

Parillon Noir

le jeu



Quick start - Démarrage rapide

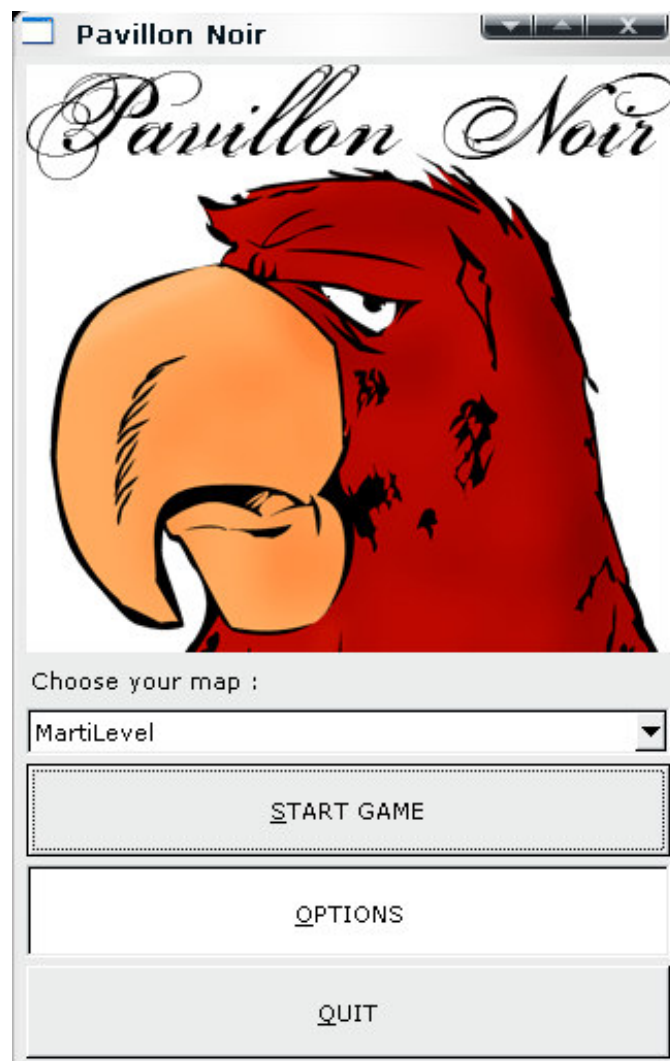
technical demonstration - démonstration technique

INDEX

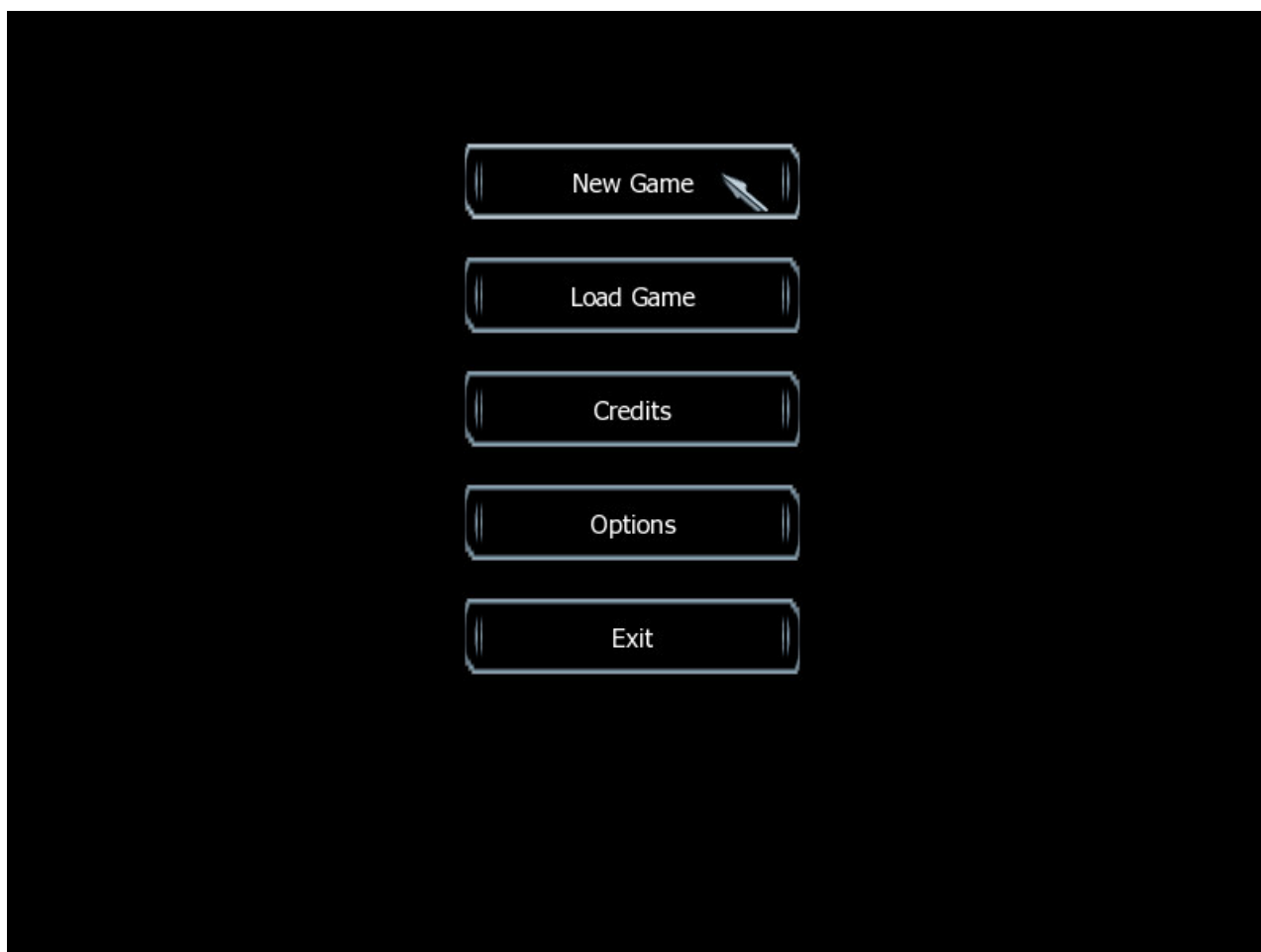
<i>Index</i>	2
<i>Starting the demo</i>	2
<i>Tools</i>	4
Console.....	4
Stats.....	6
Editor	7
<i>Moving</i>	11

STARTING THE DEMO

Thank you for testing the « pavillon-noir: le jeu » Technical demonstration.



To launch the demo just click on the « Start game » entry, Options are not functional at the moment. You can choose your map in the sub-menu “choose your map”.



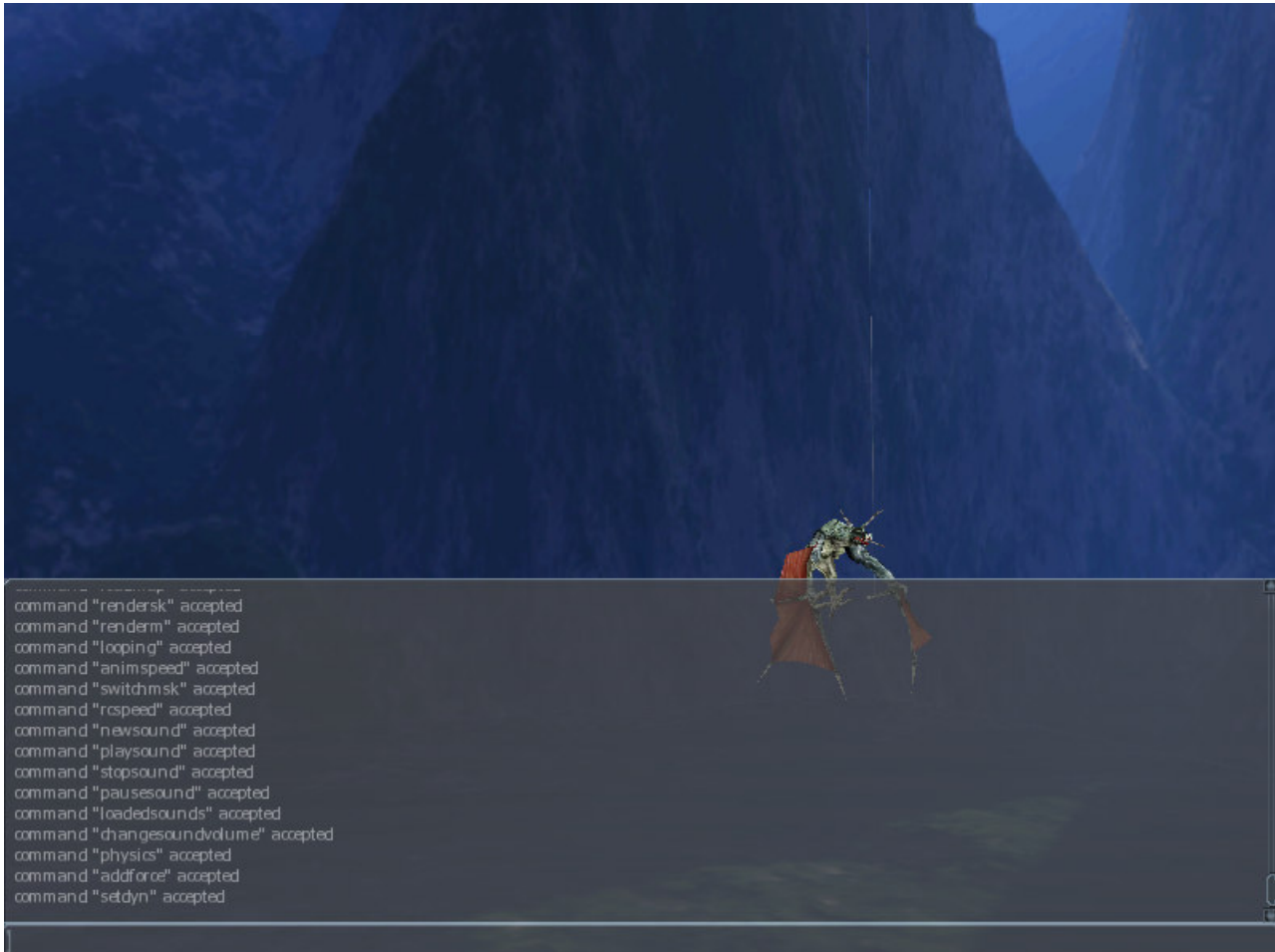
Then click on the « New game » entry to start the demo level.



The demo starts.

TOOLS

CONSOLE



Press F1 to show the console.

Supported commands are:

- *"loadmap" : Load game map, parameter : string MapFileName*
- *"rendersk" : Render skeleton, 0=false or 1=true*
- *"renderm" : Render model, 0=false or 1=true*
- *"looping" : Loop animation, 0=false or 1=true*

- *"animspeed" : Set animation speed, 1.0=normal*
- *"switchmsk" : Switch between model rendering or skeleton rendering*
- *"rcspeed" : Set render camera moving speed, 1.0=normal*
- *"newsound" : Loads a new sound in the sound map, parameters : string SoundName \ string SoundFile \ bool loop [TRUE \ FALSE] \ float XPosition \ pfloat YPosition \ pfloat ZPosition*
- *"playsound" : Plays an already loaded sound, parameter : string SoundName (Sound identifier given by command "loadedsounds")*
- *"stopsound" : Stops an already loaded sound, parameter : string SoundName (Sound identifier given by command "loadedsounds")*
- *"pausesound" : "Pauses an already loaded sound, parameter : string SoundName (Sound identifier given by command "loadedsounds"*
- *"loadedsounds" : Shows already loaded sounds, no params*
- *"changesoundvolume" : Changes a specific sound volume, parameter : string SoundName, float value (between 0.0 and 1.0)*
- *"physics" : Physical simulation, 0=false or 1=true*
- *"addforce" : Add force to a physical object, addforce object number x y z duration*
- *"setdyn" : Set all physical objects dynamic, 0=false or 1=true*

Command « help » gives you all details about implemented commands.

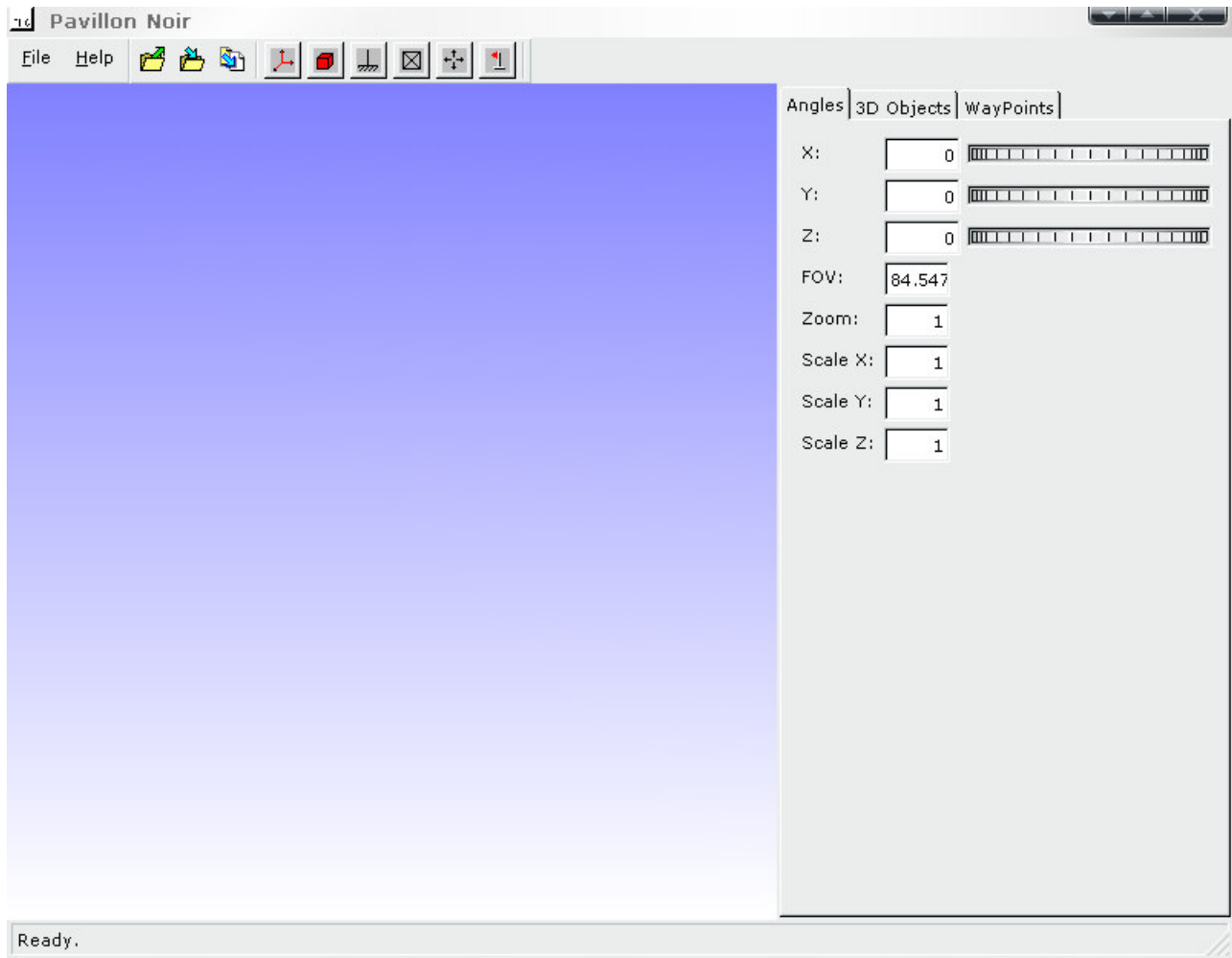
STATS

Current FPS: 70
Min FPS: 34
Max FPS: 71
Tri BSP: 0
Tri ObjDyn: 0
Tri CEGUI: 0
Tri TOTAL: 0

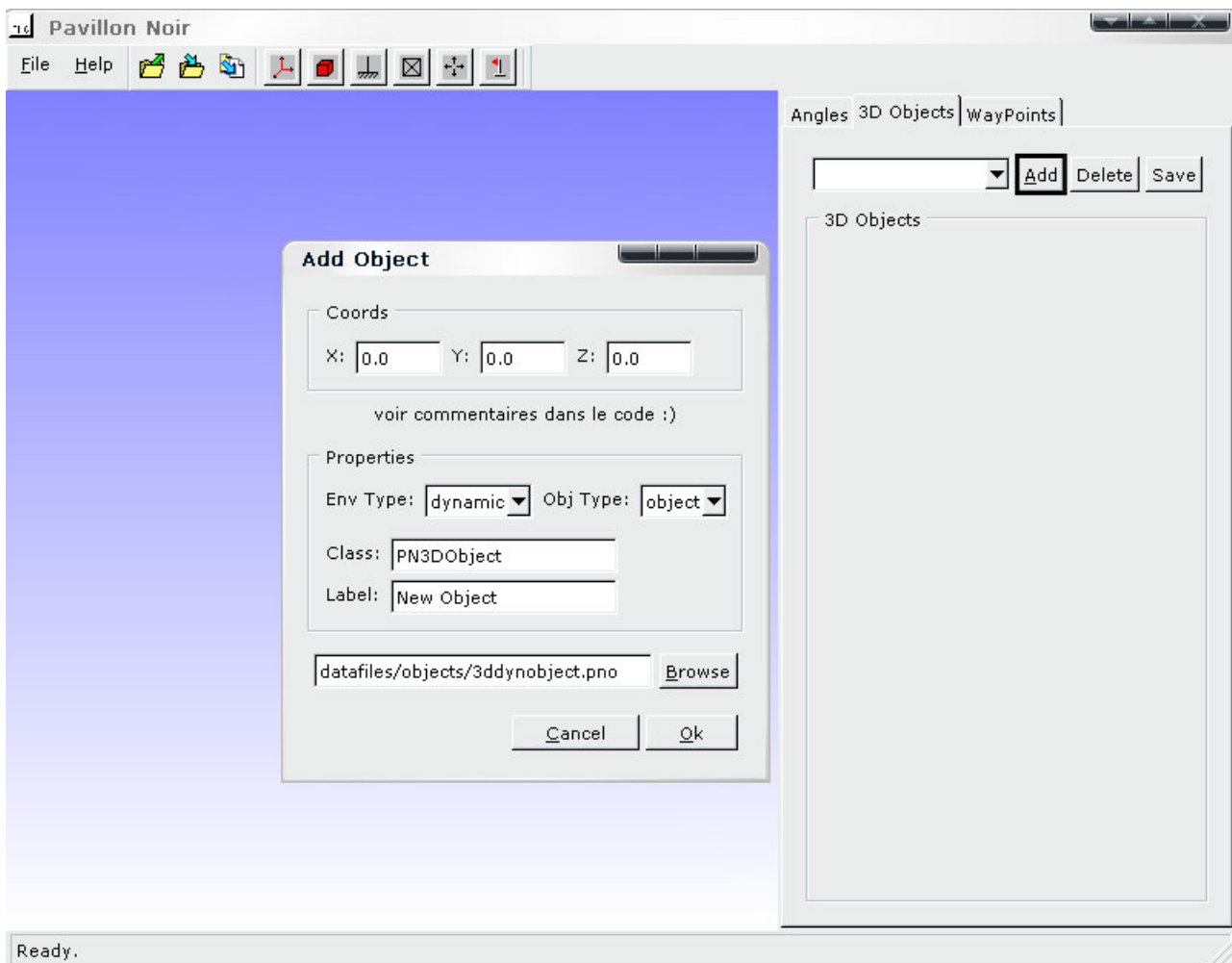


Press F11 to show 3D rendering information's (Like the frames per second)

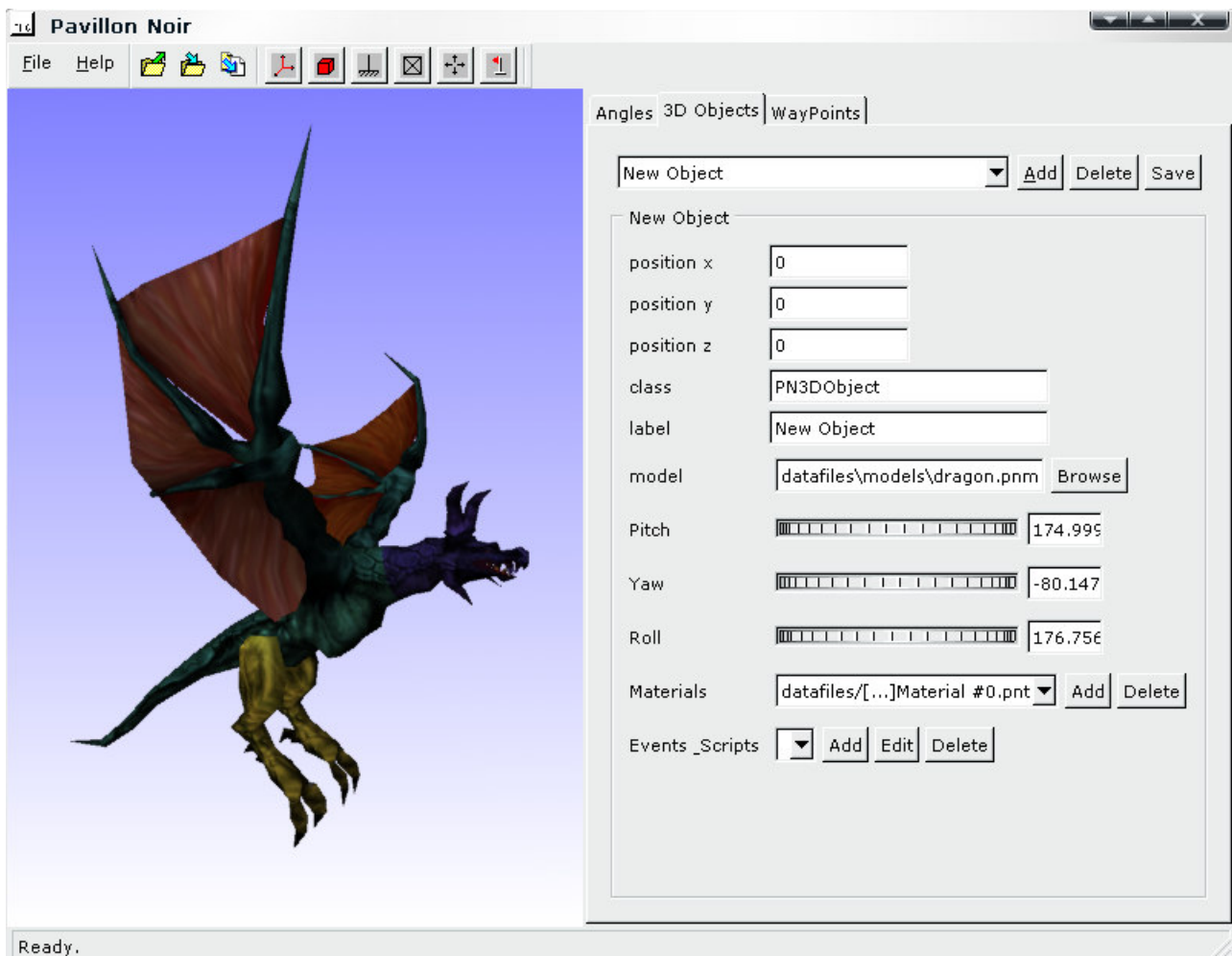
EDITOR



Here is the « Pavillon-noir » editor just started.

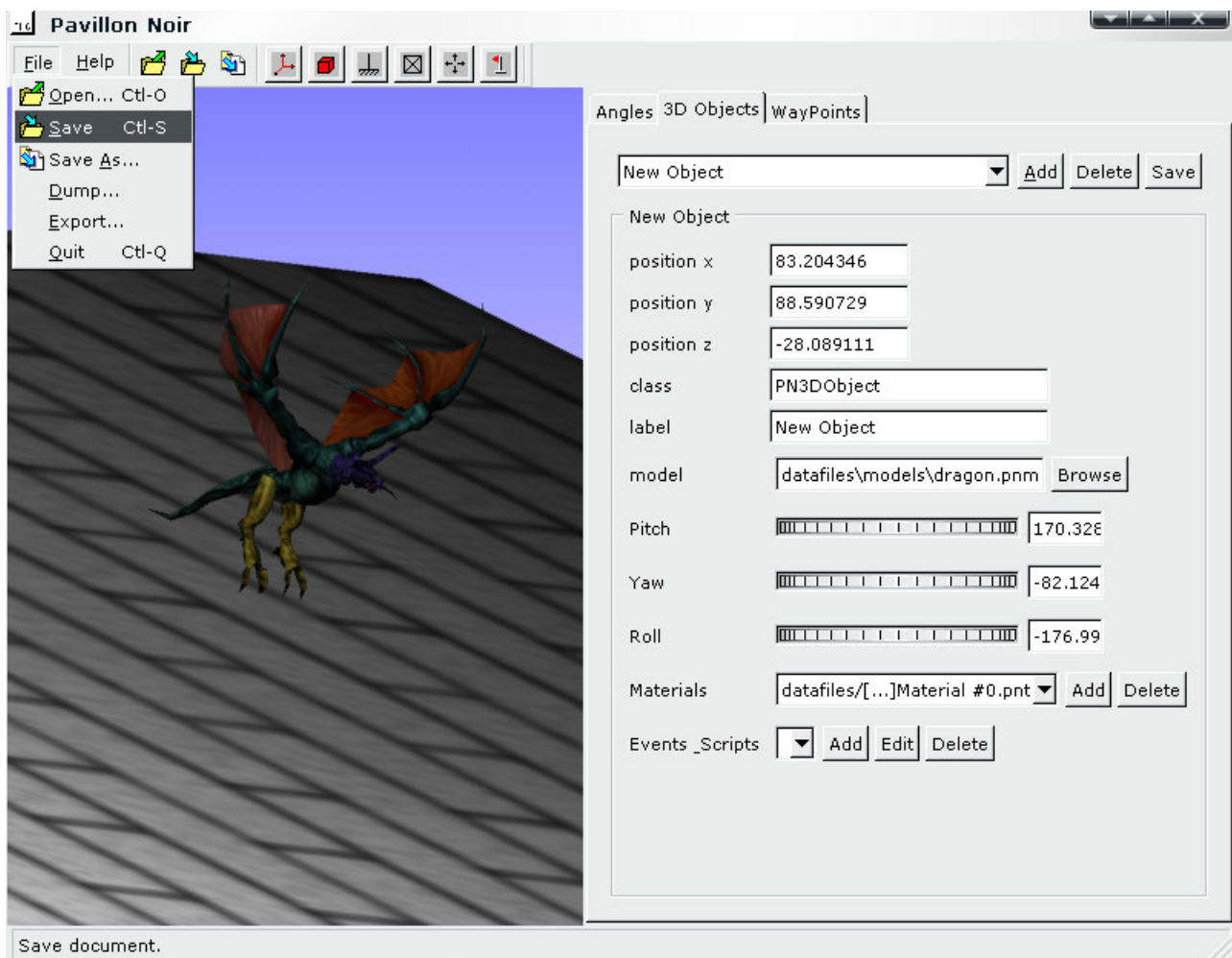


Click on the “Add” button in the “3D Objects” section to add a 3D object. A window will open allowing you to define the object’s properties like its position, type (dynamic, static, ground) or it’s 3D model.



Then the object is now added to the scene and you can edit its properties (orientation, model, position, etc).

You can zoom in the scene by using the mouse's wheel. To move in the editor's 3D environment use the same controls displayed in the « moving section » of this manual.



When all objects composing the map are placed, click on the “File->Save” button to save the project.

You can edit it later by selecting “Open” in the menu and then the map you want to edit.

MOVING

In game controls are (on a QWERTY keyboard):

- *Mouse : Camera orientation*
- *A : Move left.*
- *D : Move right.*
- *S : Go forward.*
- *W : Go backward.*
- *F : Go down.*
- *R : Go up.*
- *Control : Camera is locked on a 3d object while pressed.*