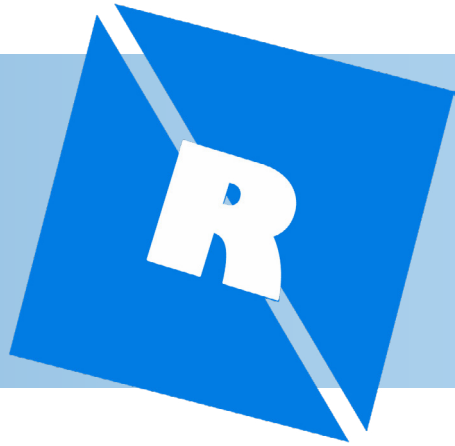




Junior Computer Academy

ROBLOX STUDIO





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Roblox Studio

Lesson 3. Fading Trap



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Figures:

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This lesson contains videos marked with PLAY icon. Click on it to watch the video, and it will open in a separate window.





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Fading Trap

In the previous lesson, you learned how to trigger code based on player behavior. This lesson will show you how to make a platform which fades away when a player steps on it. Just like in Video 1.



Video 1

1. Insert a part and move it into place in your game world — call it **FadingPlatform**.
2. Resize it so a player can jump on it (Fig. 1).
3. Make sure it's anchored.
4. Insert a Script into the part, rename it to **FadeOnTouch**, and remove the default code (Fig. 2).

CREATING A PLATFORM

Setting Up

After the previous lesson, you can place your fading platform above the lava floor — either way, it should go over a space that players can't jump across.

Figures:

5. Create a variable for the platform and an empty function connected to the platform's **Touched** event.

```

1. local platform = script.Parent
2.
3. local function fade()
4.
5. end
6.
7. platform.Touched:Connect(fade)

```

Fading the Platform

Having the platform vanish in an instant would be no fun at all — players would find it impossible to get across the gap. It would be better if the platform could fade away before players could fall through it to give them a chance to jump off.

You could change the **Transparency** property and wait a very short time over and over again to get this effect, but a gradual fade would require at least 10 changes between 0 and 1. That's 20 lines of very repetitive code.

This can be achieved much more effectively using a **for** loop which repeats code a specific number of times. Each loop of the code is known as an iteration. A **for** loop is defined with three things, separated by commas (Fig. 3):

for count = 1, 10, 1 do

Control variable End Step

Figure 3

- **Control variable** — The variable created and used to count the loops. In this example, it's count and the starting value is 1.
 - **End value** — The value it has to get to for the loop to stop. In this example, it's 10.
 - **Step increment** (optional) — Determines what to add to the control variable each loop. If left out, it defaults to 1, so in this example it's unnecessary.
1. In the function, create a **for** loop starting from 1 which iterates 10 times.
 2. Inside the **for** loop, set the **Transparency** property to the control variable divided by 10.
 3. Call the **wait** function with a time of 0.1.

```

1. local platform = script.Parent
2.
3. local function fade()
4.   for count = 1, 10 do
5.     platform.Transparency = count / 10
6.     wait(0.1)
7.   end
8. end
9.
10. platform.Touched:Connect(fade)

```

When the loop runs, count increases by 1 with each iteration. This means that the platform's Transparency will in-

crease by 0.1 every 0.1 seconds, reaching full transparency after 1 second.

Reappearing

After the platform has vanished, players should fall through it. The platform should also come back a few seconds after it fades — otherwise, players would never get to try the jump again if they failed. The `CanCollide` property controls whether players can fall through a part.

1. Set the `CanCollide` property of the platform to `false` after the `for` loop.
2. Wait for a few seconds using the `wait` function.
3. Set the `CanCollide` property back to `true`.
4. Set the `Transparency` property back to 0.

```
1. local platform = script.Parent
2.
3. local function fade()
4.   for count = 1, 10 do
5.     platform.Transparency = count / 10
6.     wait(0.1)
7.   end
8.   platform.CanCollide = false
9.   wait(3)
10.  platform.CanCollide = true
11.  platform.Transparency = 0
12. end
13.
14. platform.Touched:Connect(fade)
```

DEBOUNCING

In the previous lessons, you learned that the `Touched` event runs each time a player's body part comes into contact with the part. This behavior causes issues when a player runs across the fading platform: the function will run multiple times, re-setting the loop each time.

For the code to work properly, the function should only run once when the player touches the platform for the first time. Ensuring that an action is only triggered once when it would otherwise be triggered multiple times is known as debouncing.

Debouncing Variable

To debounce a function, a boolean variable can be used to keep track of when the platform has already been touched. Boolean just means the only values it can contain are `true` and `false`.

Create a variable called `isTouched` and set it to `false`.

```
1. local platform = script.Parent
2.
3. local isTouched = false
4.
5. local function fade()
6.   for count = 1, 10 do
7.     platform.Transparency = count / 10
8.     wait(0.1)
9.   end
10.  platform.CanCollide = false
11.  wait(3)
```

```

12. platform.CanCollide = true
13. platform.Transparency = 0
14. end
15.
16. platform.Touched:Connect(fade)

```

Checking the Variable

An **if** statement can be used to only run the code in the **fade** function if the **isTouched** debouncing variable is **false**.

Wrap the body of the **fade** function in an **if** statement with the condition **not isTouched**.

```

1. local platform = script.Parent
2.
3. local isTouched = false
4.
5. local function fade()
6.   if not isTouched then
7.     for count = 1, 10 do
8.       platform.Transparency = count / 10
9.       wait(0.1)
10.    end
11.    platform.CanCollide = false
12.    wait(3)
13.    platform.CanCollide = true
14.    platform.Transparency = 0
15.  end
16. end
17.
18. platform.Touched:Connect(fade)

```

Negate Operator

The Lua **not** operator reverses the value of whatever follows it. In conditional terms, this means that the **if** statement on the left behaves the same as either statement on the right.

```

1. if not isTouched then
2.
3. end
4.
5.
6.
7.

```

```

1. if isTouched == false then
2.
3. end
4.
5. if isTouched == nil then
6.
7. end

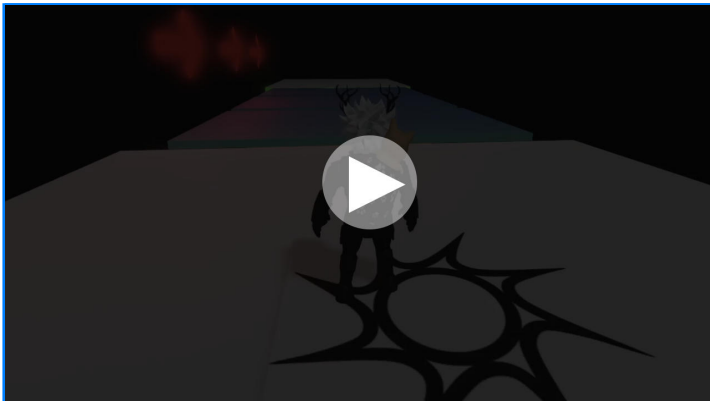
```

Toggling the Debounce

Currently, the code in the **fade** function will always run because **isTouched** is **false** and **not isTouched** evaluates to **true**. To complete the debounce routine, you'll need to toggle the variable's value in two places.

1. Set **isTouched** to **true** inside the **if** statement, before the platform begins to fade.
2. Set it back to **false** once the platform has reappeared.

```
5. local function fade()
6. if not isTouched then
7. isTouched = true
8. for count = 1, 10 do
9. platform.Transparency = count / 10
10. wait(0.1)
11. end
12. platform.CanCollide = false
13. wait(3)
14. platform.CanCollide = true
15. platform.Transparency = 0
16. isTouched = false
17. end
18. end
19.
20. platform.Touched:Connect(fade)
```



Video 2

And that's it! Test your code now, and you should find that the platform fades away when the player jumps on it and comes back a few seconds later.

You can duplicate this platform across a wider gap to create a challenging obstacle and change the speed at which they fade to balance the difficulty. The example is in Video 2.

Final Code:

```
1. local platform = script.Parent
2.
3. local isTouched = false
4.
5. local function fade()
6. if not isTouched then
7. isTouched = true
8. for count = 1, 10 do
9. platform.Transparency = count / 10
10. wait(0.1)
11. end
12. platform.CanCollide = false
13. wait(3)
14. platform.CanCollide = true
15. platform.Transparency = 0
16. isTouched = false
17. end
18. end
19.
20. platform.Touched:Connect(fade)
```



Roblox Studio

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