Casemaker cheatSheet

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✳ Status	Reference
⊙ Last edited by	Ⓗ Hernan Smicht
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≔ Tags	

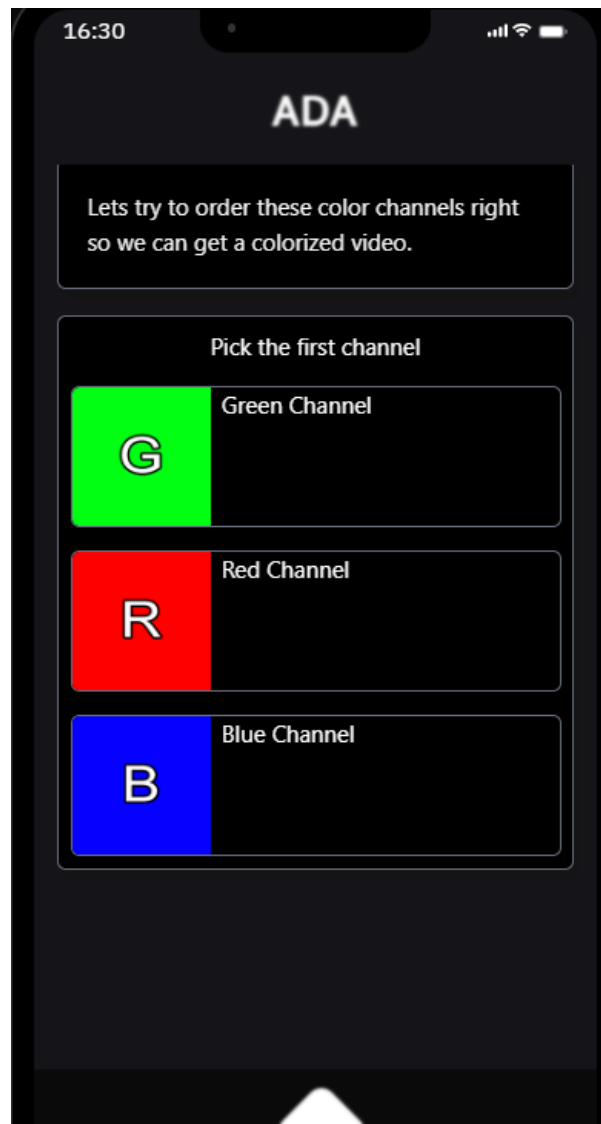Quick references about the existing screens or code in casemaker for quick use.

Branch

option-list

```
($bot: "Lets try to order these color c
  ($branch:
  "Pick the first channel",
  "option-list",
  "re-executable",
  ($branchOption: "",
   "",
   "GreenChannel",
   "green",
   ($action: "MOVE", ($passage: "[[G
  ),
   ($branchOption: "",
   "",
   "RedChannel",
   "red",
   ($action: "MOVE", ($passage: "[[R
  ),
   ($branchOption: "",
   "",
   "BlueChannel",
   "blue",
   ($action: "MOVE", ($passage: "[[B
  )
 )
)
```
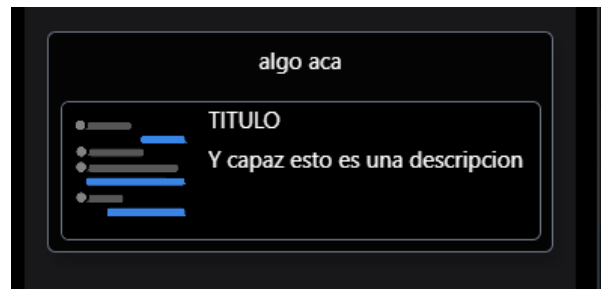
Also can have 2 lines, like title and description, like:

```
($branch:
 "algo aca",
 "option-list",
 "re-playable",
 ($branchOption:
  "",
  "TITULO",
  "Y capaz esto es una descripcion",
  "sms",
  ($action: "REVEAL", ($evidence: "A
 )
)
```
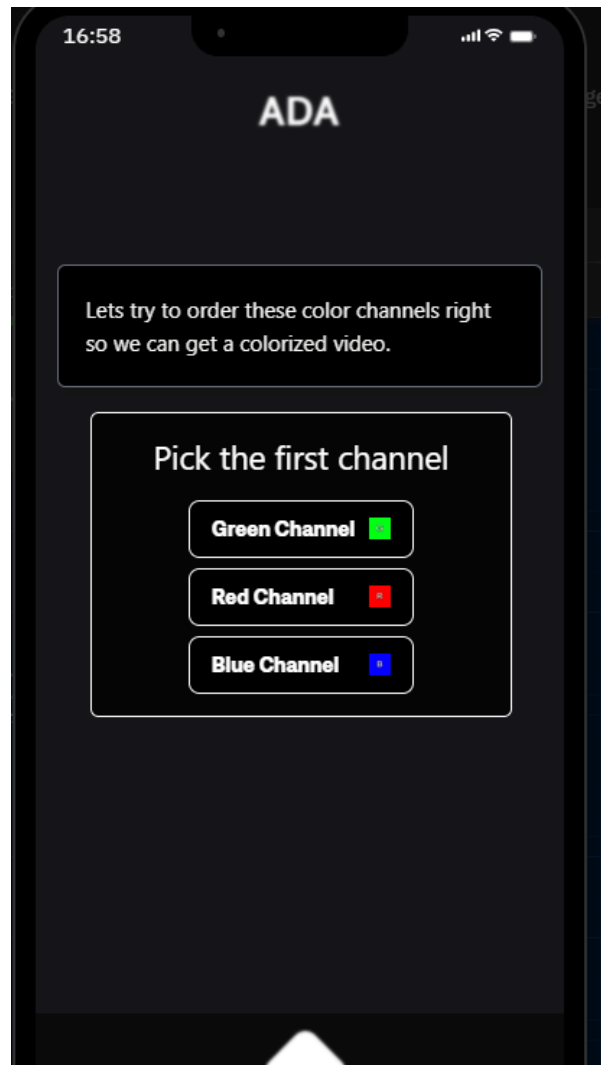

button-list

```
($bot: "Lets try to order these color c
  ($branch:
  "Pick the first channel",
  "button-list",
  "re-executable",
  ($branchOption: "",
   "GreenChannel",
   "",
   "green",
   ($action: "MOVE", ($passage: "[[G
  ),
   ($branchOption: "",
   "RedChannel",
   "",
   "red",
   ($action: "MOVE", ($passage: "[[R
  ),
   ($branchOption: "",
   "BlueChannel",
   "",
   "blue",
   ($action: "MOVE", ($passage: "[[B
  )
 )
)
```
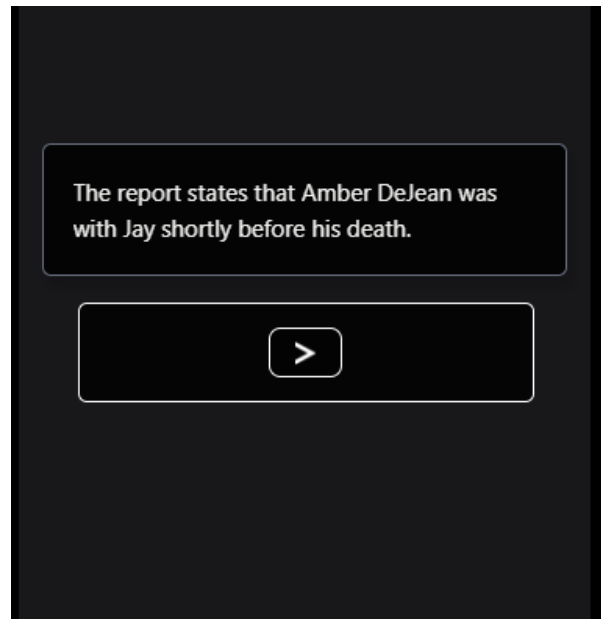

Only Image Button

```
($bot: "The report states that Amber
   ($branch:
 "",
 "button-list",
 "once",
 ($branchOption: "",
  "",
  "",
  "nextArrow",
  ($action: "MOVE", ($passage: "[[V
 )
 )
 )
```
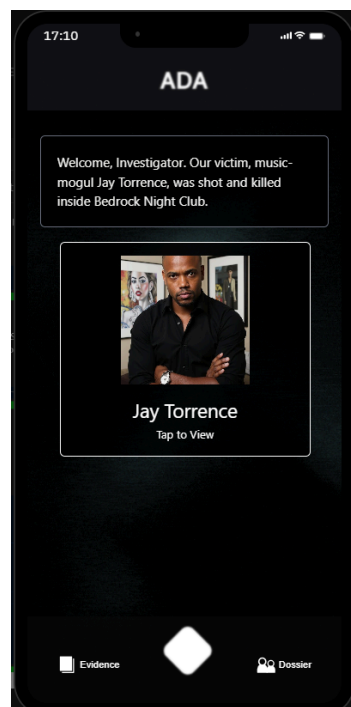

passable

(whiteout first line) One option

```
($bot: "Welcome, Investigator. Our vi
   ($branch:
 "",
 "passable",
 "once",
 ($branchOption: "",
  "Jay Torrence",
  "Tap to View",
  "jay",
  ($action: "MOVE", ($passage: "[[D
 )
 )
 )
```

Looks like this with 2 options

```
($bot: "Start bla bla",
  ($branch:
  "Bla 2",
  "passable",
  "once",
  ($branchOption: "",
   "",
   "Evidence1",
   "nextArrow",
   ($action: "MOVE", ($passage: "[[p
  ),
($branchOption: "",
   "",
   "Evidence2",
   "nextArrow",
   ($action: "MOVE", ($passage: "[[p
  )
 )
)
```


With a first line

```
($bot: "Welcome, Investigator. Our victim, m
  ($branch:
  "nothign was here before",
  "passable",
  "once",
  ($branchOption: "",
   "Jay Torrence",
   "Tap to View",
   "jay",
   ($action: "MOVE", ($passage: "[[DOSSIE
  )
 )
)
```
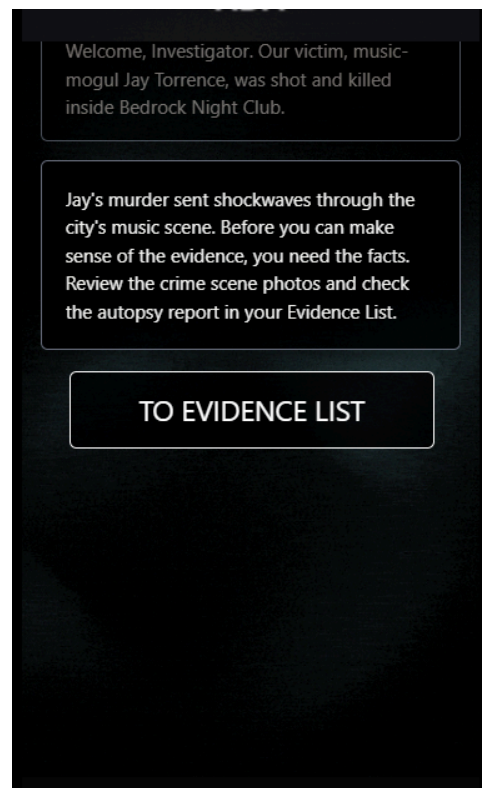

Only Text button

```
($bot: "Jay's murder sent shockwave
  ($branch:
  "",
  "passable",
  "once",
  ($branchOption: "",
   "TO EVIDENCE LIST",
   "",
   "",
   ($action: "MOVE", ($app: "EVIDEN
  )
 )
)
```
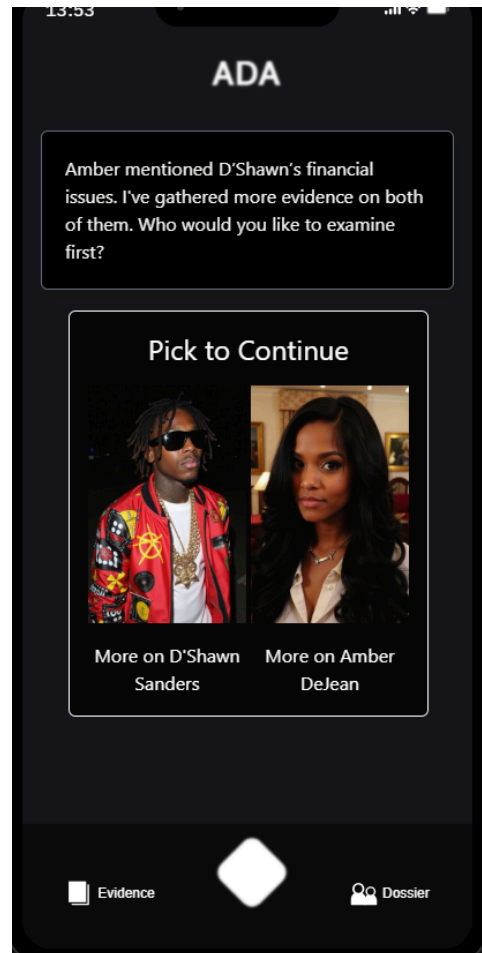
Block Panel

```
($bot: "Amber mentioned D'Shawn's
  ($branch:
  "Pick to Continue",
  "block-panel",
  "re-executable",
  ($branchOption: "",
   "",
   "More on D'Shawn Sanders",
   "dshawn",
   ($action: "MOVE", ($passage: "[[D
  ),
   ($branchOption: "",
   "",
   "More on Amber DeJean",
   "AmberImage",
   ($action: "MOVE", ($passage: "[[A
  )
 )
  )
```

Third line commands

- `"once"` : if there is a button on the passage (or a list of them), those buttons disappear after any of them is clicked. (ONLY used when you pass over there and the player doesn't have to come back to that passage)

- `"re-playable"` : if there is a button on the passage (or a list of them), the entire block comes back again after being clicked. Nothing disappears. **Actually,**

first disappears and then appears again, kind of weird… (I don't use this, ever)

- `"re-executable"` : if there is a button on the passage (or a list of them), those buttons disappear after any of the is clicked. Then, when the player goes back to this passage, the list shows up again. (MOST USED, this one is the most used when you have a list of stuff and need to go back to it to press another button).

ACTIONS

Most used are:

```
// reveals a piece of evidence on the evidence folder
($action: "REVEAL", ($evidence: "Ethan interview 1"))

//shows the evidence
($action: "MOVE", ($evidence: "Ethan interview 1"))

//moves to another passage
 ($action: "MOVE", ($passage: "[[ethan response]]"))

 // reveals and shows a suspect dossier or evidence
($action: "REVEAL", ($evidence: "Suspect 1"))
($action: "MOVE", ($evidence: "Suspect 1"))

//hides a piece of evidence form the evidence folder
($action: "HIDE", ($evidence: "Ethan interview 1"))

// hides all evidence
($action: "HIDE_ALL_EVIDENCE")



//you can also move trough the app screens. I dont know where HOME is.
```

```
($action: "MOVE", ($app: "DOSSIER")) // Options: HOME || ADA || DOSSIER || EV
```

TRIGGERS

```
// after OPEN a piece of EVIDENCE launchs the ADA RED CALL OUT
($trigger:
  ($triggerTarget: "FIRST-VIEW", ($evidence: "Suspect 1")),
  ($action: "MOVE", ($passage: "[[Ethan intro]]"))
)
```

Types of triggers

- **"VIEW":** Launches the ADA RED CALL OUT after OPEN a piece of EVIDENCE every time the players opens that evidence.

  - Works well with: Dossier, Photo evidence (also with video inside a photo evidence), Reports.

- **"FIRST-VIEW"**: Launches the ADA RED CALL OUT after OPEN a piece of EVIDENCE only one time, the first time.

  - Works well with: Dossier, Photo evidence (also with video inside a photo evidence), Reports.

- **"AFTER-FIRST-VIEW":** It doesn't launch the ADA RED CALL OUT right away. IF the evidence is open and the player clicks on the ADA button, goes to the MOVE passage indicated. But if instead of clicking the ADA button, IF the player clicks on the EVIDENCE folder launches the ADA RED CALL OUT, when pressed goes to the MOVE passage. (IS KIND OF CONFUSING)

  - Works well with: PHOTO (also with video inside a photo evidence), reports.

  - DOESNT work with: DOSSIER.

- **"AFTER-VIEW"**: Works the same as AFTER-FIRST-VIEW but activates every time the user opens that evidence

- Works well with: PHOTO (also with video inside a photo evidence), reports.

- DOESNT work with: DOSSIER.

Those are the ones that work.

ASPECTS

```
($createAspect: "Playe", "boolean", "false")
($createAspect: "Viewed", "number", "0")
($createAspect: "Greetings", "string", "Hello")


($updateAspect: "Player", "SET", "true")
($updateAspect: "Viewed", "INCREMENT", "1")
($updateAspect: "Greetings", "SET", "Hello")
```

checkaspect inside branching options

```
($bot: " ",($branch:
"Evidence Review Options",
"option-list",
"re-executable",
($branchOption:
($checkAspect: "knife_sent_lab", "EQ", "true"),
"Review Knife Report",
"Check forensics on knife",
"",
($action: "MOVE", ($passage: "[[View Knife Report]]
),
($branchOption:
($checkAspect: "photo_sent_lab", "EQ", "true"),
"Review Photo Analysis",
```
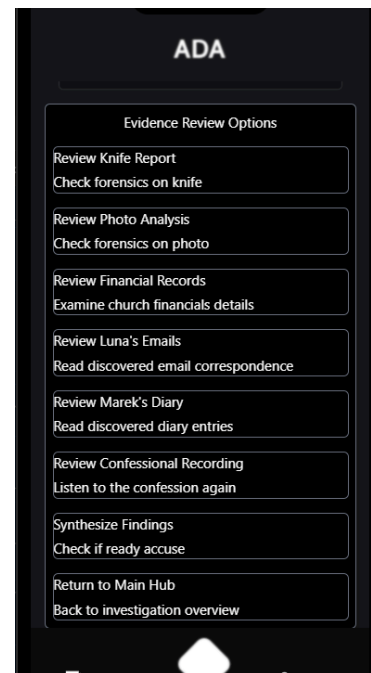
```
"Check forensics on photo",
"",
($action: "MOVE", ($passage: "[[View Torn Photo An
),
($branchOption:
"",
"Return to Main Hub",
"Back to investigation overview",
"",
($action: "MOVE", ($passage: "[[Investigation Hub]]"
)
)
)
```

CONDITIONS

```
($if:
($checkAspect: "rights", "EQ", "4"),
($action: "MOVE", ($passage: "[[Perfect]]"
)
```

EQ == equal
LT << less than
LTE ≤= less or equal than
GT ≥> greater than
GTE ≥ greater and equal than

```
($if:
($checkAspect: "option2", "EQ", "true"),
($bot: "123")
)
```

AND

```
($if:
($checkAspect: "AND", (a:
($checkAspect: "dshawn_pick", "EQ", "true"),
($checkAspect: "amber_pick", "EQ", "true")
)),
($action: "MOVE", ($passage: "[[suspects questions]]"))
)
```

OR with Options inside, that also have checkAspect on them (if you don't add the IF at the beginning the line ¨**Select an audio clip to review.**¨ stays on the history forever and sucks)

```
<!--all the block is only shown while there are aspects set to false→

($if:
($checkAspect: "OR", (a:
($checkAspect: "akari_frag_1", "EQ", "false"),
($checkAspect: "akari_frag_2", "EQ", "false"),
($checkAspect: "akari_frag_3", "EQ", "false")
)),

    ($bot: " ",
      ($branch:
     "Select an audio clip to review.",
     "option-list",
     "re-executable",
     ($branchOption:
   ($checkAspect: "akari_frag_1", "EQ", "false"),
      "",
      "Alibi",
      "akari_interview",
      ($action: "MOVE", ($passage: "[[akari frag 1]]"))
     ),
```

```
      ($branchOption:
  ($checkAspect: "akari_frag_2", "EQ", "false"),
      "",
      "Financial Troubles",
      "akari_interview",
      ($action: "MOVE", ($passage: "[[akari frag 2]]"))
    ),
      ($branchOption:
  ($checkAspect: "akari_frag_3", "EQ", "false"),
      "",
      "Enemies",
      "akari_interview",
      ($action: "MOVE", ($passage: "[[akari frag 3]]"))
    )
   )
   )


 )
```
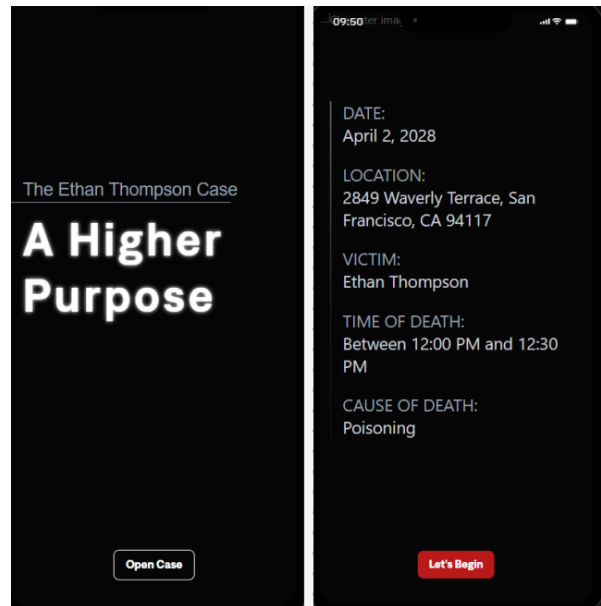
INTRO

Intro without video

```
($intro:
 ($action: "MOVE", ($passage: "[[INI
 ($introStep:
  ($introStepBG:
   "IMAGE",
   "image_bkg_name"
  ),
  ($introStepText:
   "TITLE",
   "A Higher Purpose",
   "The Ethan Thompson Case"
  ),
  ($introStepControl:
   "NEXT_STEP_BUTTON",
   "SECONDARY",
   "Open Case"
  )
 ),
 ($introStep:
  ($introStepBG:
   "IMAGE",
   "image_bkg_name"
  ),
  ($introStepText:
   "BREAKDOWN",
   "DATE:\nApril 2, 2028",
   "LOCATION:\n2849 Waverly Terra
   "VICTIM:\nEthan Thompson",
   "TIME OF DEATH:\nBetween 12:0(
   "CAUSE OF DEATH:\nPoisoning"
  ),
  ($introStepControl:
   "FINISH_INTRO_BUTTON",
   "PRIMARY",
   "Let's Begin"
```
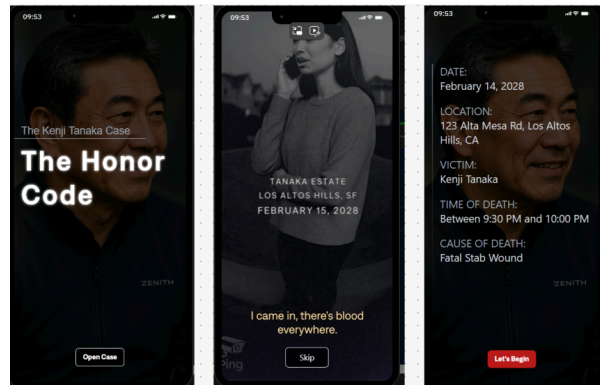
```
    )
   )
  )
```

Intro whit video

```
($intro:
  ($action: "MOVE", ($passage: "[[INI
  ($introStep:
    ($introStepBG:
      "IMAGE",
      "image_bkg_name"
    ),
    ($introStepText:
      "TITLE",
      "The Honor Code",
      "The Kenji Tanaka Case"
    ),
    ($introStepControl:
      "NEXT_STEP_BUTTON",
      "SECONDARY",
      "Open Case"
    )
  ),
($introStep:
  ($introStepBG:
    "VIDEO",
    "SOUND_ON",
    "87f60304-a233-4ff2-be64-82050
  ),
  ($introStepControl:
    "NEXT_STEP_BUTTON",
    "SECONDARY",
```

```
      "Continue"
    )
  ),
    ($introStep:
      ($introStepBG:
        "IMAGE",
        "image_bkg_name"
      ),
      ($introStepText:
        "BREAKDOWN",
        "DATE:\nFebruary 14, 2028",
        "LOCATION:\n123 Alta Mesa Rd, L
        "VICTIM:\nKenji Tanaka",
        "TIME OF DEATH:\nBetween 9:30
        "CAUSE OF DEATH:\nFatal Stab V
      ),
      ($introStepControl:
        "FINISH_INTRO_BUTTON",
        "PRIMARY",
        "Let's Begin"
      )
    )
  )
```

Locations

```
//usefull for creating spaces, like a room in wich you have evidence and etc.

//sets a background and music
($setLocation:
  "Location Name",
```

```
    "location_image",
    ($audio: "bkg_music")
)

//for leaving a location
($leaveLocation:)


//for going back 2 locations previous, no one ever used this.
($leaveLocation: 2)
```