



Guidelines for the inventory system of the GameGuru game engine.

Edition 2

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/

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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 No
- **Always Active** on Yes
- **Main** on stv233\inventory system pro\stv233_inventory_system_pro.lua

Set the **Name** property as follows:

The name of the entity should consist of 3 parts, separated by the symbol "_"

- 1) The first part of the **Name** is the name of the visual style of the inventory. Visual styles are in "Game Guru \ Files \ databank \ InventoryPro \ Style"
- 2) The second part of the **Name** is responsible for the state in which the inventory will be added. Specify "New" if you want the inventory to be added empty or specify "Load" if you want the inventory to load from the previous level.
- 3) The third part of the **Name** is responsible for the number of slots available in the inventory, if "Load" was indicated in the second part, then the number of slots will be transferred from the previous level, however, it is recommended to always indicate the third part of the name, since if for some reason load inventory from the previous level will not work, the number of slots will be taken from the Name.



Pic. 1 - Example of a correctly set Name property.

Now inventory is added. Launch the level and press B to open the inventory. Use the WASD keys to move through the slots. The E key is responsible for equipping or using an item, if permitted. The X key is responsible for removing an item from inventory, if applicable.

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

- **Sound0** - Opening inventory
- **Sound1** - Closing inventory
- **Sound2** - Switching between cells
- **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 \ InventoryPro \ 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 create an item that cannot be used, specify "1" if you want to create an item that can be used. Specify "2" if you want to create an equipped weapon ([More details](#)).

ItemEffect=<Effect>

Instead of "<Effect>", indicate the effect number that will be applied after using the item.

List of Standard Effects:

- 1 - Add health
- 2 - Add lives
- 3 - Set health
- 4 - Set lives
- 5 - Cause damage to the player

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

```
elseif (effect == <EffectID>) 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 path¹ 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.

DescriptionImage=<Description Path>

Instead of "<Description Path>", specify the relative path¹ to the image that will be used as the description of the item.

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](#)

Имя	Даты	Тип	Размер	Теги
 des	28.05.2020 19:14	Файл "PNG"	7 КБ	
 img	28.05.2020 19:15	Файл "PNG"	61 КБ	
 init	23.05.2020 18:52	Файл "DAT"	1 КБ	

Pic. 2.1 - The location of the files in the item folder.

```

1 ItemType=1
2 ItemEffect=1
3 EffectCount=50
4 Icon=img.png
5 CanDeleted=1
6 DescriptionImage=des.png

```

Pic. 2.2 - 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 inventory system PRO 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".

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 \ InventoryPro \ Items" folder and click "OK". Your item is now ready for use in the engine.

Creating weapons that can be equipped

To create a weapon that can be equipped, repeat all the steps from the [Item creation](#) item, except for some fields:

`ItemType=2`

Item type '2' indicates that the item will be a weapon.

`ItemEffect=<Effect>`

Instead of "<Effect>", specify the ID of the weapon that the player will receive when equipping the item.

To find out the ID of the weapon, you can insert this line of code into the main function of any other script.

`Prompt (GetPlayerWeaponID ())`

In this case, the ID of the weapon that the player is holding is displayed.



Weapon IDs in the editor and standalone version may vary.

Имя	Даты	Тип	Размер	Теги
 des	07.06.2020 16:18	Файл "PNG"	5 КБ	
 img	07.06.2020 16:18	Файл "PNG"	62 КБ	
 init	07.06.2020 16:18	Файл "DAT"	1 КБ	

3.1 - The location of the files in the weapon folder.

```
1 ItemType=2
2 ItemEffect=22
3 EffectCount=0
4 Icon=img.png
5 CanDeleted=1
6 DescriptionImage=des.png
```

3.2 - init.dat file for weapons.

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\inventory system pro\stv233_ispro_collectables.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 \ inventory system pro \ Markers \ winzone_is.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](#)'. For the second part of the name, specify "Load".

Visual customization

To create visual inventory styles, it is recommended to use the [Inventory Editor](#) program. However, you can do it manually.

The inventory style should contain the following files:

Images:

- background.png
- body.png
- bodyzone.png
- delete.png
- descriptionzone.png
- emptyslot.png
- equip.png
- itemzone.png
- selector.png
- unequip.png
- use.png
- weaponslot1.png
- weaponslot2.png
- Numbers\1.png
- Numbers\2.png

...

- Numbers\99.png
- Numbers\100.png

Style Information File:

- styleinfo.dat

The style information file contains 28 digits, each on a new line. These numbers indicate the position and size of the visual elements of the inventory as a percentage of the screen.

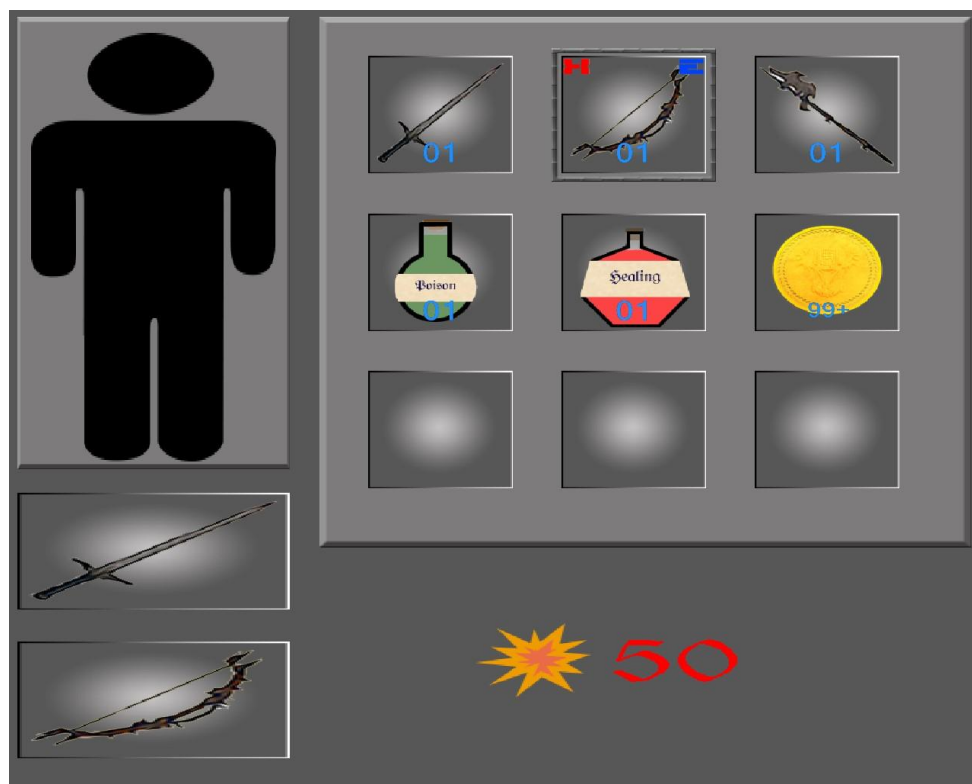
```
0 - X coordinate of the background
0 - Y coordinate of the background
100 - background width
100 - background height
32 - X coordinate of the item zone
1 - Y coordinate of the item zone
67 - item zone width
68 - item zone height
1 - X coordinate of the body zone
```

1 - Y coordinate of the body zone
 28 - body zone width
 58 - body zone height
 32 - X coordinate of the description zone
 70 - Y coordinate of the description zone
 67 - description zone width
 29 - description zone height
 2 - X coordinate of the body
 2 - Y coordinate of the body
 26 - body width
 56 - body height
 1 - X coordinate of the weapon slot 1
 62 - Y coordinate of the weapon slot 1
 28 - weapon slot 1 width
 15 - weapon slot 1 height
 1 - X coordinate of the weapon slot 2
 81 - Y coordinate of the weapon slot 2
 28 - weapon slot 2 width
 15 - weapon slot 2 height

syleinfo.dat from the default style.

For example, you can use the styles included with the script:

Visual styles are in "Game Guru \ Files \ databank \ InventoryPro \ Style"



Pic. 4.1 - Default style.



Pic. 4.2 - Castle style.

Images were used for this style:

Zabin, Hyptosis, and Danial Cook. <https://opengameart.org/content/castle-tiles-for-rpgs>

<https://opengameart.org/content/dungeon-crawl-32x32-tiles>

<https://opengameart.org/content/pixel-art-castle-tileset>