Advanced inventory system

Support: Stv233.pro/en/me/
Other product: Stv233.pro/en/GameGuru-Scripts/
Profile in the store: www.tgcstore.net/seller/247179
Website: Stv233.pro/en/

# Table of contents

# Adding inventory to a level

To add inventory to a level, place any entity on it.  Change the properties of this entity:

- **Static Mode** on <u>No</u>
- **Always Active** on <u>Yes</u>
- **Main** on <u>stv233\ais\stv233_ais.lua</u>

Specify "Load" in the **Name** property if you want the inventory to be loaded from the previous level.

Done, now the inventory is added to the level. Start the level and press the B key (default). Use your mouse to select items. Use LMB to equip / use / read an item if applicable. Use RMB in order to throw out the item, if allowed by its settings.

You can also set sounds in the entity properties that will be used in the inventory.

- **Sound0** - Opening inventory
- **Sound1** - Closing inventory
- **Sound2** - Selection
- **Sound3** - Using the item
- **Sound4** - Deleting an item

# Creating items

To create a new item, create a new folder along the path "Game Guru \ Files \ databank \ AIS \ Items". Name it what you want to name the item. Go to the created folder and create the file "init.dat". Enter the following lines in this file:

| ItemType = <Type> |
|---|

Instead of "<Type>", Specify 0 if you want to craft a weapon. Specify 1 if you want to create a usable item. Specify 2 if you want to create an item that cannot be used. Specify 3 if you want to create a note.

| ItemEffect = <Effect> |
|---|

Instead of "<Effect>", specify the name of the effect that will be applied when using the item. Specify the name of the weapon if the item is a weapon.

List of Standard Effects:

- Heal - Add health
- AddLives - Add lives
- SetHealth - Set health
- SetLives - Set lives
- Damage - Cause damage to the player

You can add new effects to the **ItemEffect** function yourself using the following template:

```
elseif (effect == "Effect Name") then
            <Effect here>
```

**EffectCount = <Count>**

Instead of "<Count>" specify the amount. For example, if you selected "Add health" and indicated "50" in this line, then the player will be added 50 health points.
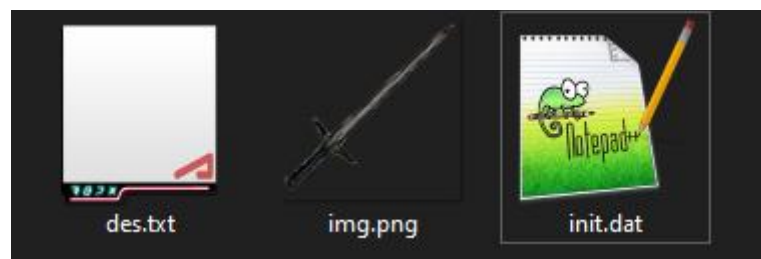
**Icon = <Image Path>**

Instead of "<Image Path>" specify the relative path[1] to the image that will be used as the icon of the item.

**CanDeleted = <Is it possible>**

Instead of "<Is it possible>" specify "0" if you want to create an item that cannot be removed from inventory, specify "1" if you want to create an item that can be removed from inventory.

**Description = < Description Path>**

Instead of "<Description Path>", specify the relative path[1] to a text file with a description of the subject. If this item is a note, then this text will be the text of the note..



**The location of the files in the item folder.**



**init.dat file for the item.**

To create items for this inventory system, you can use the Item Creator program (Program Item Creator is not part of this product and is not required for its performance).

Launch Item Creator and select "New advanced inventory system project". In the window that opens, enter a name and select a place where the project with your items will be stored, then click "Save". After that you will get into the project management form. To create an item, click the "Create new item" button in the upper left corner, then fill in all the necessary information about the item in the window that opens and click "OK".

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[1] A relative path is a way to specify the location of a directory relative to another directory. For example, suppose your documents are in C:\Sample\Documents and your index is in C:\Sample\Index. The relative path from C:\Sample\Index to C:\Sample\Documents would be ..\Documents.
Source

The item you just created will appear on the right side of the project management form. Click the "Export" button located on the right of your item. Select the "Game Guru \ Files \ databank \ AIS \ Items" folder and click "OK". Your item is now ready for use in the engine.

## Adding an item to a level

To add an item to a level, place any entity on it. Change the properties of this entity:

- **Static Mode** on No
- **Always Active** on No
- **Main** on stv233\ais\stv233_ais_item.lua

In the **Name** property, enter the name of the item that will be picked up by the player. In the **Strength** property, the number of items that will be received by the player.

You can also specify sounds in the properties of the entity that will be used when interacting with the subject

- **Sound0** - Getting an item
- **Sound1** - Inventory is full

## Saving inventory between levels

To save inventory between levels, you must create conditions at both levels. At the level from which we transfer (hereinafter referred to as level 1) and at the level to which we are transferred (hereinafter referred to as level 2).

At level 1, place the Win Zone, in the **Main** property of this zone specify "stv233 \ ais \ Markers \ winzone_save.lua".

In the **If Used** property of this zone, specify the name of level 2.

At level 2, create an inventory according to the item 'Adding inventory to a level'. In the Name property, specify "Load".

## Victory if you have the necessary items

So that the player can complete the level, only if he has the necessary items in his inventory, you can use the scripts: winzone_item.lua and winzone_item_save.lua.

To do this, place a winzone marker at your level, set the Main property to "stv233 / ais / Markers / winzone_item.lua".

In the Name property, specify a string of the following type: "ItemName|Count" where ItemName is the name of the required item, Count is the minimum required quantity.

Example: If you need a player to have 5 units of gold, the name should look like this: "Gold|5".

## Preparing for a stand-alone project

Before saving your project as a standard, you need to replace the file in gamedata.lua in the "GameGuru \ Files \ titlesbank" folder with the gamedata.lua file attached to the script in the "GameGuru \ Files \ scriptbank \ stv233 \ ais" folder

## Create add-ons for the advanced inventory system

To initialize your addon, use

```
InventoryAddOns['<Name of your add-on>'] = {}
```

Addons allow you to change the basic functions of the script. To change the base function, you need to initialize this function in your addon. For this use

```
InventoryAddOns['<Name of your add-on>']['<Function name>'] = {}
```

All function names must be specified in the same way as they are written in the script, except for the main function, if you want to change the main function, use 'Main'.

All functions have two entry points, before the execution of the basic function, and after the execution of the basic function. For your function to be applied before the base function is executed, use

```
InventoryAddOns['<Name of your add-on>']['<Function name>']['Before'] =
function()
    <Your function is here>
end
```

For your function to be applied after execution of the base function, use

```
InventoryAddOns['<Name of your add-on>']['<Function name>']['After'] =
function()
    <Your function is here>
end
```

The function can take the same arguments as the base function.

If you want the basic script function to be interrupted after your function is executed, add to the end of your function

```
return "break"
```

If you want the base function to be interrupted after the execution of your function, as well as all functions that follow in the order of loading additions, add to the end of your function

```
return "breakAll"
```

You can define a new item type for your add-on by using

```
InventoryAddOns['<Name of your add-on>']['Type'] = <Your type>
```

To define actions when interacting with an item of your type, use

```
InventoryAddOns['<Name of your add-on>']['Item'] =
function(itemName,itemEffect,effectCount,imagePath,descriptionPath,itemCount,
itemType,itemCanDeleted,e)
    <Your function is here>
end
```

If you've created an add-on and want to share it for free, you can do so by uploading it to The game creator store or on the GameGuru forum and linking to the main script:
https://www.tgcstore.net/product/35241