

# GameSalad Tutorial Leftovers

*(Things I wrote but then cut from the tutorials for various reasons)*

## Dropcycle:

**(I decided this was too advanced, and not important enough to the tutorial to justify it.)**

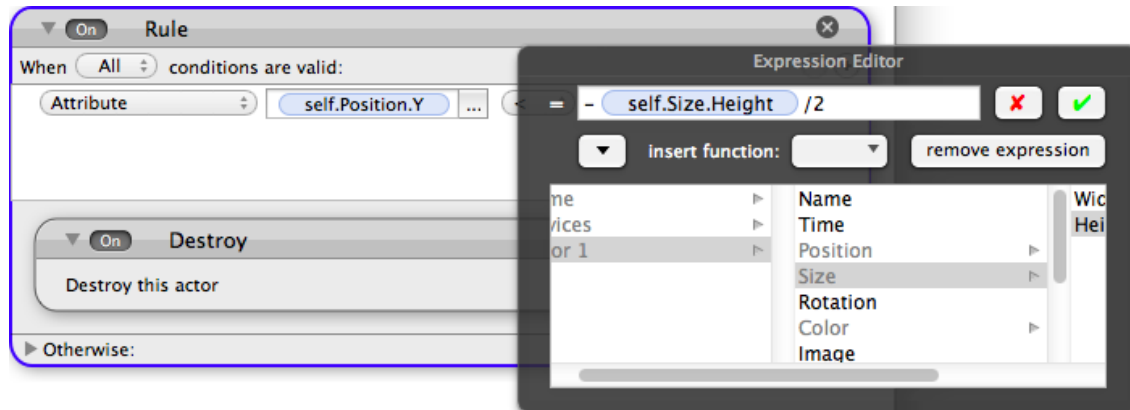
*[Note: this next section is a little more advanced, involving abstract thinking. Feel free to skip it.]*

*Click Preview. If you watch closely, you'll see something strange happen. The milk carton vanishes before it gets fully offscreen. That is because GameSalad positions Actors from their center, so the y-position of the carton reaches zero when the carton is halfway offscreen and GameSalad destroys the carton immediately afterward.*

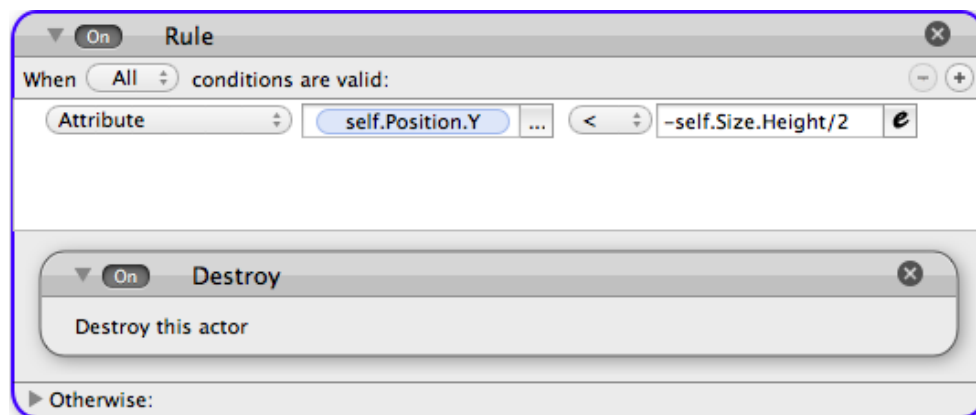
*Well, that won't do. There are many ways we could address this. The simplest would be to change the y-position threshold from zero to some negative number. We could make it so that if the milk's y-position is less than -50, it gets destroyed.*

*That's not the classiest way, though. Do you want to use the classy way? Of course you do, you classy person, you. Ideally we want to destroy the milk carton as soon as it vanishes completely offscreen. Remember that GameSalad tracks an Actor's position from its center--i.e., half the Actor's width, and half its height. So, the milk carton needs to travel past the bottom of the screen a distance equal to half its height.*

*What is its height? Who cares? There's an Attribute for that. Click the "e" symbol to the right of the box with the 0.0 threshold to open the Expression Editor. Click the down arrow on the left to open the Attribute list and click Actor 1, but this time click on "Size" instead of "Position." Double-click on "Height" and "self.Size.Height" will appear in the box above. Remember, though, we need to divide it in half, so type "/2" to its right. Since the position will be below the screen, it will be negative, so type a minus sign on the left. The result should look like this:*



Finally, click the green checkmark in the upper-right of the Expression Editor. Now the Rule looks like this:



What this is saying is that if the center of the milk carton reaches the bottom of the screen, let the carton keep falling...but if the center falls below the bottom of the screen a distance equal to half the height of the carton, destroy the carton immediately afterward. This is equivalent to saying that if the top of the milk carton reaches the bottom of the screen, destroy the carton immediately afterward.

**DON'T PANIC!** This is pretty advanced stuff. If it is too confusing, that's OK. Feel free to set the threshold at -50, or even leave it at zero as it was originally.