

Engine 001 - Beginners Guide

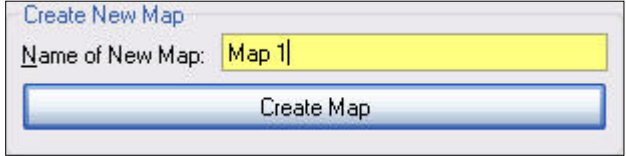
This is a step by step guide on how to make the basics in Engine 001.

In this tutorial you will learn how to make basic scripting to use in your game, below is a list of features/scripts that you will be using in this tutorial

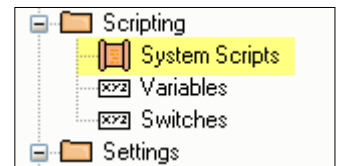
- Zones & Doors
- Once Branches
- Message Boxes
- Shops
- Position Character

If you have any questions or suggestions please visit the Engine 001 forum:

<http://www.engine001.com/forum>

- 1 First open up Engine 001 which is located in the Start Menu.
- 2 Next you need to create a project. Click on the **New** button and then give the project a name. (Example: Beginning Scripts)
- 3 Now you need to create a map, the map button is located in the column to the left. Give the map a name. (Example: Map 1) Next click on **Create Map** and another dialog will come up.
- 4 The new dialog is the map properties. You can change all sorts of different things to make your map to your liking. When you are done with the properties click on **OK**.
- 5 Next click on the map you have just created, it is also located in the column to the left, and the map creator will come up on the screen. You can do almost anything here to make your map unique. Along the top of the screen are some buttons, click the one that says **Characters**. Then place it down on the ground somewhere.
- 6 A dialog will come up. This is called the character properties. Here you can change the basics from clothing to what item he/she carries. When you have finished making your character click **OK**.

- 7 In this section of the tutorial we will discuss the uses of the **System Scripts**. First you need to select the system scripts icon in the panel located in the left-hand corner of the screen.



- 8 Next you need to double-click on 'Introduction' at the very top of the list. Once you have double-clicked on that a small window will come up, click the **Insert Event** button at the bottom of the window.



- 9 Now you will see a list of all the different scripts you can use in your game. Scroll down till you reach the characters section and double-click the one called 'Position Character'

- 10 Now a small window will come up. There are four sections to this window.

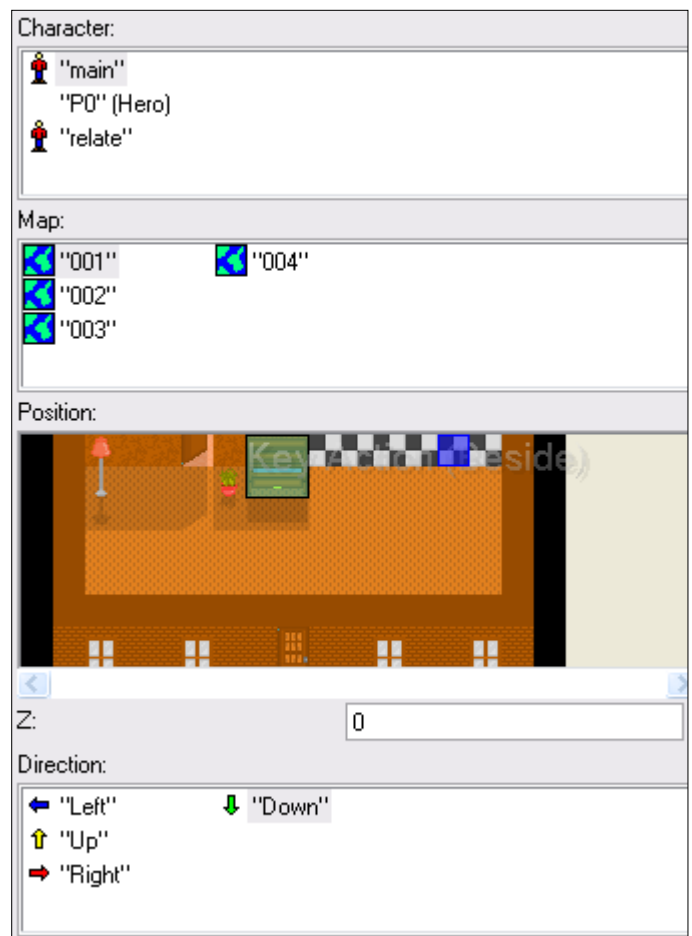
Character Section - You need to select a character. If you want to select the main character (Yourself) you need to select 'P0 (Hero)'

Map Section - Here you need to select the map you want your character to be placed on. Whenever you select a different map you will see that map in the small area below.

Position Section - Here you need to select the exact place where your character will stand when you test the game. All you have to do is click anywhere on the map and you will see a little blue square appear. (That's where your character will stand)

Direction Section - Finally you need to say which direction the character will face. You can easily select either Left, Up, Right or Down.

When you have done that click **OK**.

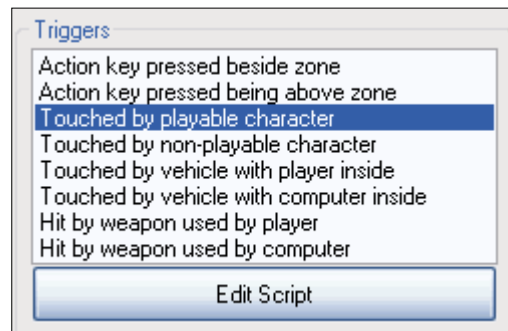


- 11 When you have done all of that you are ready to test your game. Go to 'Game' along the top of the screen and then select 'Test Game' Once you have clicked that a window will come up and, after it's loaded, you will be able to see your character.

- 12 One frequently asked question on the Engine 001 forums is about Zones and Doors. How to get from one map to another? This can be easily done using the same method we used for the System Scripts only this time we're applying them to Zones and Doors. First click on the **Zone** button along the top of the screen.

- 13 Then hover over your map area and drag out a square or rectangle. As soon as you let go off the left mouse button a small window will come up with a list of triggers.

Select the trigger called 'Touched by playable character' and click the button **Edit Script** underneath.



- 14 A window comes up, you need to click the button at the bottom called **Insert Event**.

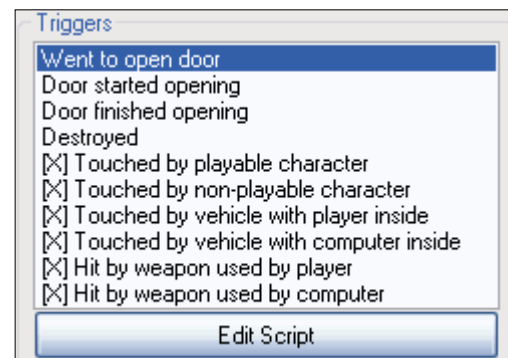


- 15 Now you will see a list of all the different scripts you can use in your game. Scroll down till you reach the characters section and double-click the one called 'Position Character'

- 16 A small window will come up and you will need to fill it out accordingly. (If you need help with this section it has been discussed on the previous page) When you are done making your changes click **OK**.

- 17 This next section covers the same thing discussed above but for doors. First click on the **Doors** button along the top of the screen.

- 18 Once you have placed the door on your map somewhere a small window will pop up. Over to the right side of this window is a small section called **Triggers**. Select the one called 'Went to open door' and click the **Edit Script** button at the bottom.



- 19 Again like the Zones you get a window come up. You have to click **Insert Event** and you will see a list of different scripts that you can use. Scroll down to the characters section and double-click on 'Position character' Finally another window comes up and you will need to fill it out accordingly. (If you need help with this section it has been discussed on the previous page)

- 20 When you have done all of that you are ready to test your game. Go to 'Game' along the top of the screen and then select 'Test Game' to see your scripting in action.

- 21 First you need to select your character that you made, you will see the character properties window come up. You need to go to the right side of the window, where the triggers are, and select the trigger 'Talked to' then click on **Edit Script**.
- 22 Then you need to click the **Insert Event** button at the bottom of the screen.



- 23 You will see a list of different scripts that you can use in your game. Scroll down to the bottom of the list and double-click the one called 'Show Shop' In the Retail section.

- 24 A window will come up and you need to fill it in accordingly. This section is not complicated even though it might look it.

All you have to do is type in the white boxes what you want the shop keeper (The character you created) to say. For example it says 'Greeting text' at the top. In the white box you could put something like "Hello" It's up to you what you wish to put.

Next you need to select the items that your shop will sell. The box at the bottom displays all the items in Engine 001, you can select multiple items simply by holding down the **Ctrl key** as you click.

Once you have done that click **OK**.

 A screenshot of a configuration window for a shop. It contains several text input fields with blue buttons to their right:

- Greeting Text: Hello
- Anything Else Text: Anything else?
- Buy Button Label: Buy
- Sell Button Label: Sell
- Finish Button Label: Finish
- Choose Item Text (Buy): A wise choice friend
- Choose Quantity Text (Buy): The more the better!
- Transaction Complete Text (Buy): Thank you
- Choose Item Text (Sell): Take it if you want I have many
- Choose Quantity Text (Sell): Take as many as you want!
- Transaction Complete Text (Sell): Thank you
- Disable Player Selling Items: Yes

 At the bottom, there is a section titled 'Items Available (select multiple items by clicking and holding Ctrl or Shift):' containing a list of items with icons:

- "relate"
- "Pistol"
- "Pistol (Silent)"
- "Desert Eagle"
- "AK47"
- "MP5 (Silent)"
- "C7"
- "MP5"
- "M16"

- 25 Once you have done all of that you are ready to test your game. Go to 'Game' along the top of the screen and then select 'Test Game' to see your scripting in action.

- 26 In this last section of the tutorial we are going to cover Once Branches and how we can use them to make character conversations better. Select your character to enter the character properties then go to the triggers section to the right and select the trigger 'Talked to' After that click the **Edit Script** button.
- 27 Once again a window comes up and you need to click Insert Event at the bottom of the window.



- 28 You will see a list of scripts that you can use. You need to double-click the one called 'Once Branch' located right at the top of the list under the section called Structure.
- 29 When you double-click on the Once Branch script you will notice that there is no options for it so it will automatically go back to the previous screen, but it will show the Once Branch.
- 30 Information:

The once branch has two connectors coming out of it, known as the first and second connector. What this will do is if you place a script on the left connector it will only run that script once, after that it will only run the scripting on the right connector. This is great for if you want a person to say something only once.

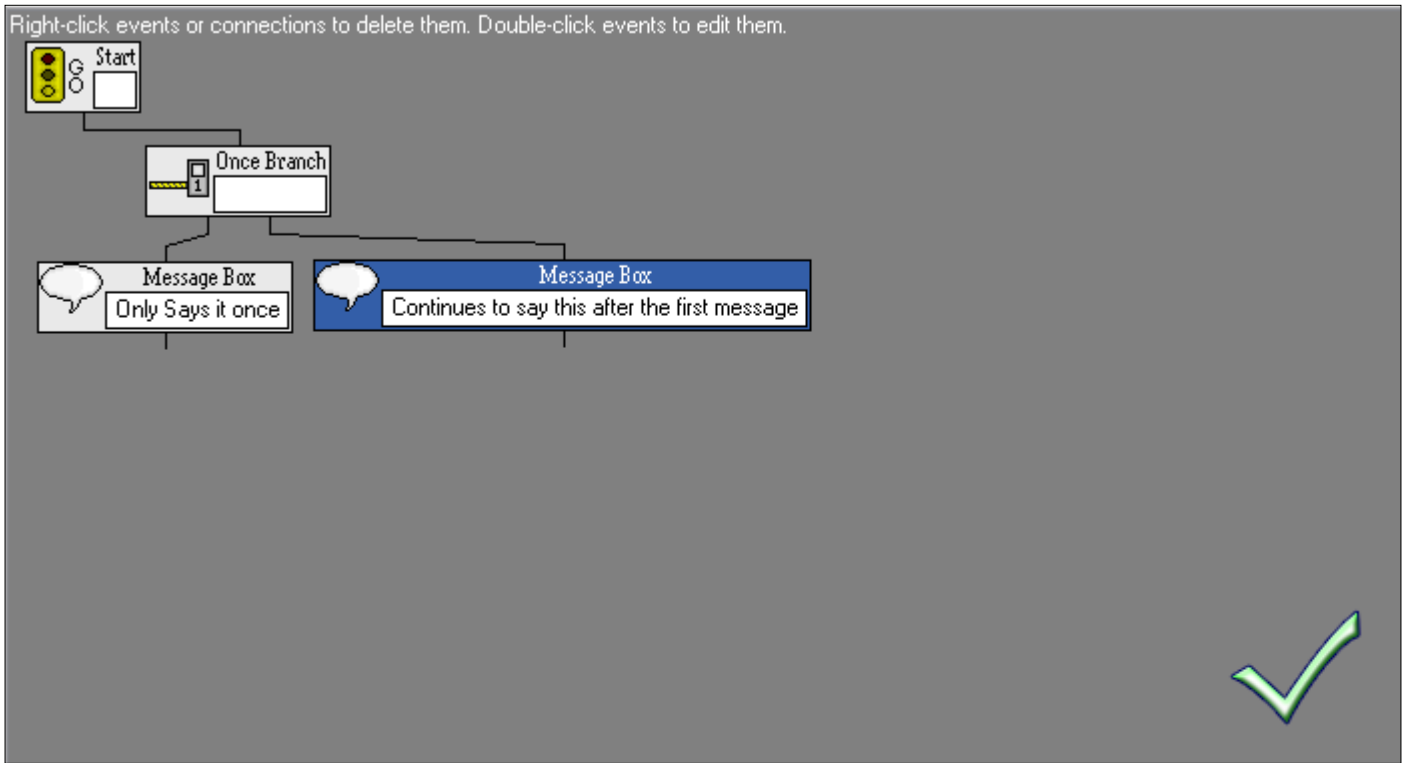
- 31 Now we need to make a Message box, click the Insert Event button and double-click Message box, it's near the top and is in the section called System.

Once you have double-clicked the message box a small window will come up, here you just simply type what you want the character to say.

Click **OK** when you are finished.

- 32 To make a message box on the right connector of the once branch all we have to do is select the once branch again, click on **Insert Event**, and double-click on the message box icon again. Engine 001 automatically knows there are two connectors and adds the second message box to the second connector.

- 33 Once you have done all of this it should look like the image below:



I hope this guide has helped you to make some of the basics in Engine 001. I have also made other guides that may be useful to you. There are all located on my web site:

<http://www.programcreation.co.uk>

I would like to thank all the people who helped me make this guide. Thank you...