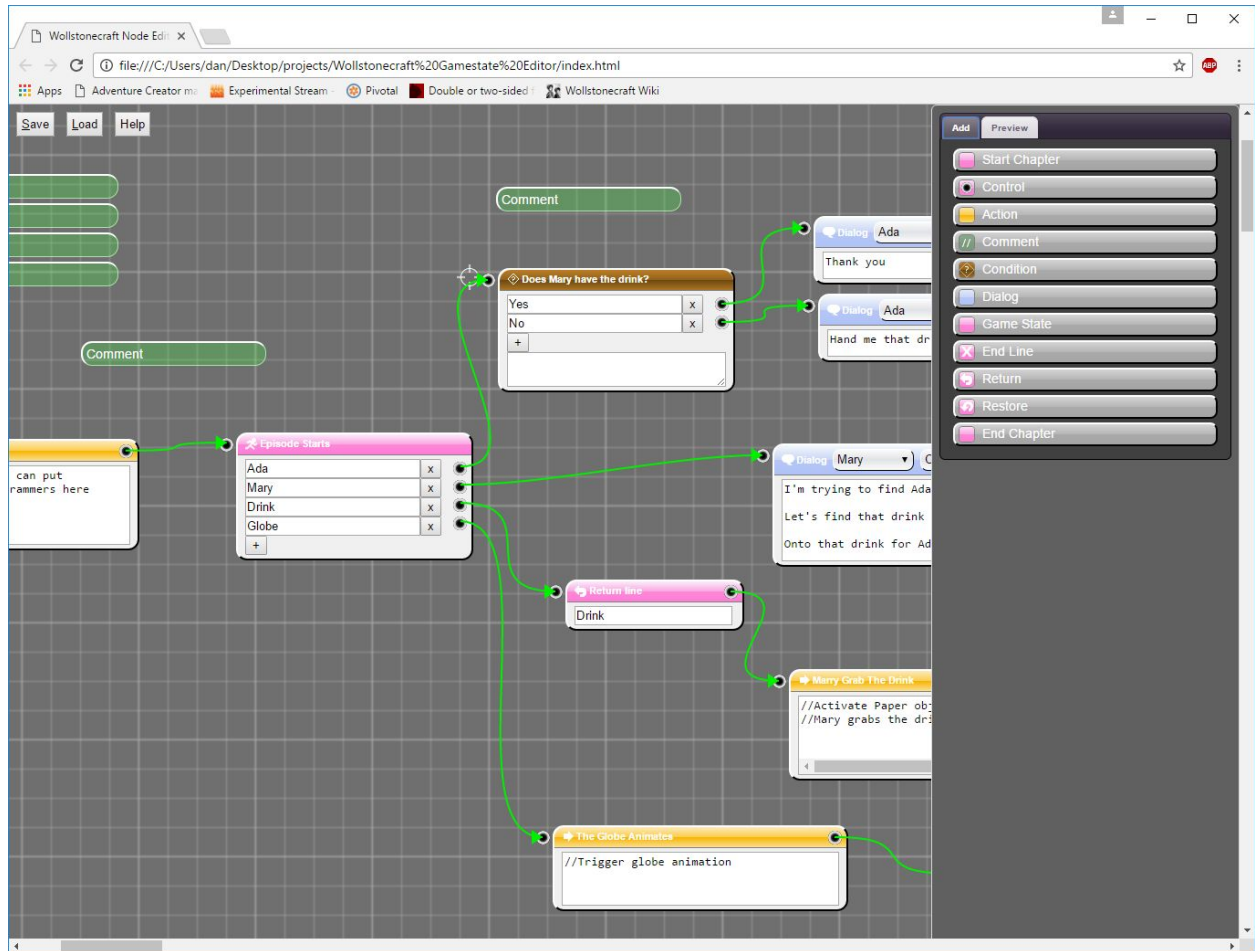
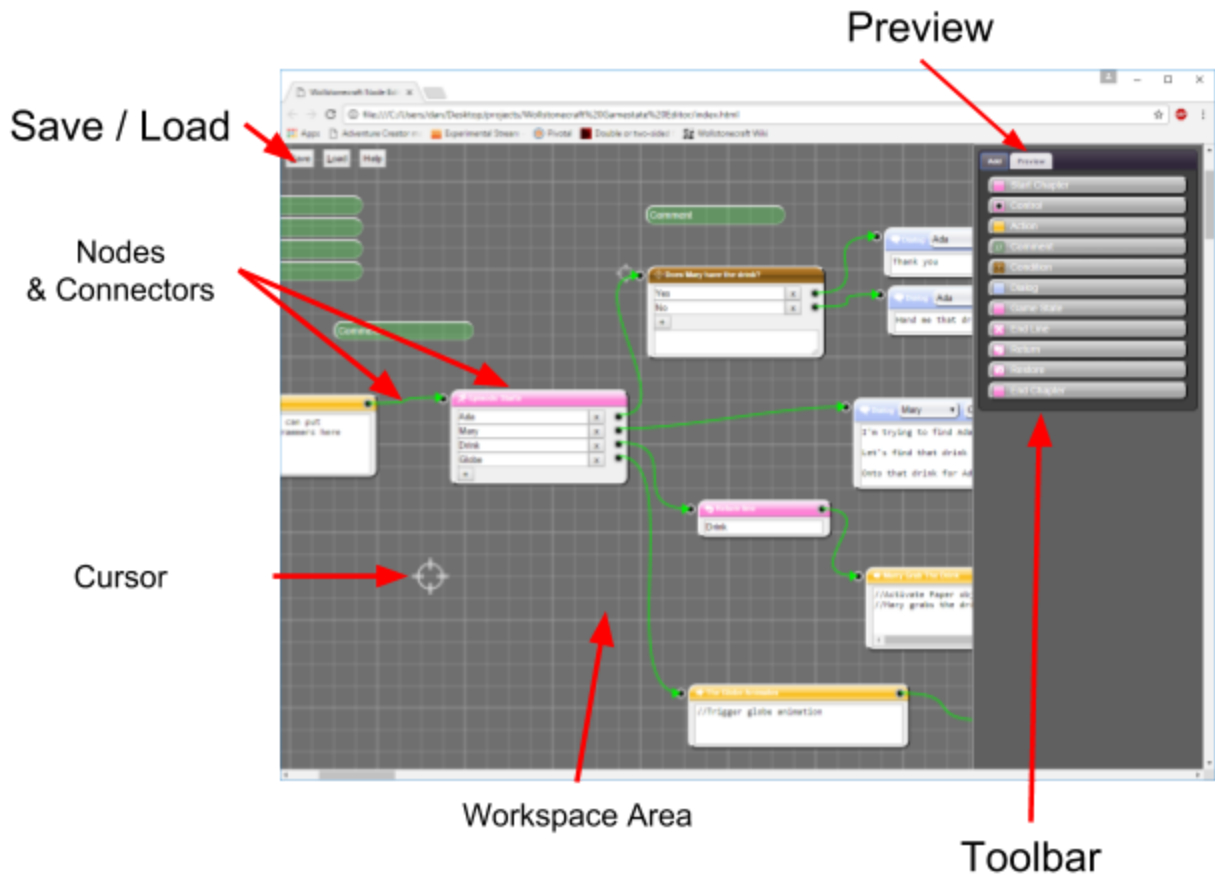


Wollstonecraft Gamestate Editor

User's Manual



Overview



Word of caution

This is EXPERIMENTAL software. It contains bugs, some known, some not known. Report bugs even if you think we know about them.

Save / Load

Clicking the save button (or alternatively typing Ctrl+S) will download a file called "chapter.json"
Clicking the load button (alternative Ctrl+L) will open a load dialog

Nodes / Connectors

Nodes and connectors define the flow of the game. They include Actions, Dialogs, Game State, Condition, Start and End.

In/Out Pins

In Pins can have an unlimited number of nodes connected into them.

Out Pins can only have one. Most node types have just one in pin and one out pin.

Drag from an Out Pin (to the right of a node) to an In Pin on another node to connect them.

Cursor

Click anywhere on the work space to move the cursor to that location. New nodes will appear here when added.

Toolbar

Add new nodes by pressing these buttons. New nodes will appear AT THE CURSOR and the cursor.

Preview

You can preview how the chapter plays directly in the editor.

Workspace Area

Where your nodes go. Click anywhere to unselect any selected nodes. Click and drag to make a box selection. Hold shift to add to your current selection.

How Do Nodes Work

The key type of node are “Game State” nodes. Game State nodes define “Events” that can be triggered in-game (The Diorama) and the game will simply follow the flow of arrows, executing each node until it reaches another game state. When it reaches a new Game State, Events that have new names will be added to the player’s list of growing options.

When there is no node to go to, the player is looped back to whatever previous Game State they were in before free to explore The Diorama to find Events to click on.

Types of nodes

Start Node



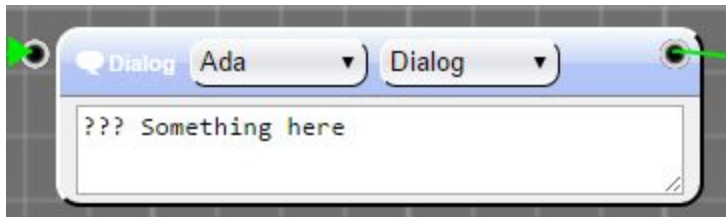
The start node represents the beginning of a Chapter and continues at the previous Chapter's End node.

End Node



The end node ends execution of the script and moves to the next Chapter in the game.

Dialog



Make characters say something.

The first drop down selects a character

The second sets the dialog type.

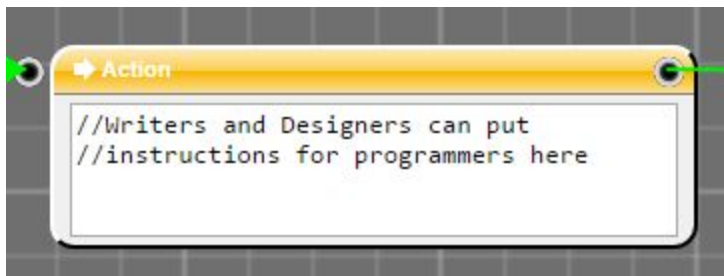
Separate text with two blank lines to make lists that pop-up in sequence.

Types of dialogs

Dialog - A series of barks. Each

Dialog	A series of barks that will play one after the other immediately.
Random	A series of barks that will be chosen at random.
Cycle	A series of barks that will be displayed in sequence, once for every time the dialog pops up. Will loop back at the beginning.
Cycle Once	A series of barks that will be displayed in sequence, once for every time the dialog pops up, but will repeat the last item instead of looping.

Action Nodes



Actions are blocks of code that can be executed.

If you are a designer or writer you can simply leave comments such as

`//Mary gives Ada a drink`

Be sure to precede comments with two slashes `//`. This tells the interpreter to 'ignore'.

NOTE: There is currently no interpreter installed, but there will be soon.

Control Nodes



A node to help organize connectors.

These are just for organizing connectors and are effectively skipped by the game logic. The top pin is an In Pin and the bottom pin is an Out Pin

Comment Nodes



For Leaving Comments

UNIMPLEMENTED

Condition Nodes

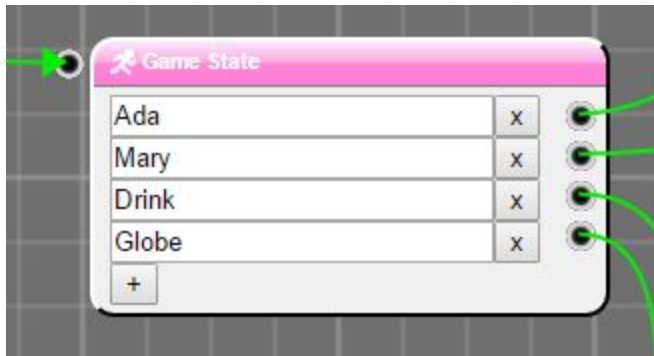


Conditions can have two or more possible outcomes depending on the code inside them.

If you are a designer or writer add 'outcomes' that make logical sense to you as a writer or designer. Don't worry

about the programming.

Game State Nodes



The most critical nodes are Game State nodes. See “How Nodes Work” for more information.

Click the “+” button to add new State Events. If the Line shares the same name as a previous Line is over-written.

Click “x” to delete Lines.

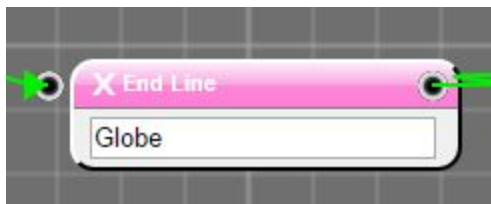
Remember: Lines accumulate or are overwritten.

Return Line Node



To return the behavior of something back to it's previous state use a return Line Node

End Line Node



To deactivate a hotspot completely, use an “End Line” node.

Keyboard & Mouse Controls

Ctrl + S	Save
Ctrl + L	Load
Ctrl + Z	Undo
Ctrl + Y	Redo

Shift + Drag	Add to selection
--------------	------------------