Gen7 Engine
Quick Start Guide

Installation, basic events and compilation

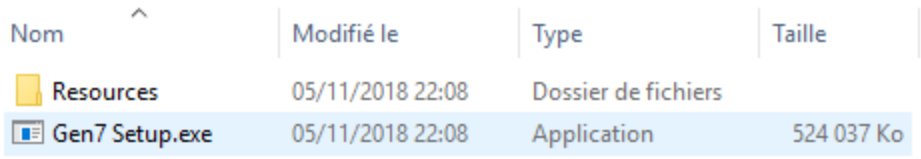
Version 0.3

Notices :

1- Don’t reinstall Gen7 Engine after you already correctly installed, that may break beyond repair the current installation
2- Make sure you give administrator rights to the launcher when asked
3- If you experience any issue, please check on the Azure DevOps page if the issue already exists before to make a new bug report
4- Don’t expect to already make a full project with current Gen7 Engine, current events and stability are not yet enough developed for it. Take it as a preview demo.

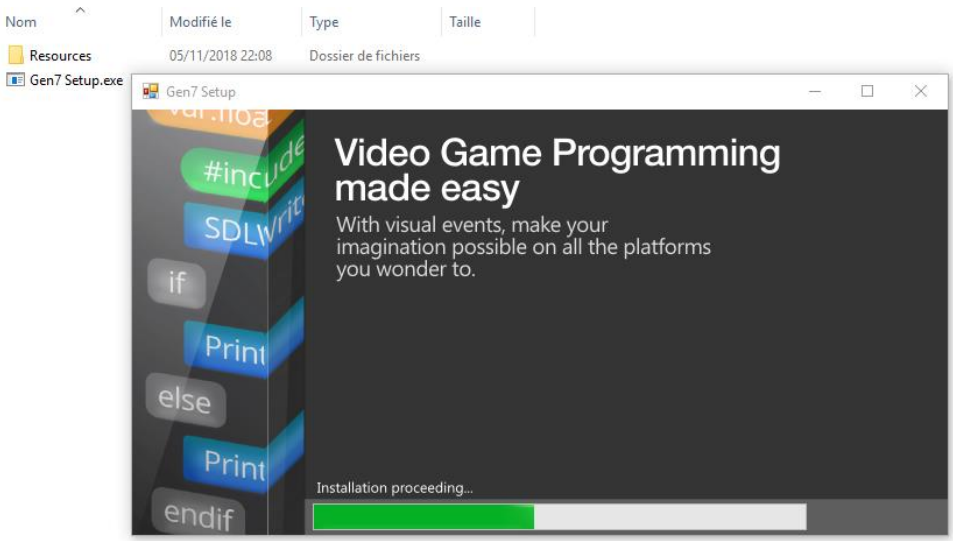
Installation:

1- Extract the setup zip:



2- Run the setup and follow the instructions:

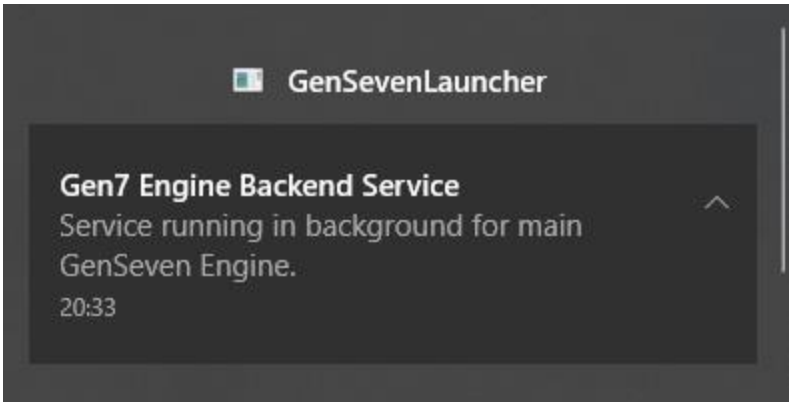
3- On this window, let the setup extract files. It may appear inactive, but it does installation tasks in background. Let it at least half an hour to be sure:



Running Gen7 Engine:

1- Run Gen7 Engine using the launcher. Administrator rights is needed in order to run Gen7 Engine!

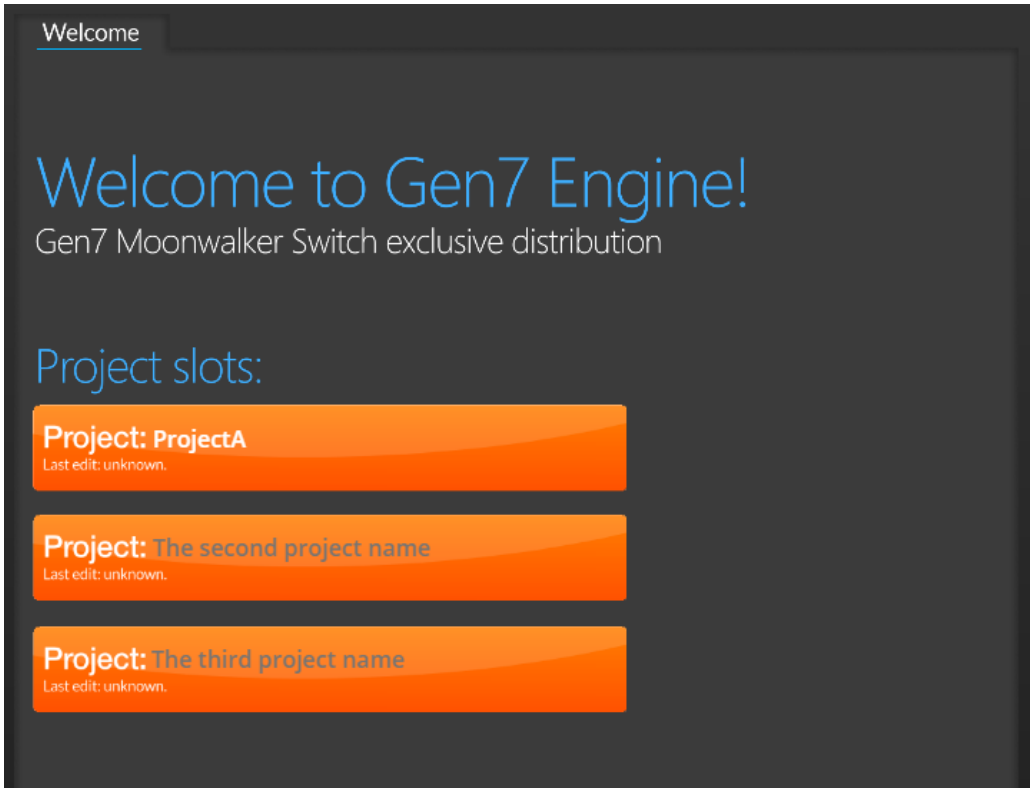
2- Make sure you get this notification:



It means Gen7 Launcher have successfully started Gen7 Engine. It is possible that Gen7 Engine don't run immediately, because data need to be cached for proper performances.

Gen7 Engine basic usage:

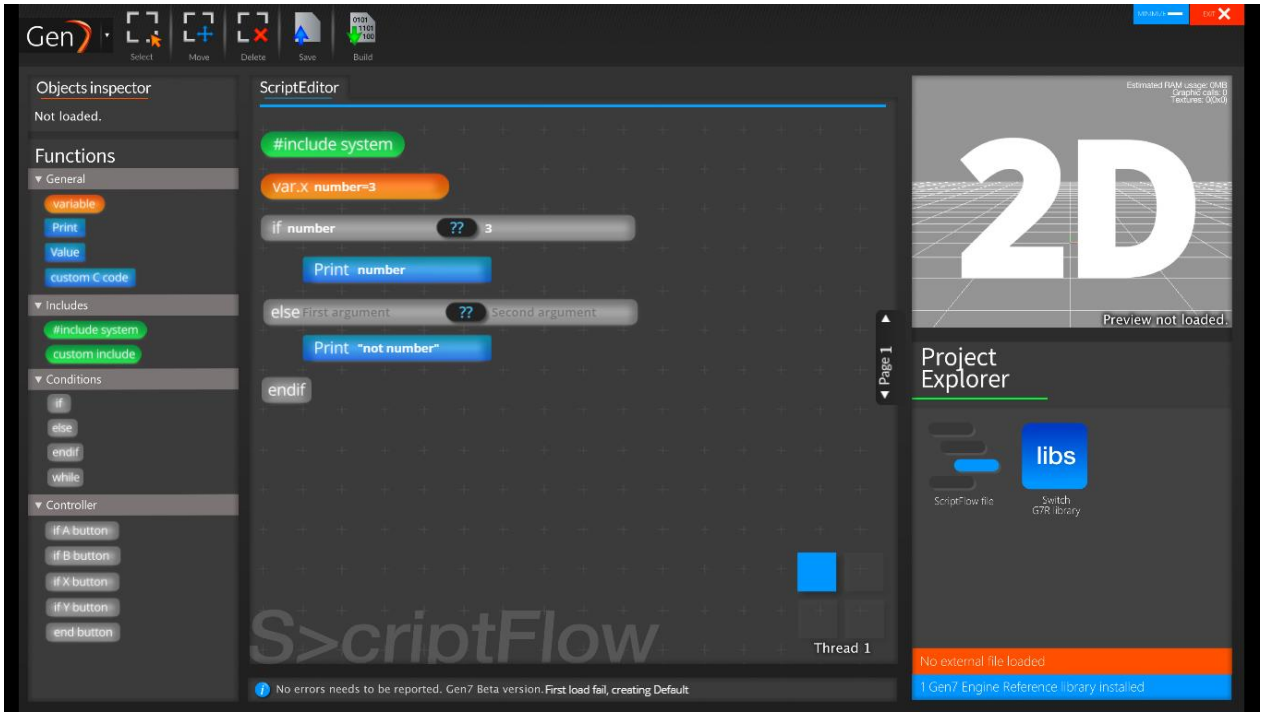
1-Make a project:



This shows project slots. Choose a name for your project, and click on the button to create it.

In fact, you can also enter an existing project name that have been created previously; Gen7 Engine will automatically detect that and load it. So you are not limited by these 3 slots.

2-Let’s make a small project:



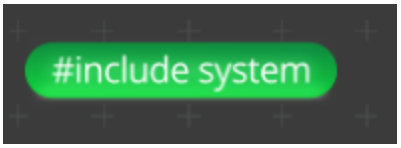
Just drag and drop events in your ScriptFlow panel.

If the event have not been automatically dropped, press ENTER to do it.

Now let us see what we can do with these events.

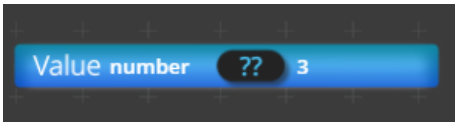
Events:

Here I will show you how works some of the events in Gen7 Engine. All the others follows the examples I show there:



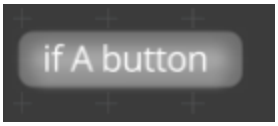
Always add the Include System in your ScriptFlow, wherever you want.

Use this to create a variable. Give it a names and a value (number).



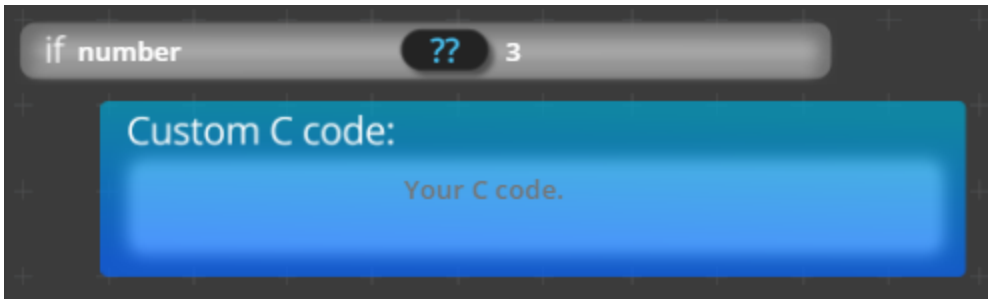
Use this to give a value to a variable. Name first, then value (which can be another variable or an operation). But make sure you declared the variable you wanted to give a new value to.

Many conditions are available, like else if you already used an if block before. If you want the else to not be an else-if, let empty the first argument.



Use these to check if a button have been pressed. Use End Controller to close the sequence of events inside. You can also use Endif, Gen7 Engine will automatically use it like an End Controller.

Extended argument events:



If you cannot do what you would like using the event available, you can put together the visual programming events and your custom code. Just type in that Event textbox the code you wish to add.

You can also add custom includes to use them in your custom code.

To install the librairies, place them in C:\Gen7-Engine\toolchains (for devkitPro and devkitA64).

You don’t need to respect the array marks of Scriptflow window. The event just needs to be arranged from top to bottom order.

After making your code…:

Always save frequently!

Save your project frequently using the Save button in top toolbar.

You can do multipart Scriptflow scripts by using many pages:

The number shown is the current page number.

Use top arrow to go to previous pages, and bottom to create new ones or load them if they were already created.

When you change pages, Gen7 Engine automatically saves the current page.

To compilate your code, use Build button. Wait until Gen7 Engine show a fail/succeed build window.

If the compilation failed, please send me a screen of your event flow so I can see what is the error.

Thanks for your reading!

I hope you will enjoy your new adventures with Gen7 Engine.

This documentation is partial. A complete documentation will be done soon.