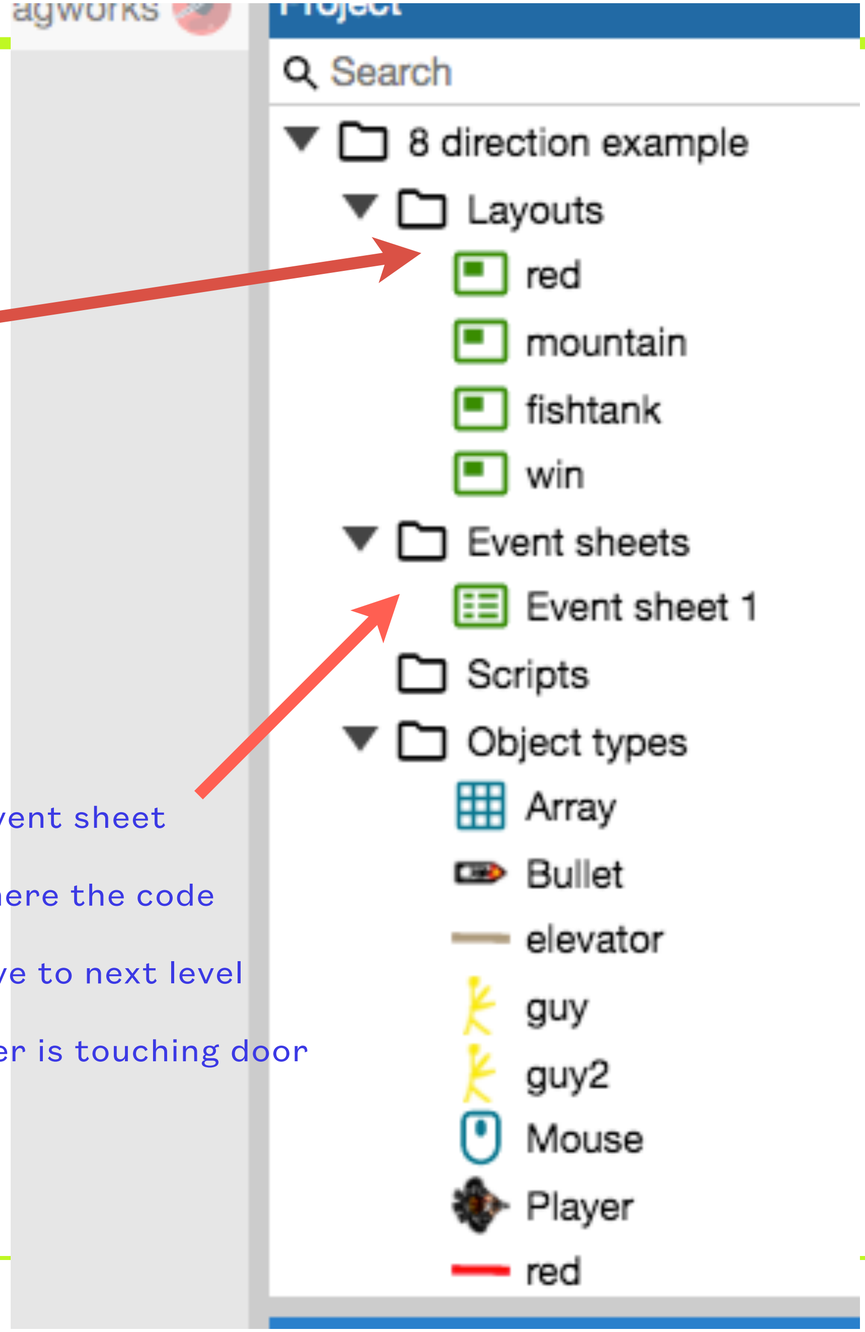
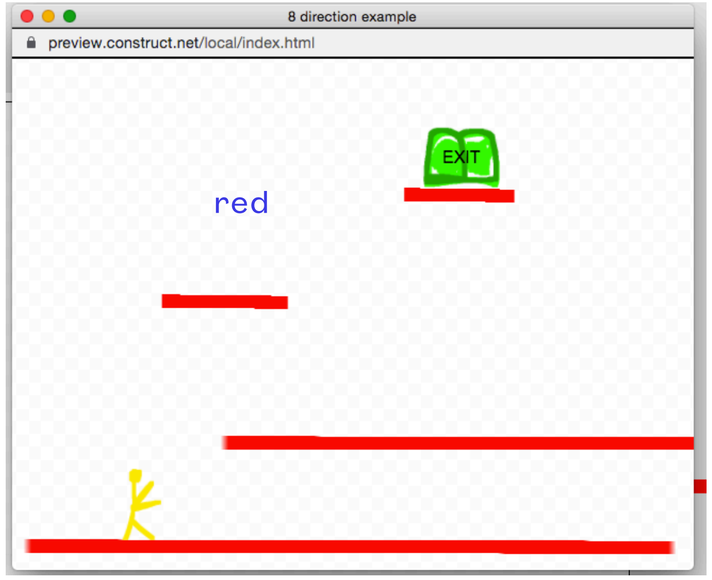
Construct 3

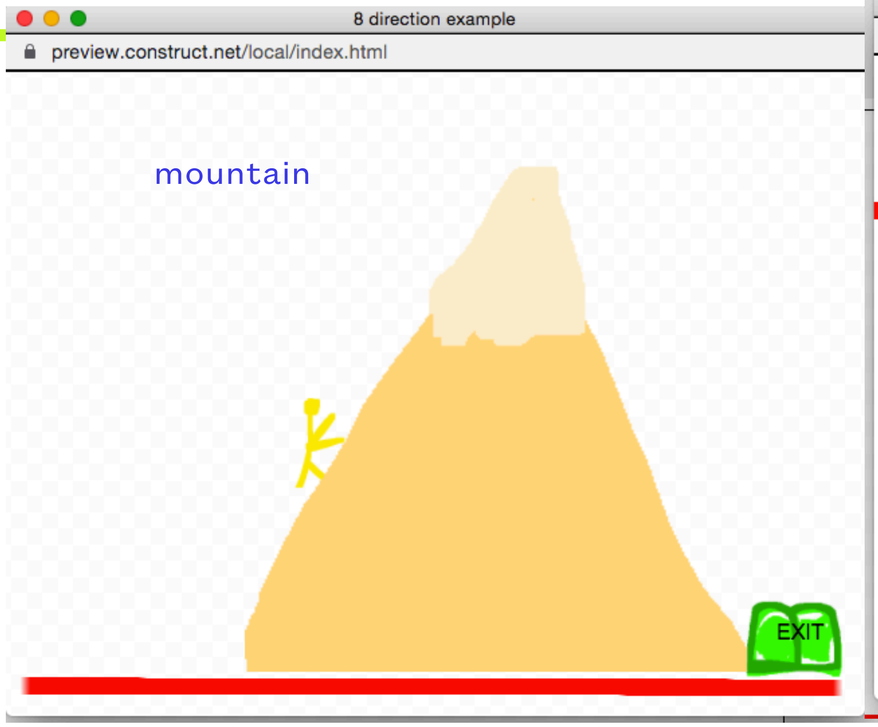
setting the hitbox for a solid

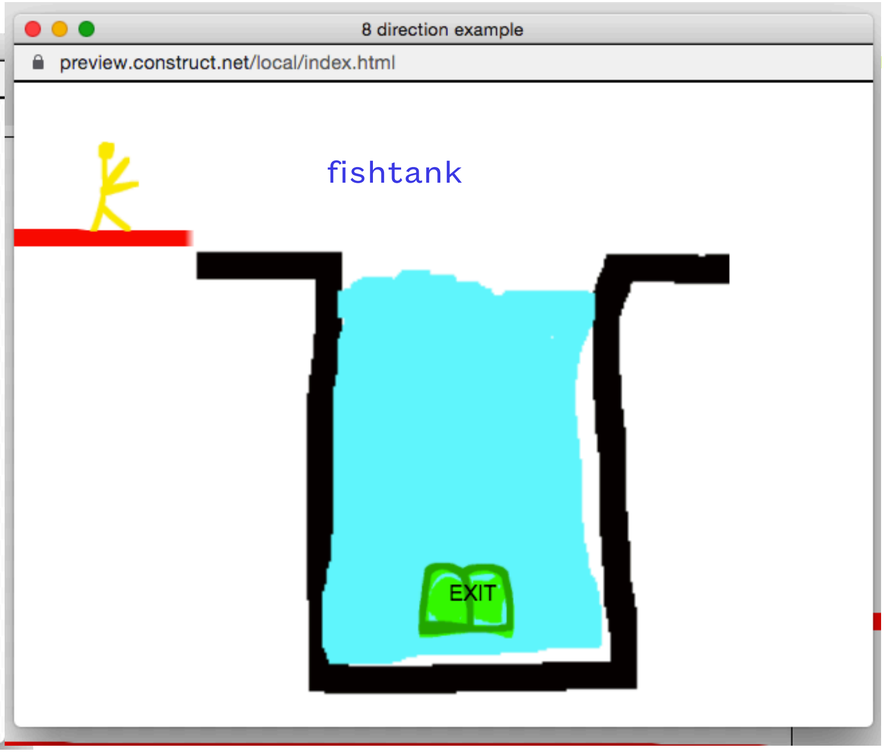
NOV 15 2020

- 1 layout for each level
  - red = platforms
  - mountain = mountain level
  - fishtank = water level

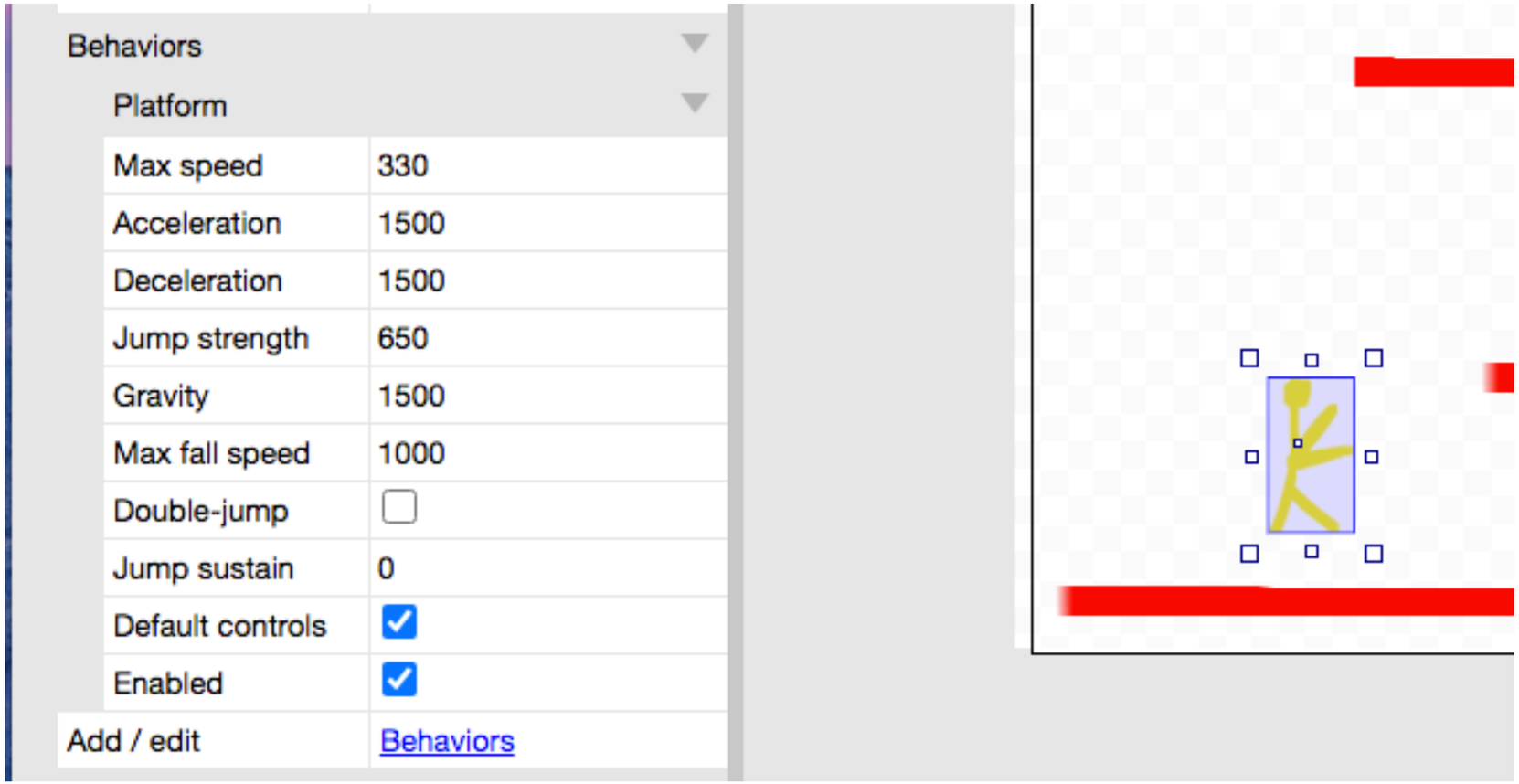



8 direction example
preview.construct.net/local/index.html
EXIT
red


8 direction example
preview.construct.net/local/index.html
mountain
EXIT

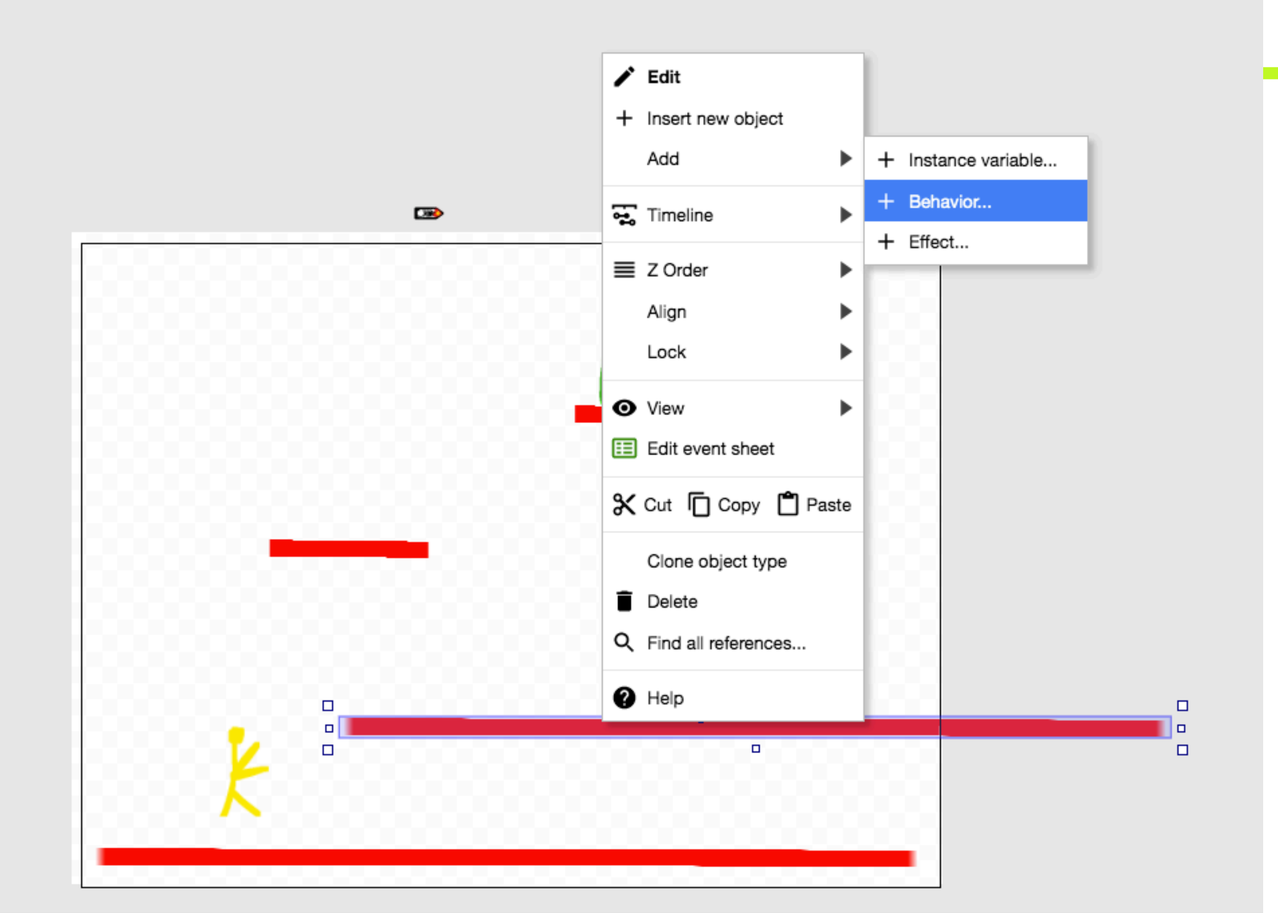

8 direction example
preview.construct.net/local/index.html
fishtank
EXIT

- person
- has
- platform behavior
- arrow keys = move
- can stand on solids

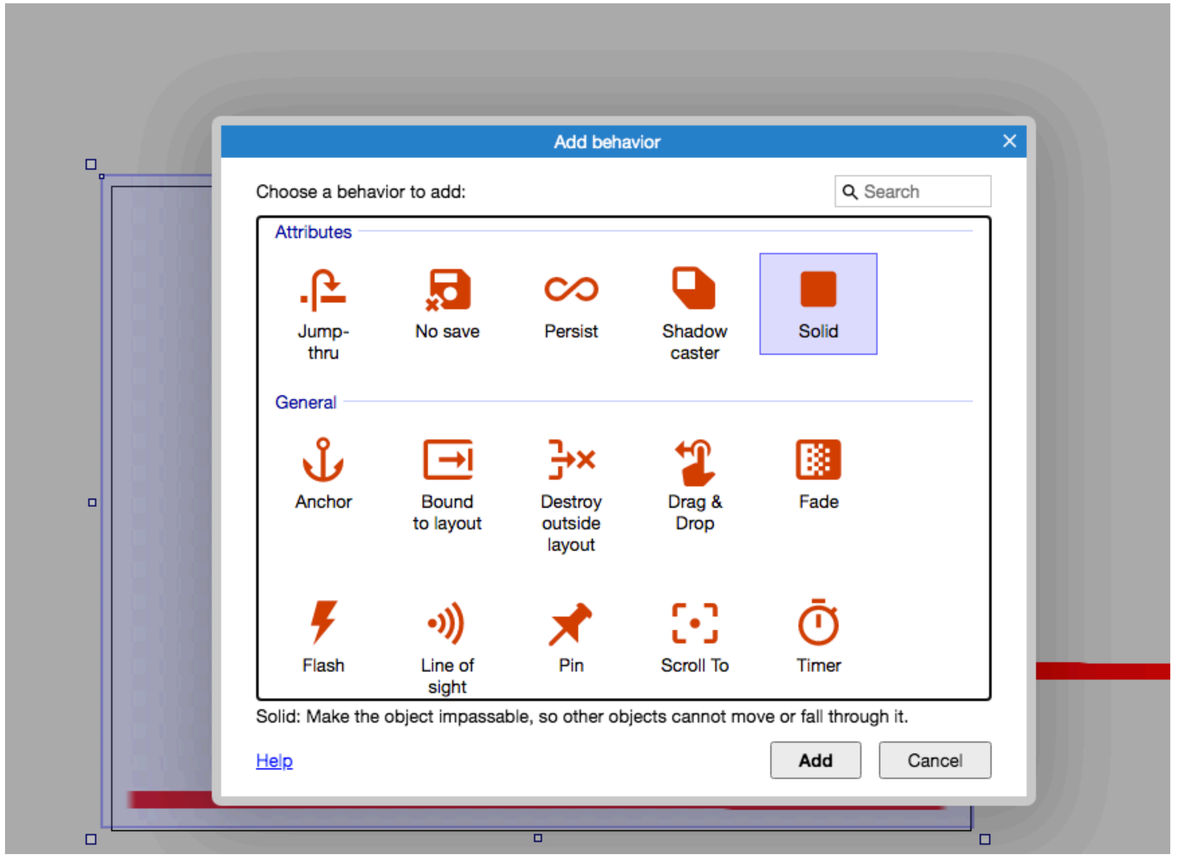


- right click player sprite
- Add-> Behavior

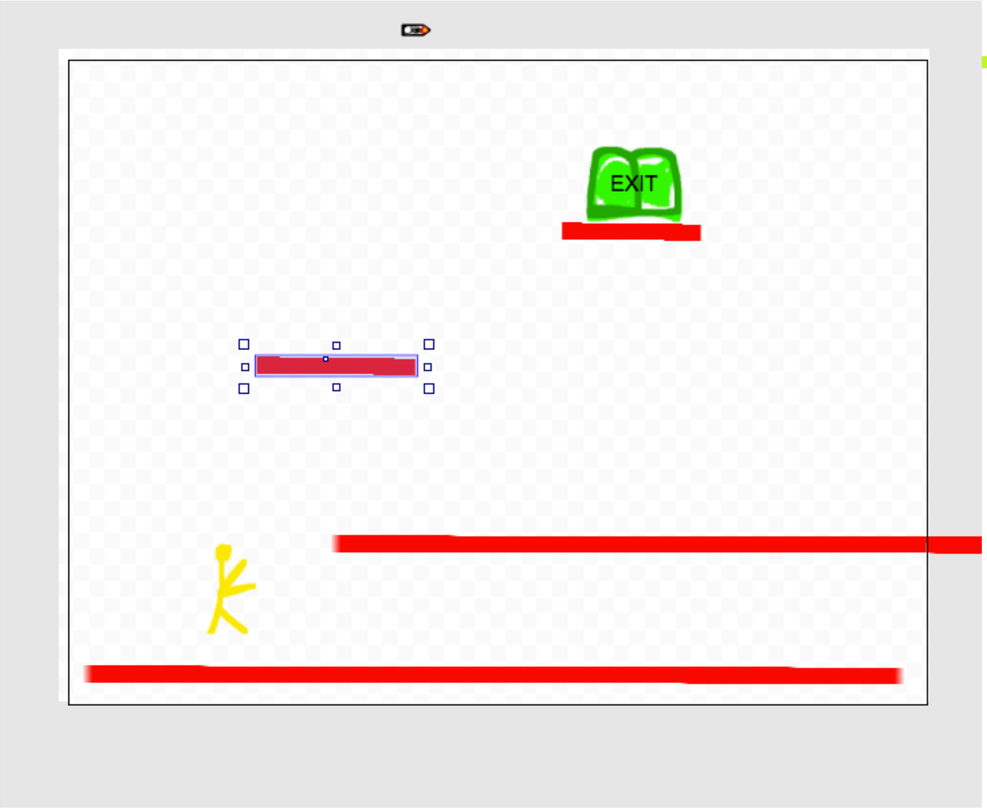
- right click red box
- Add-> Behavior



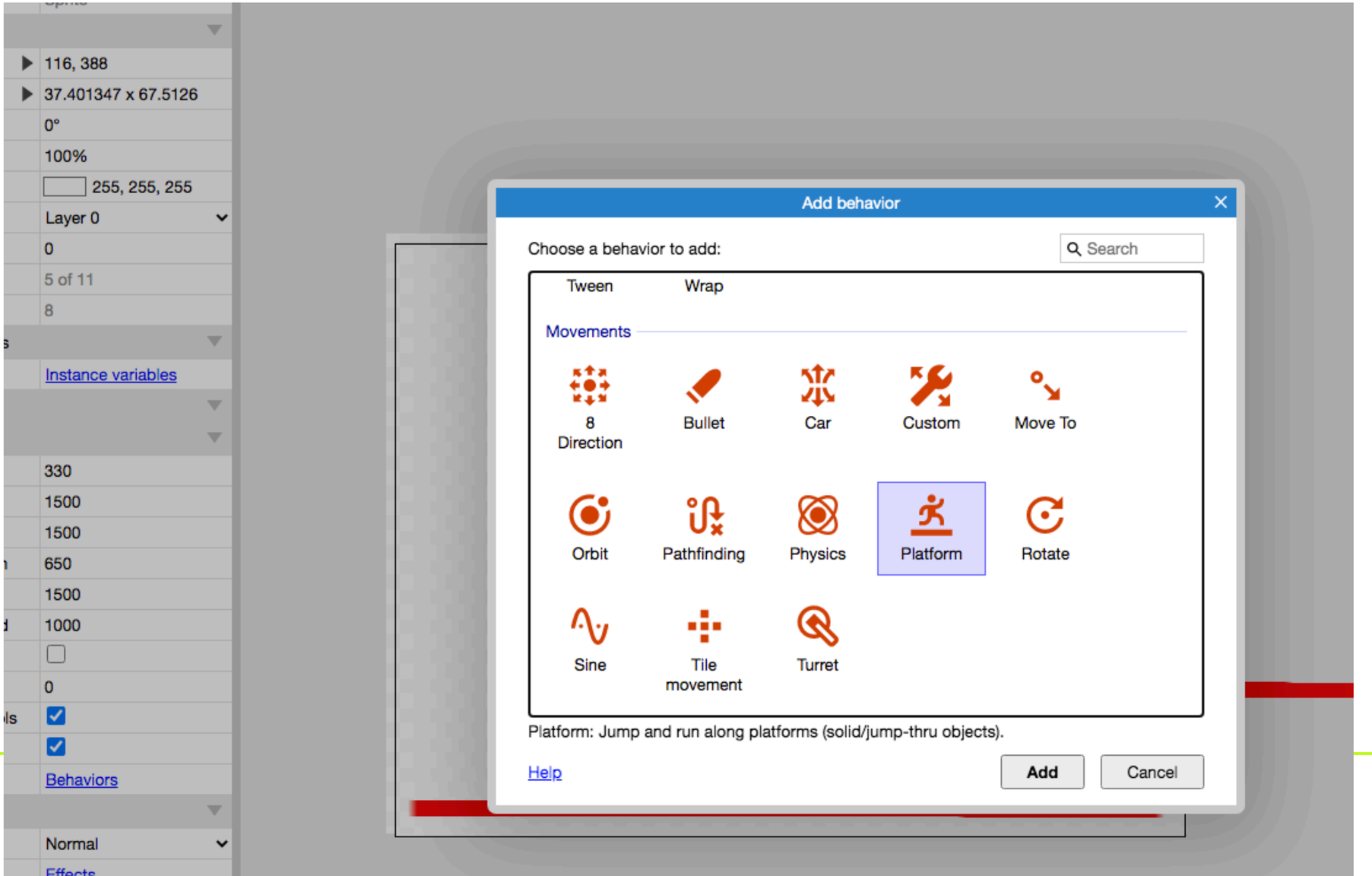
- Solid

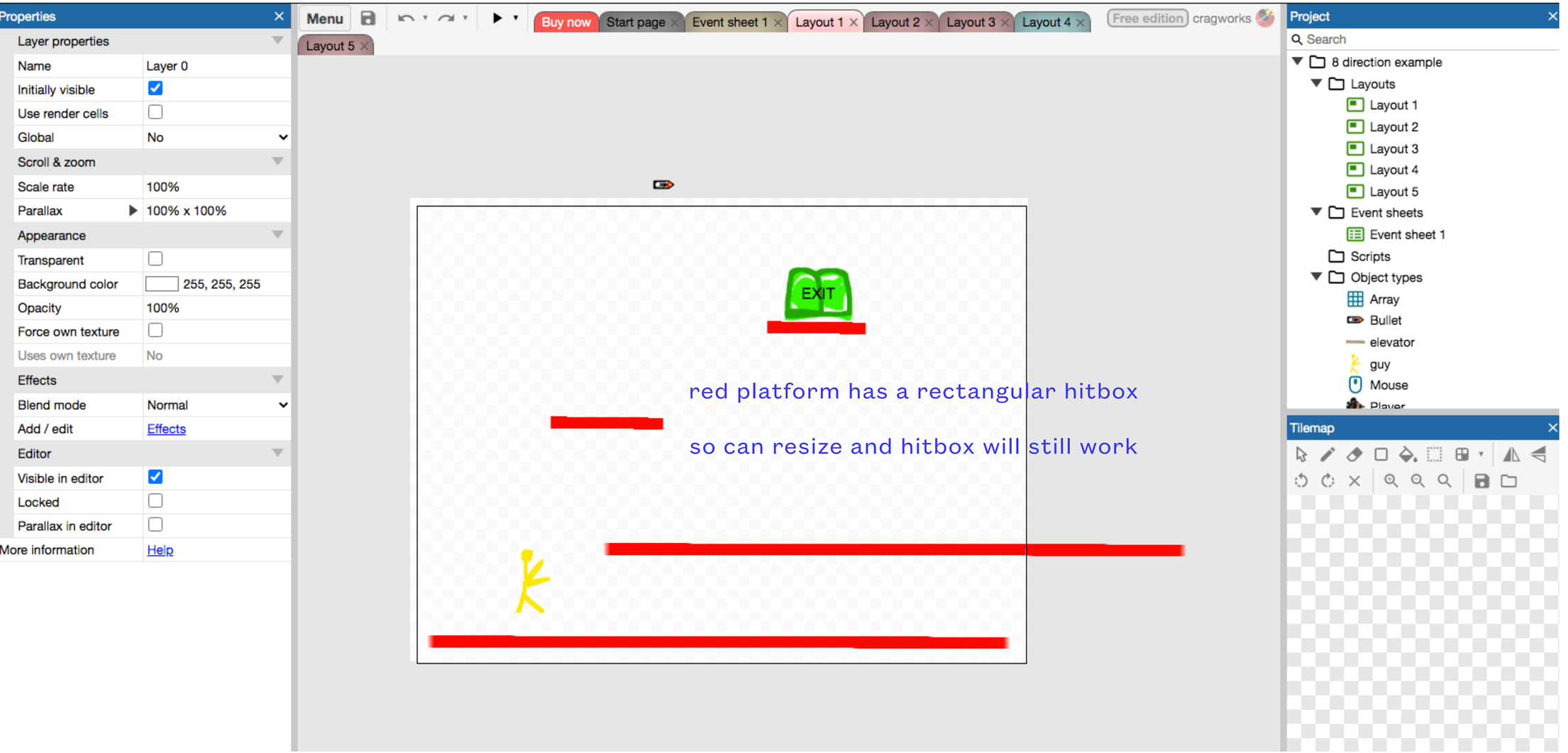

Add behavior
Choose a behavior to add:
Search
Attributes
Jump-thru
No save
Persist
Shadow caster
Solid
General
Anchor
Bound to layout
Destroy outside layout
Drag & Drop
Fade
Flash
Line of sight
Pin
Scroll To
Timer
Solid: Make the object impassable, so other objects cannot move or fall through it.
Help
Add
Cancel

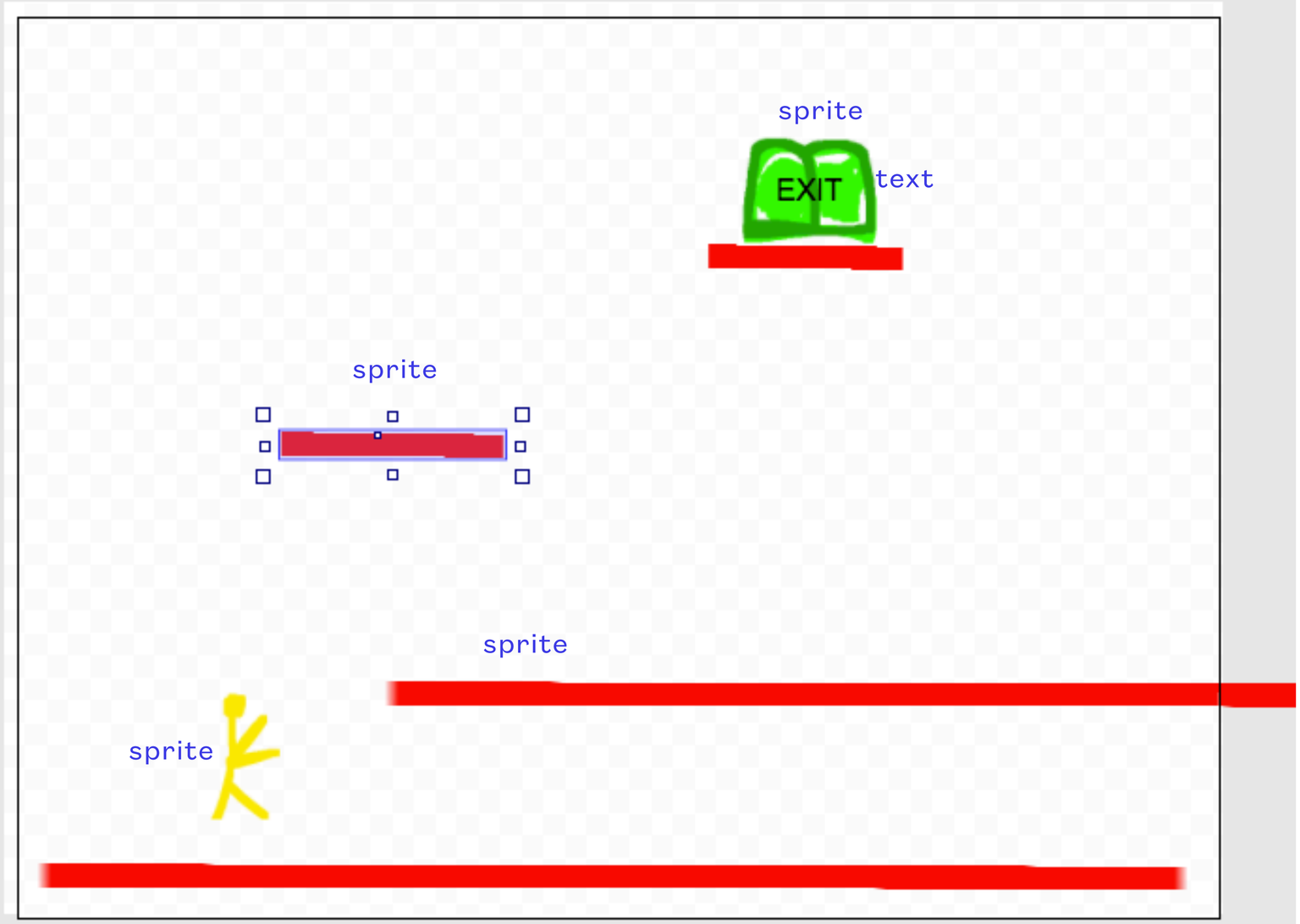
- now player can stand on the red box
- instead of falling through it

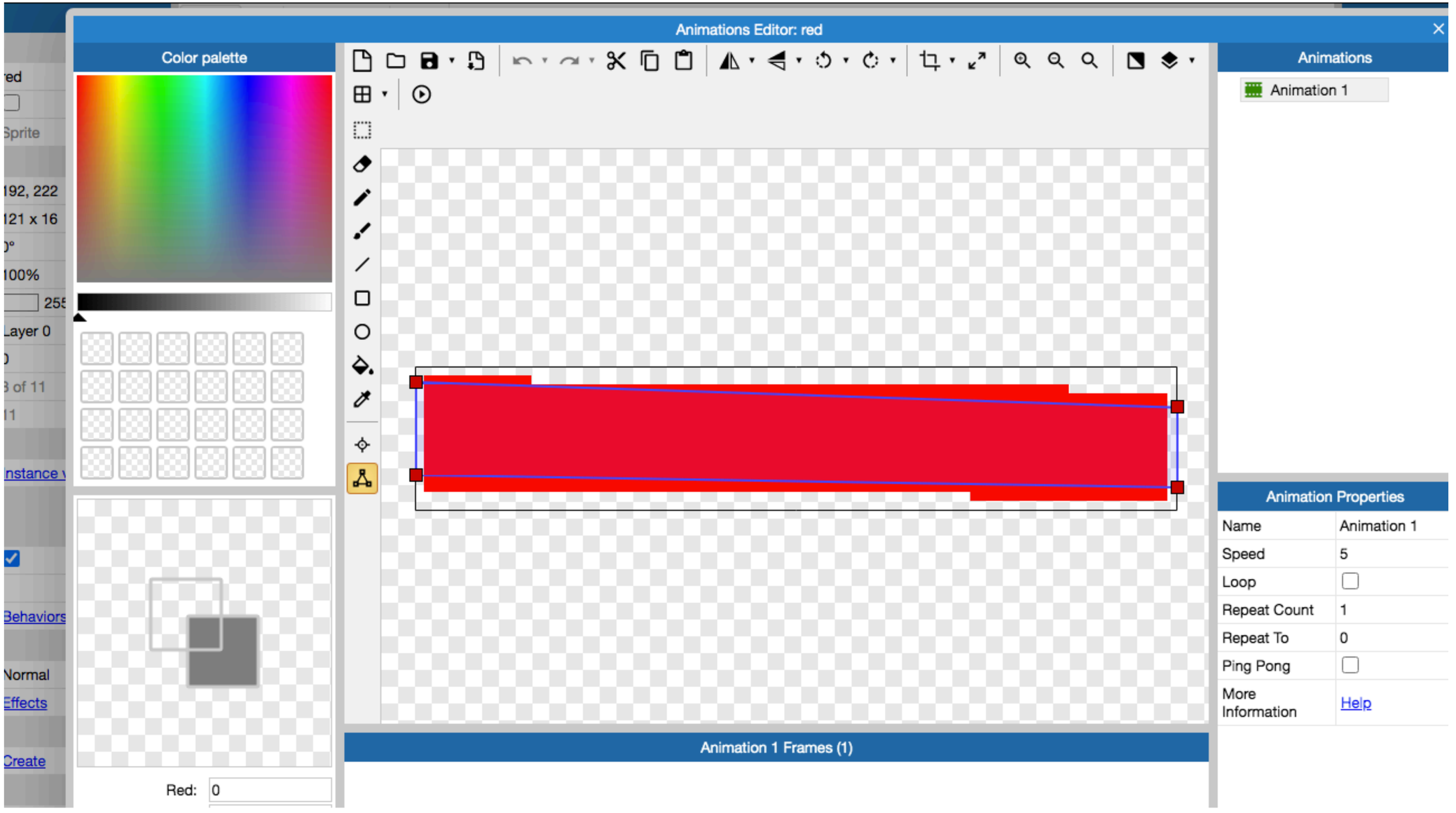


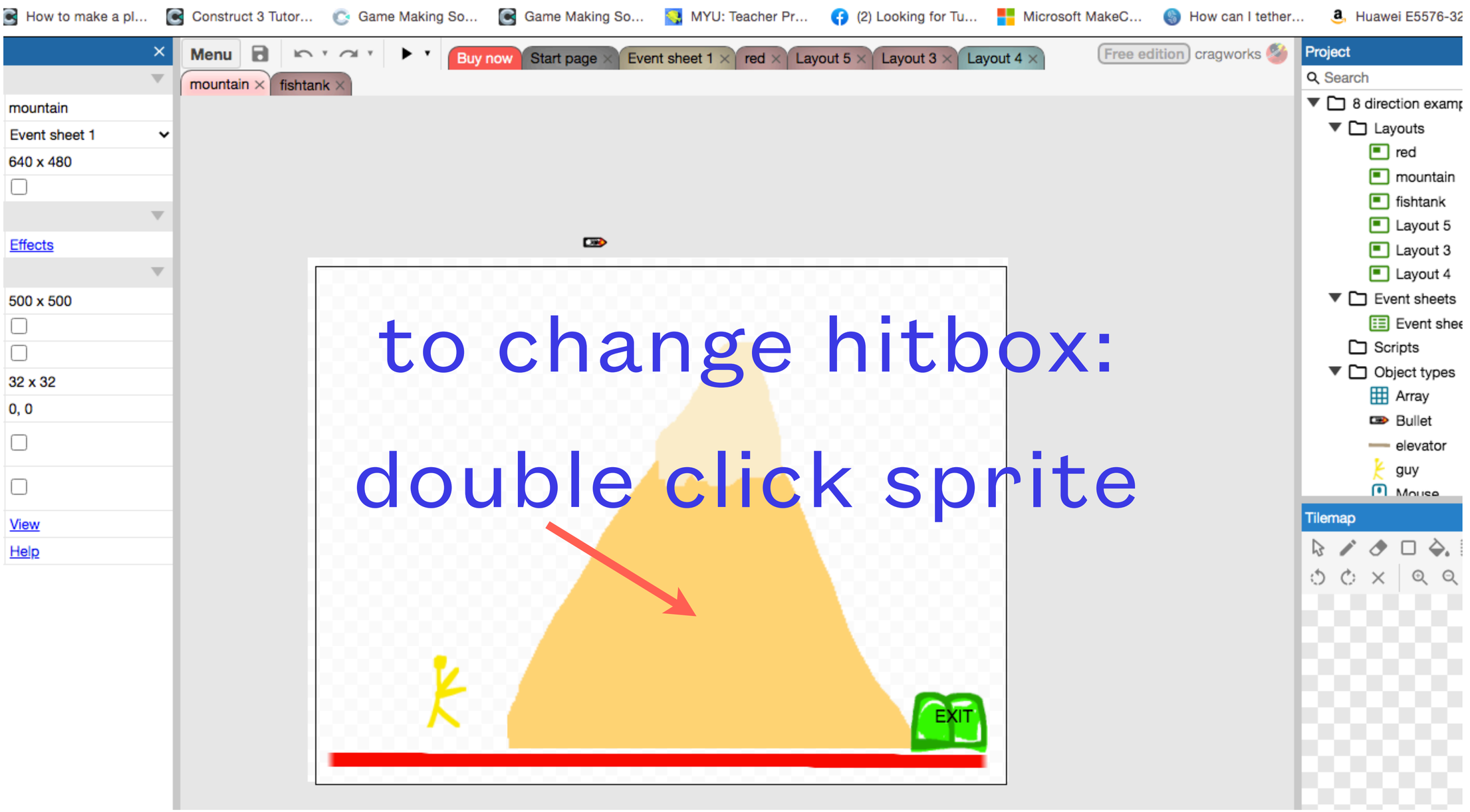
- choose platform

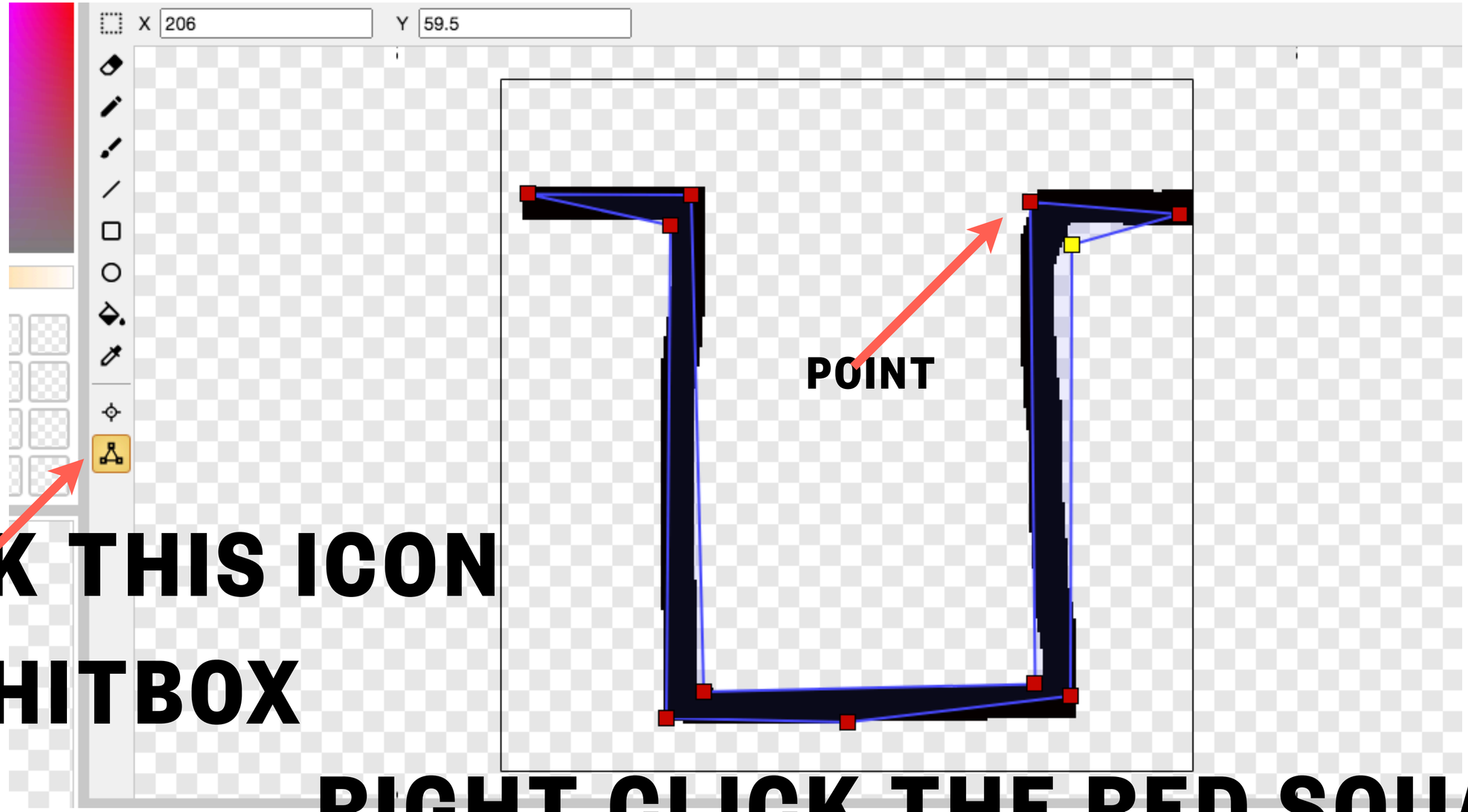



Properties
Layer properties
Name
Layer 0
Initially visible
Use render cells
Global
No
Scroll & zoom
Scale rate
100%
Parallax
100% x 100%
Appearance
Transparent
Background color
255, 255, 255
Opacity
100%
Force own texture
Uses own texture
No
Effects
Blend mode
Normal
Add / edit
Effects
Editor
Visible in editor
Locked
Parallax in editor
More information
Help
Menu
Buy now
Start page
Event sheet 1
Layout 1
Layout 2
Layout 3
Layout 4
Layout 5
Free edition
cragworks
EXIT
red platform has a rectangular hitbox
so can resize and hitbox will still work
Project
Search
8 direction example
Layouts
Layout 1
Layout 2
Layout 3
Layout 4
Layout 5
Event sheets
Event sheet 1
Scripts
Object types
Array
Bullet
elevator
guy
Mouse
Tilemap


sprite
EXIT
text
sprite
sprite
sprite


Animations Editor: red
Color palette
Animations
Animation 1
Animation Properties
Name
Animation 1
Speed
5
Loop
Repeat Count
1
Repeat To
0
Ping Pong
More Information
Help
Animation 1 Frames (1)
Red:
0


How to make a pl...
Construct 3 Tutor...
Game Making So...
Game Making So...
MYU: Teacher Pr...
(2) Looking for Tu...
Microsoft MakeC...
How can I tether...
Huawei E5576-32
Menu
Buy now
Start page
Event sheet 1
red
Layout 5
Layout 3
Layout 4
Free edition
cragworks
mountain
fishtank
mountain
Event sheet 1
640 x 480
Effects
500 x 500
32 x 32
0, 0
View
Help
to change hitbox:
double click sprite
EXIT
Project
Search
8 direction examp
Layouts
red
mountain
fishtank
Layout 5
Layout 3
Layout 4
Event sheets
Event shee
Scripts
Object types
Array
Bullet
elevator
guy
Tilemap

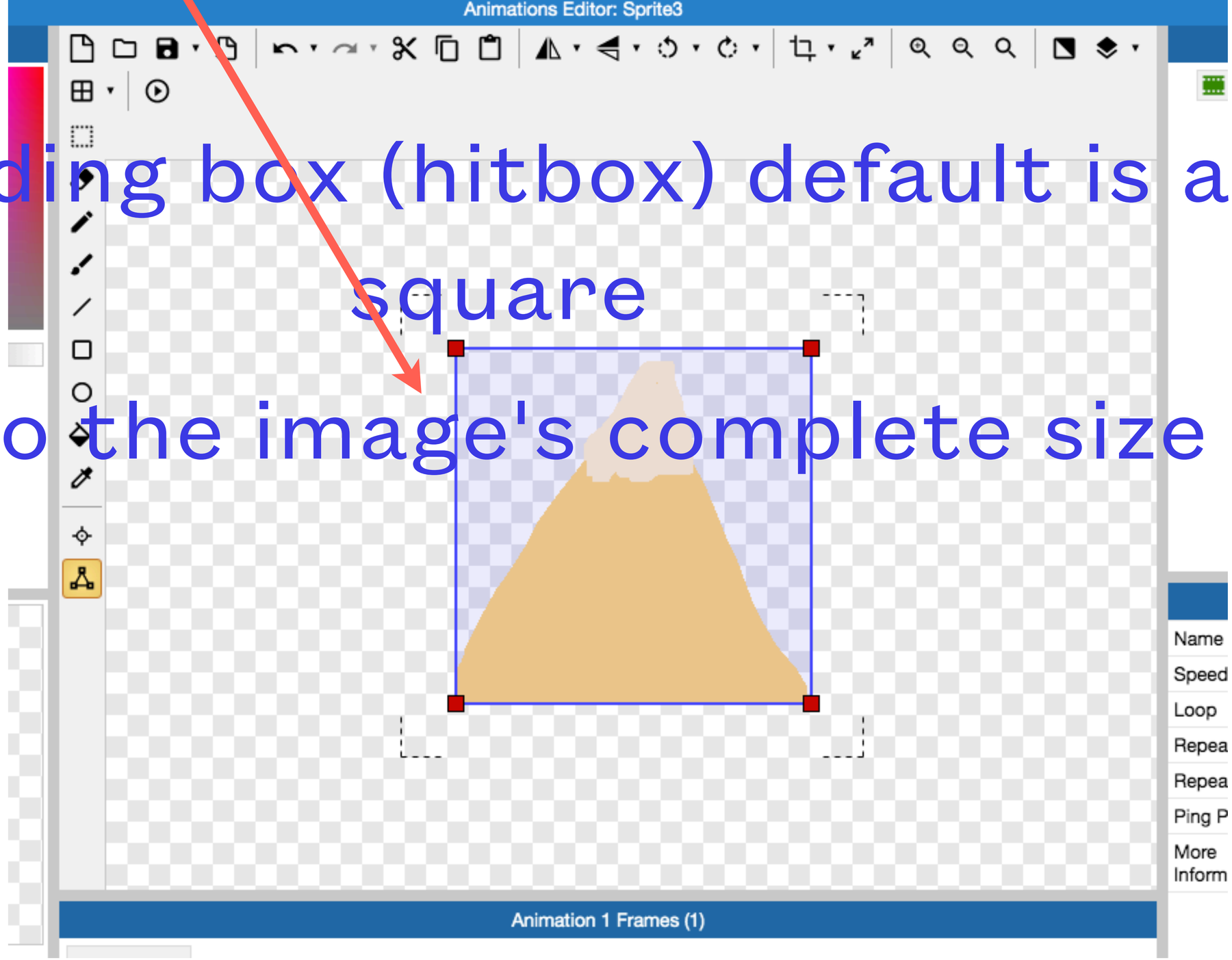


CLICK THIS ICON

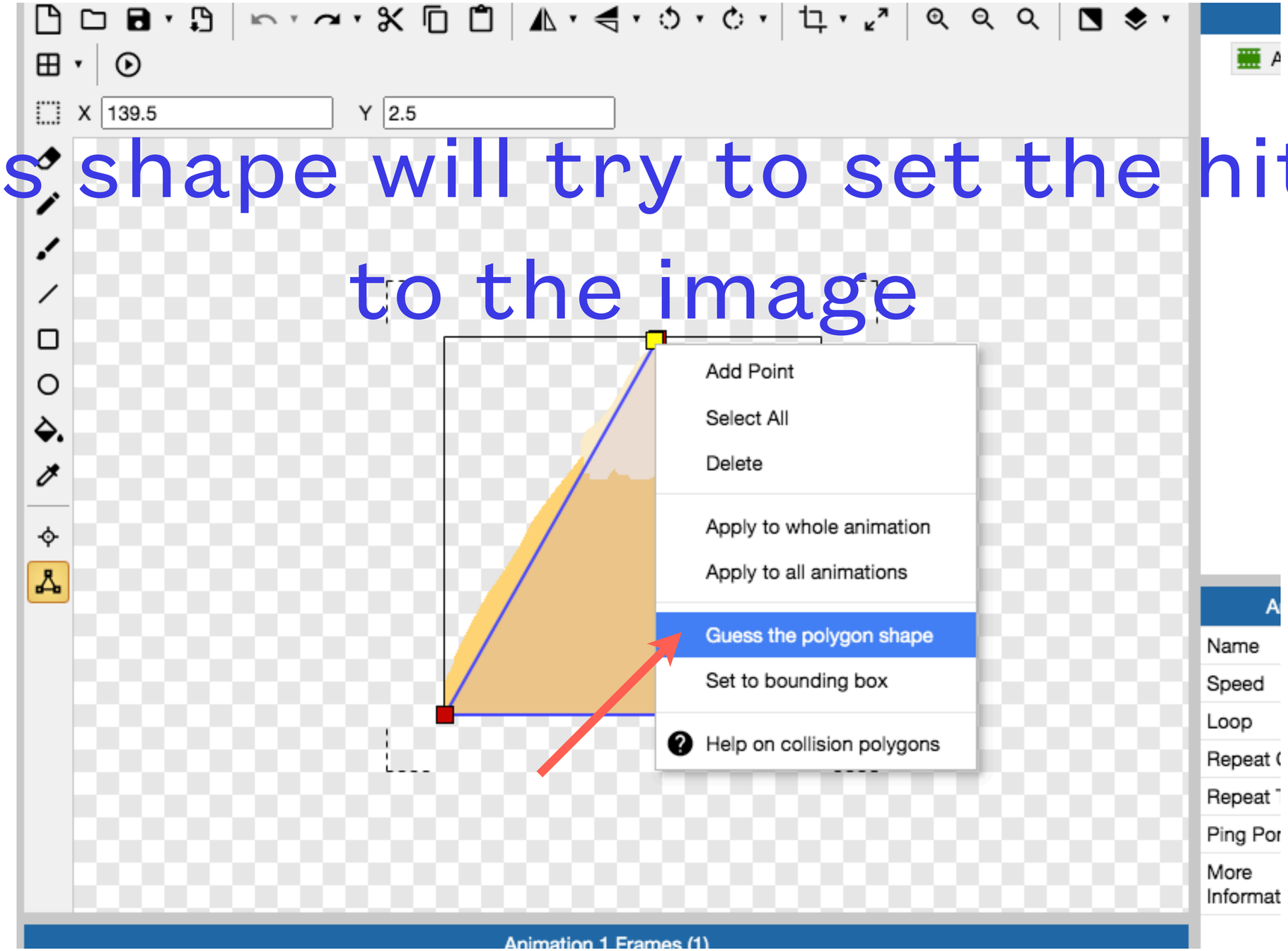
HITBOX

RIGHT CLICK THE RED SQUARE

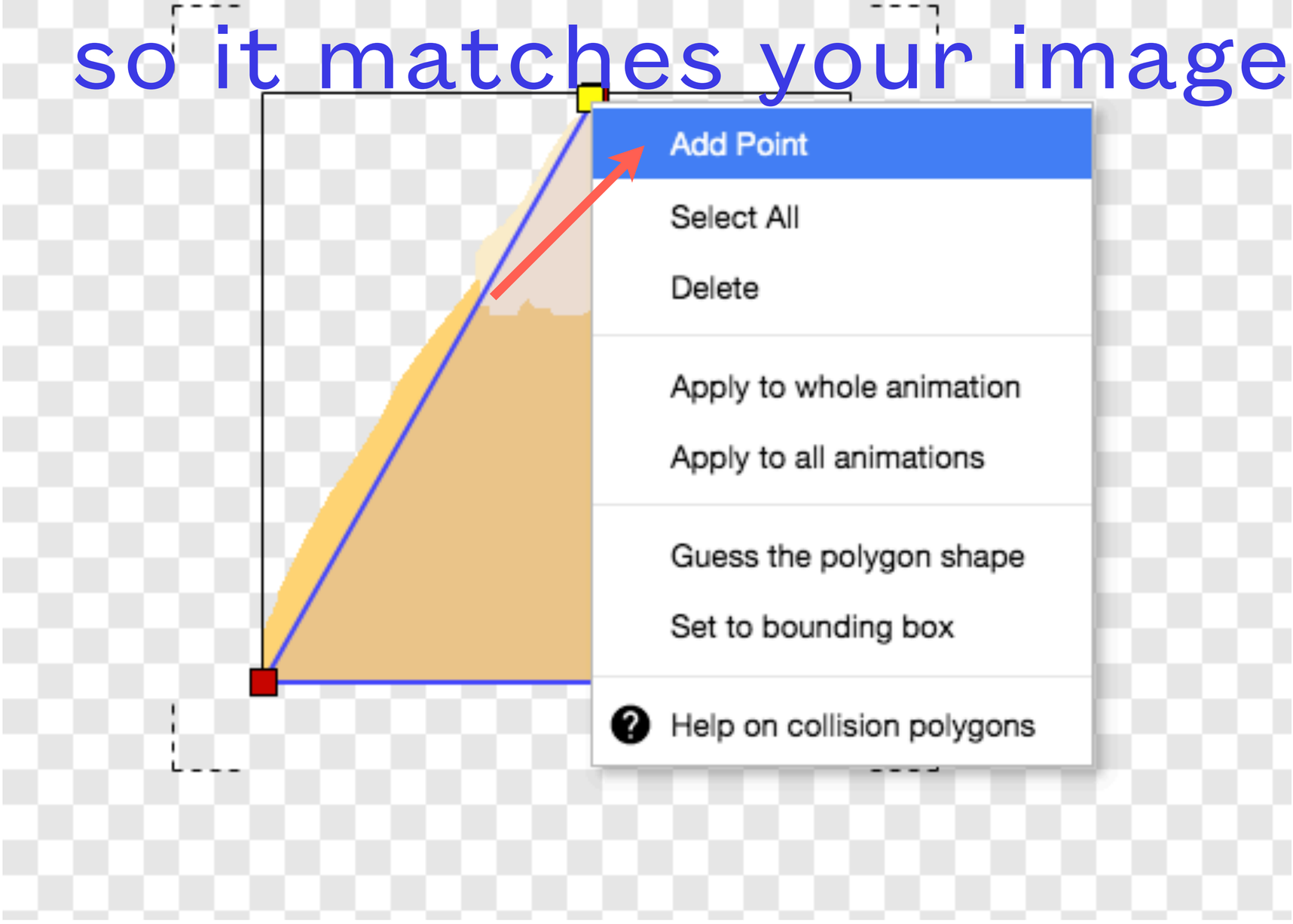
-> ADD POINT

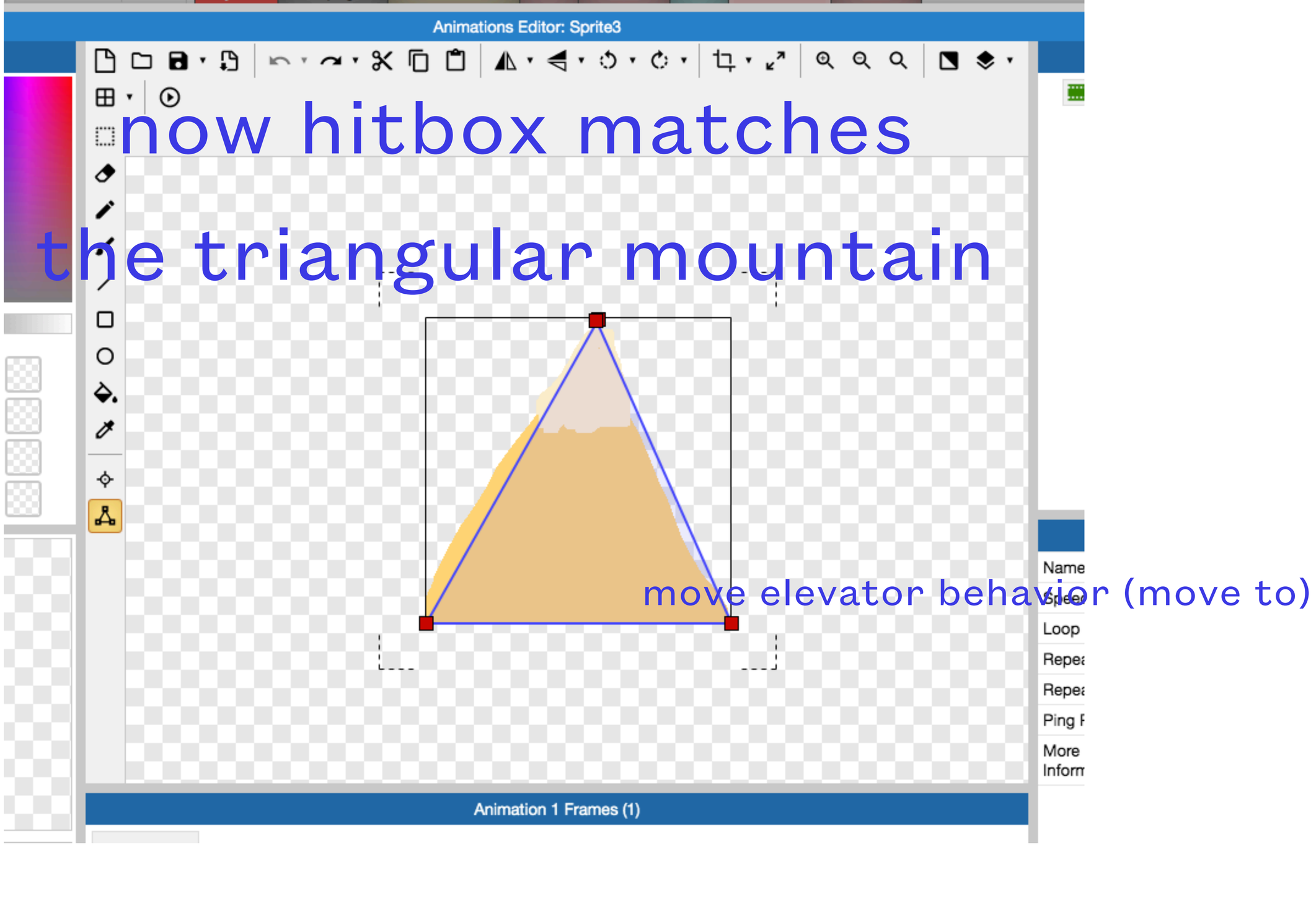

Animations Editor: Sprite3
bounding box (hitbox) default is a square
set to the image's complete size
Name
Speed
Loop
Repea
Repea
Ping P
More Inform
Animation 1 Frames (1)

guess shape will try to set the hitbox to the image



add more points and move the points so it matches your image




Animations Editor: Sprite3
now hitbox matches
the triangular mountain
move elevator behavior (move to)
Name
Loop
Repea
Repea
Ping P
More
Inform
Animation 1 Frames (1)

guy can walk on mountain now

Animations Editor: guy

Color palette

Red: 0

Huawei E5576-320 (2020)- 4G Low cost Tray...

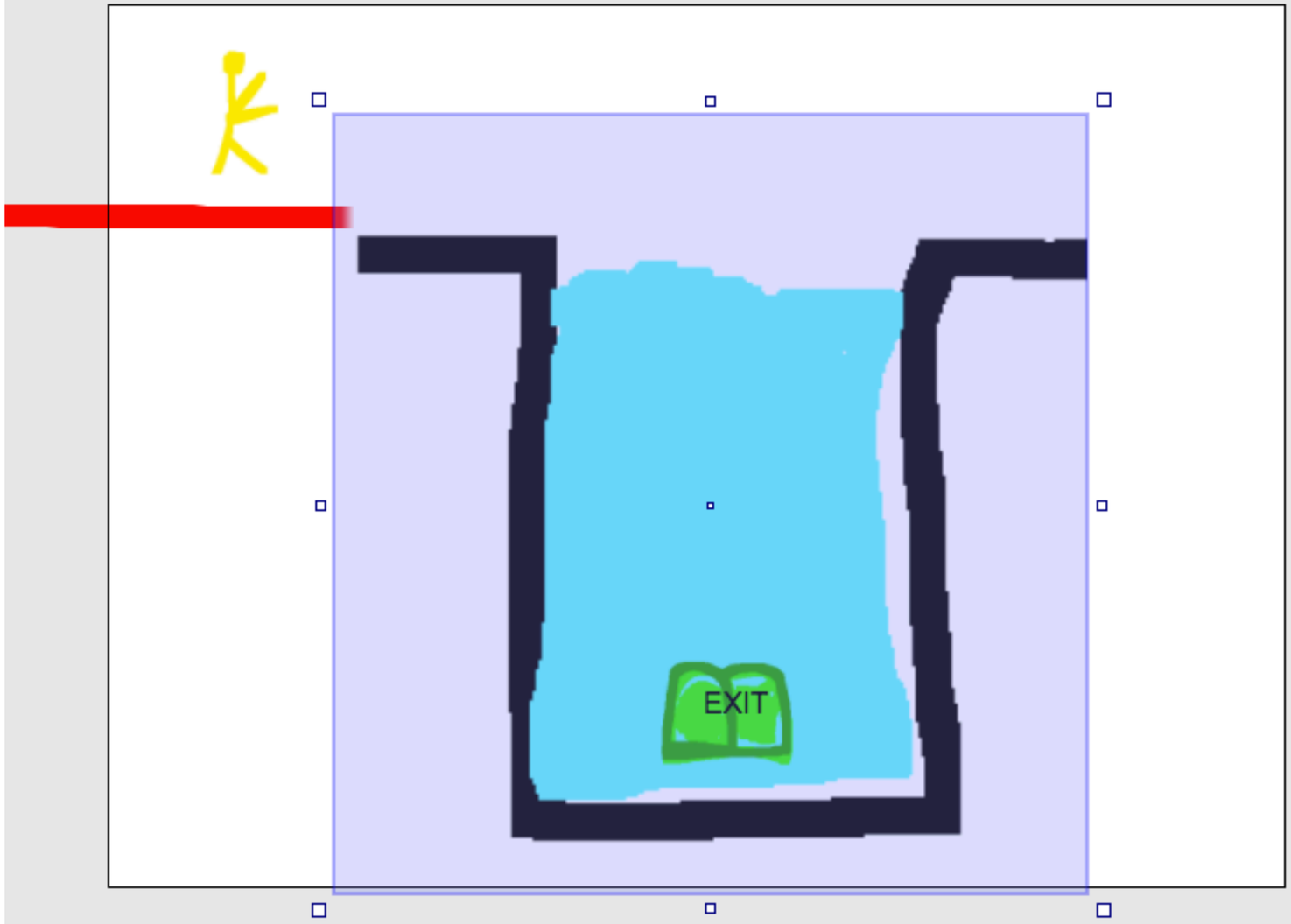
Animations

Animation 1

Animation Properties

Name	Animation 1
Speed	5
Loop	
Repeat Count	1
Repeat To	0
Ping Pong	
More Information	Help

Animation 1 Frames (1)


EXIT

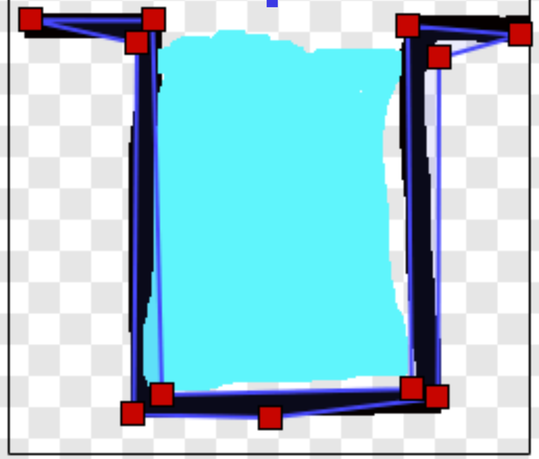
Animations Editor: Sprite4

Color palette

you can set the hitbox

so only the parts you want will

be platforms



Animations

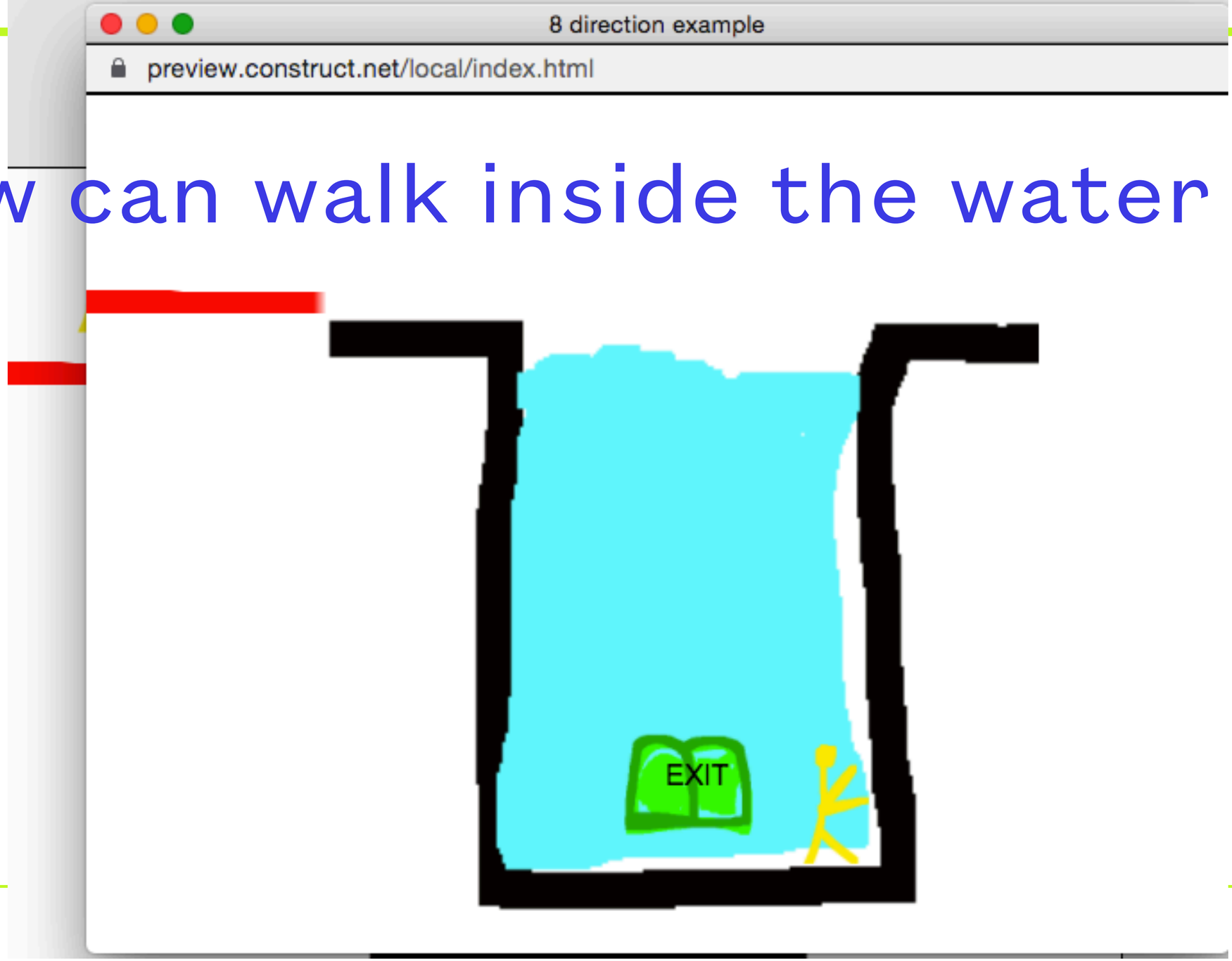
Animation 1

Animation Prope

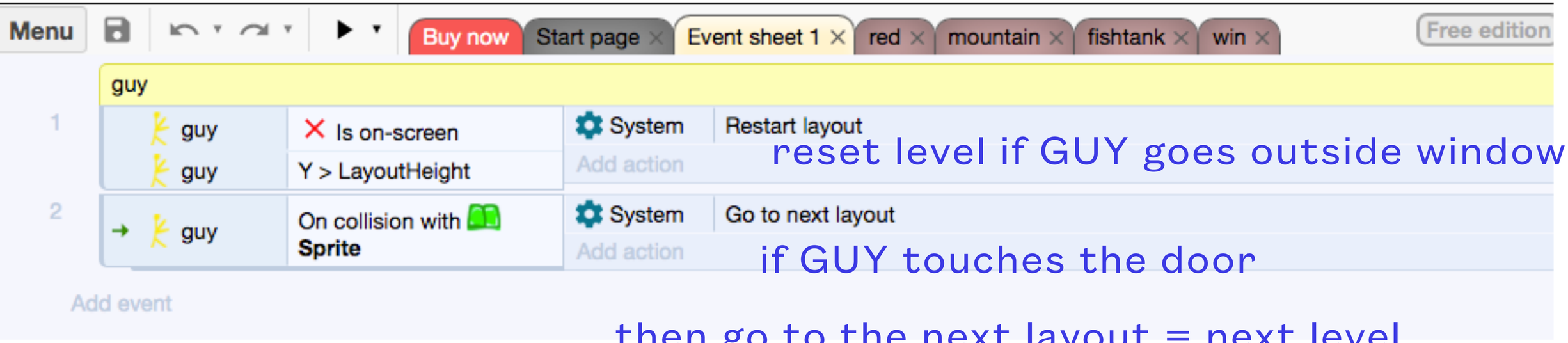
Name	Anima
Speed	5
Loop	☐
Repeat Count	1
Repeat To	0
Ping Pong	☐
More Information	Help

Animation 1 Frames (1)

now can walk inside the water



event sheet

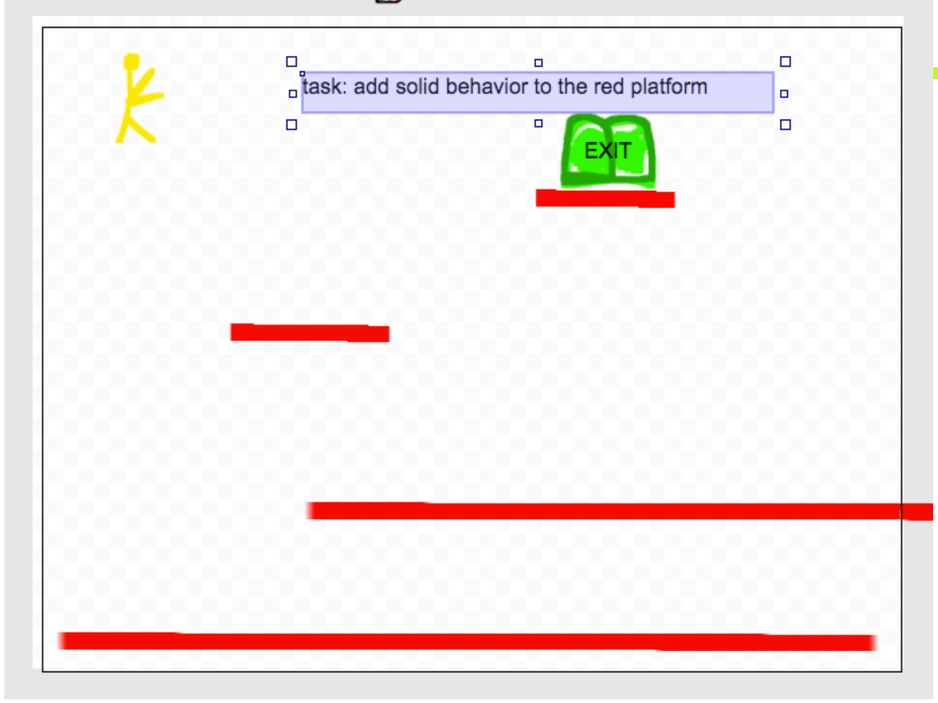


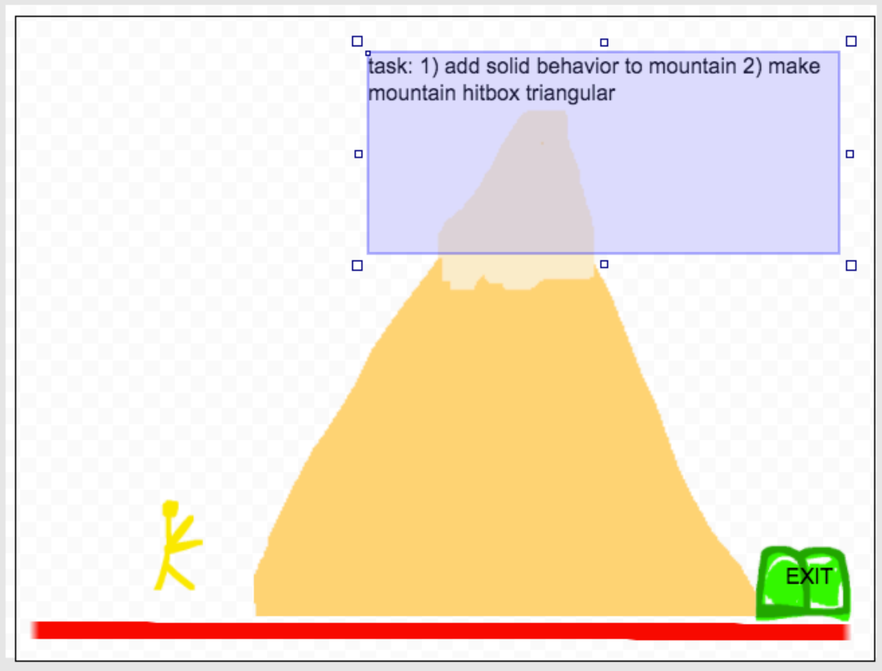
reset level if GUY goes outside window

if GUY touches the door

then go to the next layout = next level

open hitbox_task.c3p and complete tasks





- on your own: make a platformer with:
- 1 level: with box platform

red floating platform

- 1 level: a polygon shaped image with correct hitbox like mountain

yoshi standing on pentagon

- 1 level: another polygon shaped image with parts of image not in hitbox like fishtank

mario standing inside an image where the hitbox is inside the image