Custom Car controlled by Keyboard Behavior

to make the SkiiFree controls

Dec 7 2020

set the size, margins, and viewport to these sizes

Layout

Name	Level1
Event sheet	Event sheet 1
Size	▶ 1708 x 999999
Unbounded scrolling	☐

Effects

Add / edit	Effects

Editor

Margins	▼ 1000 x 8000
Width	1000
Height	8000
Show grid	☐

Background color	▮	0, 0, 0
Splash color	▯	255, 255, 255
Use theme color	☐	
Theme color	▯	255, 255, 255

Startup

First layout	(default)
Use loader layout	☐
Loader style	Construct 3 splash
Preload sounds	☑

Display

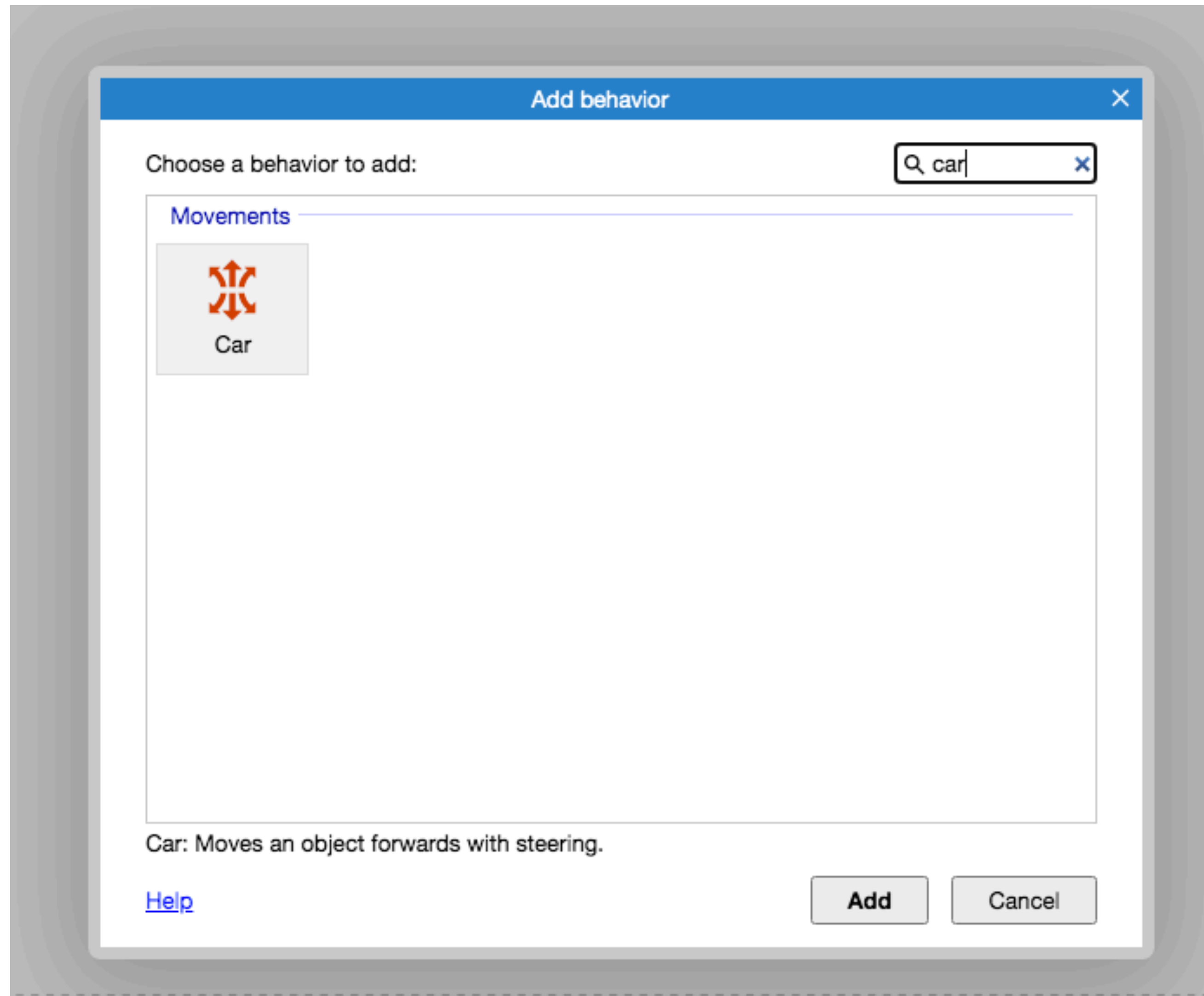|	
Viewport size	▶ 1920 x 1080
Aspect ratio	16:9
Viewport fit	Auto
Fullscreen mode	Letterbox scale
Fullscreen quality	Low
Orientations	Landscape
Sampling	Nearest
Pixel rounding	☑

▼ 🗀 Layouts
   ▣ Level1
▼ 🗀 Event sheets
   ▦ Event sheet 1
   🗀 Scripts
▼ 🗀 Object types
   ⬜ finishline
   🚩 flag
   ⌨ Keyboard
   skiier
   T Text
   🌲 tree
   🚩 uiflag

I've already made the objects for you that you'll use this week

Add behavior

Choose a behavior to add:

🔍 car ✕

Movements

Car

Car: Moves an object forwards with steering.

Help

Add Cancel
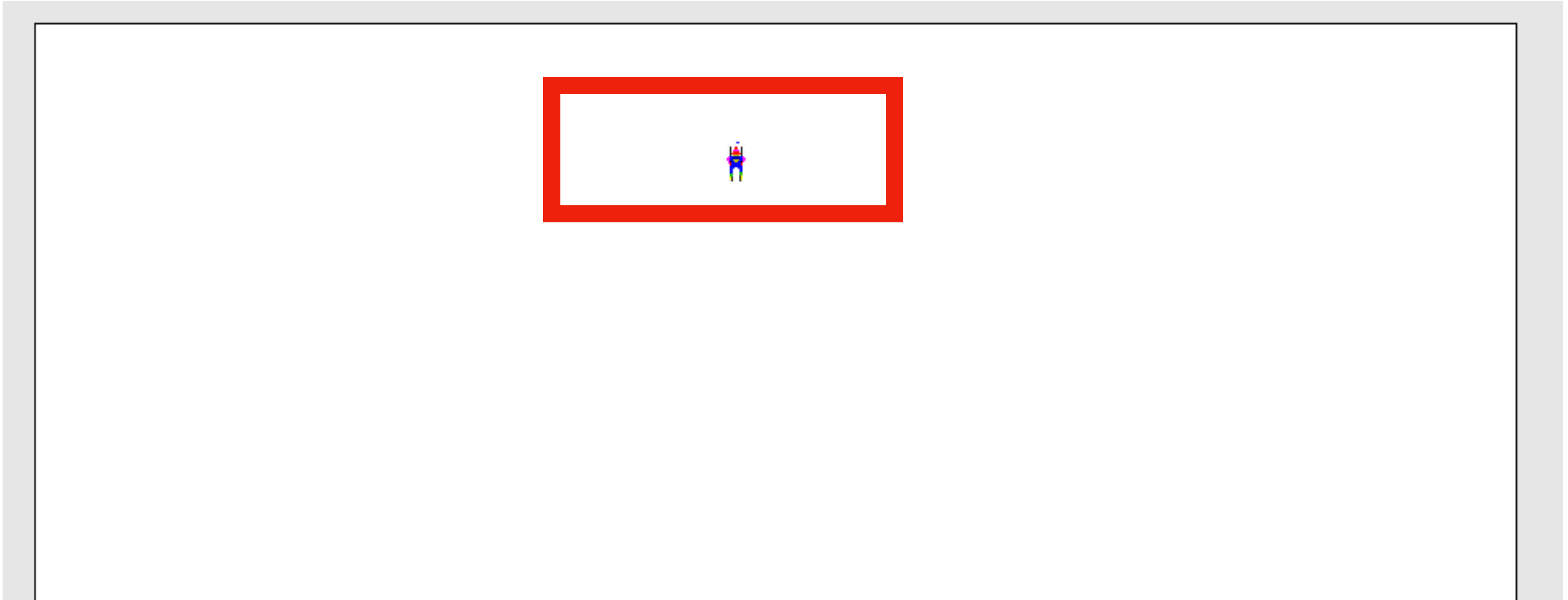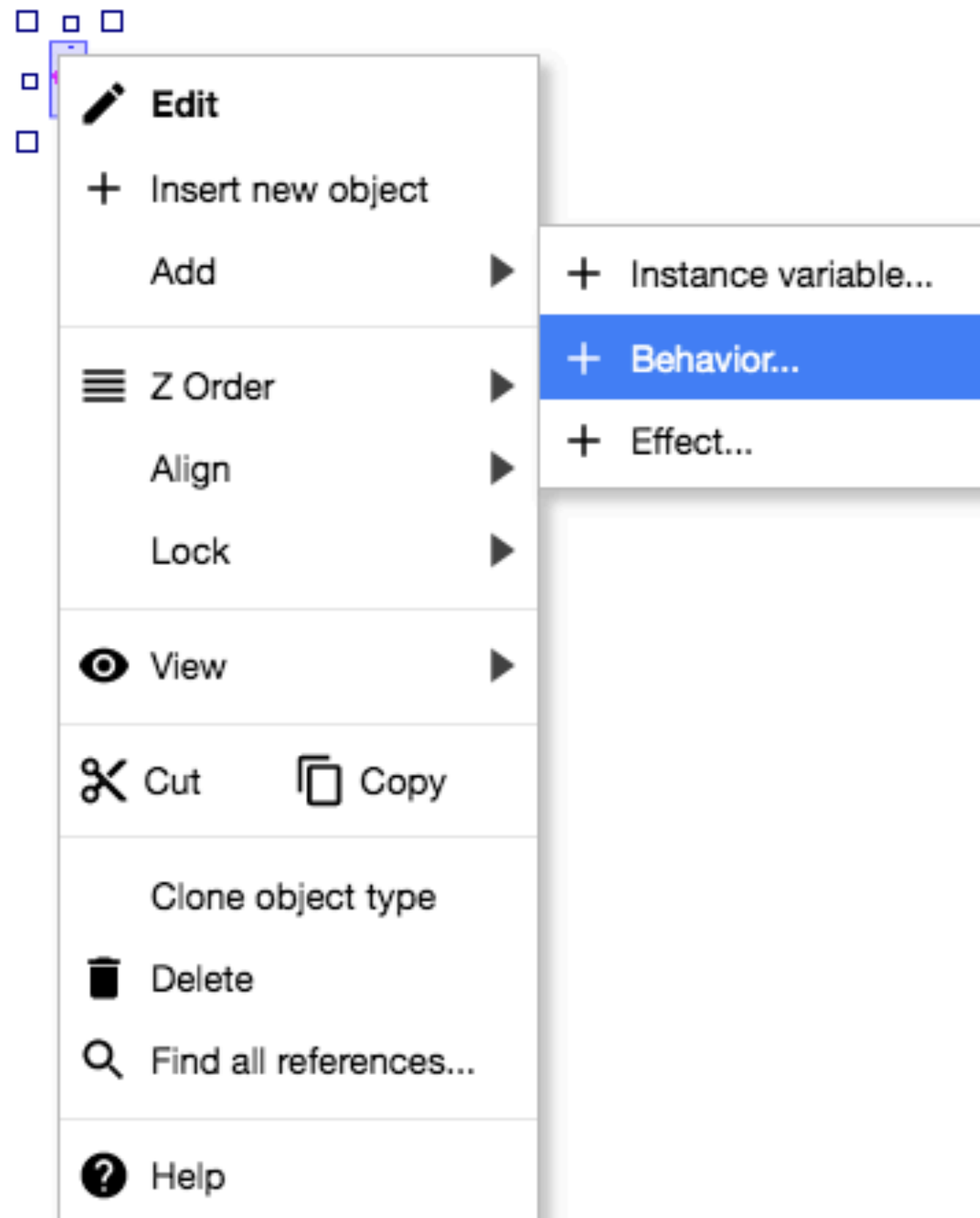
Finished skiier movement

Global number **height** = 8000

1	⌨ Keybo...	↑ is down	⚡ skiier	Simulate 🚗 Car pressing Brake
				Add action
2	⌨ Keybo...	← is down	⚡ skiier	Simulate 🚗 Car pressing Steer left
				Add action
3	⌨ Keybo...	→ is down	⚡ skiier	Simulate 🚗 Car pressing Steer right
				Add action
4	⌨ Keybo...	↓ is down	⚡ skiier	Simulate 🚗 Car pressing Accelerate
				Add action
5	⚙ System	Every tick	⚡ skiier	Simulate 🚗 Car pressing Accelerate
			⚙ System	Set scroll Y to *skiier.Y+300*
			🔤 Text	Set text to *skiier.numFlags*
				Add action
6	⚙ System	skiier.Angle > 150	⚡ skiier	Set angle to *150* degrees
				Add action
7	⚙ System	skiier.Angle < 30	⚡ skiier	Set angle to *30* degrees
				Add action

left arrow -> steer left

right arrow -> steer right

auto accelerate

scroll so skiier always in same spot

max left angle

max right angle

task:
1) Make a level with a lot of trees
2) and then add the event to play the "dead" animation when you hit the tree
3) add the action for stopping the acceleration so the skiier stops when he hits the tree
4) wait 0.5 sec
5) then restart the layout