

EXAMPLE 2 - TECH TREE

PURPOSE

This example shows how to implement a tech tree system.



PANEL SETS

TechTreeSet: Contains two simple panel types "Start" and "Technology".

RUNTIME SCRIPTS

TechTreeMachine: A *SpaghettiMachine* which shows how to use the tech tree graph in a game.

DEMONSTRATED CONCEPTS

- EDITOR: Basic notions, graph edition,
- RUNTIME: Custom variables, Walking On The Graph

MANUAL

Discussed in "Example 2 : Tech Tree Management", page 9 et seqq.