

**SPAWNIO WORKSHOP. (You must at least use Standard version 5.12)**

**First of all thanx to : DK Dreamkiller for scripting and Widget for converting to PDF**

**Welcome to the spawnio workshops 2<sup>nd</sup> chapter, even though I still consider myself a newbie, if you have any questions feel free to email me.**

**The goal of this workshop is to make a game the Mario Nintendo style. So its**

**Just coincidence that spawnio looks like Mario J**

**Well first of all I am not doing it the professional way but in a way any one can easily make a game.**

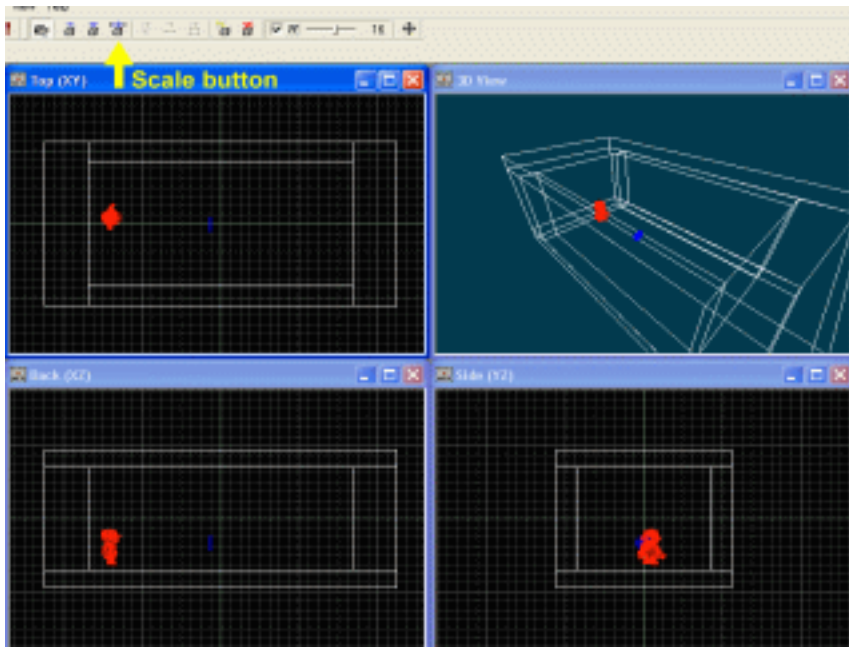
**See yah. Realspawn.**

***Chapter 2. A little bit of scripting.***

**Okay so we have made our hero and a coin.**

***Now to build a simple level.***

- ***Open Wed***
- ***Click : File > New***
- ***Add a Hollowed cube by clicking : Object > Add hollow cube > Large***
- ***Scale it make it bigger by using the 12<sup>th</sup> button from the upper left.***
- ***Now add your spawnio character by clicking Objects > Add entity***
- ***Now add your coin the same way.***
- ***Save your level as spawnio***
- ***Now we create a clean script by clicking File > Map properties***
- ***Select new script and the name spawnio will appear.***
- ***Save your level.***



*Your level should look a bit like this :*

**You now made a level with all the templates in it. But were going to add our own Code to it.**

**Here is what we are going to do...**

- *Score must be visible using our own font.*
- *if coin is picked up 10 points will be added to score*
- *Healthbar should be visible*
- *Coin must vanish when spawnio picks it up.*

**Okay before we can script this we need to make 2 things.**

**First we need to create our own font, go to my site and take a look in the tutorial Section it's all explained there. Make sure you save your font as spawnio.bmp into Your work folder.**

**Second we need a healthbar. Open any paint program and create a healthbar the**

**Way you like it size must be 160 X 10. Make sure you save it as healthbar.pcx into your workfolder.**

**Okay done this ?? Then let the scripting begin.**

*Open in notepad the spawnio.wdl file. All of the coding I give you can be pasted after*

*The last line that says: //INCLUDE <debug.wdl>;*

**First we tell the game what he needs by defining:**

*//////////Defines//////////*

*var score = 0; // The Score*

*var health = 160; // The Health*

*var dist[3] = 3,0,0;*

*//////////Define Font//////////*

*FONT standard, <mario.bmp>, 20, 27; // The Standard font*

*//////////Define Sounds//////////*

*Sound ploing = <ploing.wav>; //The Coin impact Sound*

*//////////Define Bmaps//////////*

*bmap healthbar, <healthbar.pcx>;*

*//////////Healthbar//////////*

*panel health\_bar*

*{*

*layer 10;*

*hbar = 10,10 , 160,healthbar, 1, health;*

```
flags visible,d3d,refresh,transparent;
```

```
alpha = 90;
```

```
}
```

**What did we do just now ?**

**Well we told the game to use the healthbar we made also the font**

**And which sound it should use. You could easily insert your own sounds,**

**or fonts by renaming them. Make sure the files are in your workfolder.**

**Also we told the game to start with a score of zero**

**Okay now lets make the main functions (this is important for the start of the game)**

```
//////////Main//////////
```

```
function main()
```

```
{
```

```
load_level(<Spawnio.wmb>); // Loading the Level
```

```
set health_bar.visible,on; //...the health bar ;)
```

```
}
```

**We just told the computer to load our game (Spawnio.wmb) and to show our made healthbar.**

**Now lets script some actions:**

```
//////////Panel Actions/////
```

```
panel score_panel
```

```
{
```

```
pos_x = 50;
```

```
pos_y = 30;
```

```
flags = visible,refresh;
```

```
digits 0,0,3,standard,1,score;
```

```
}
```

```
//////////Coin Actions//////////
```

```
Action coin // THE coin action
```

```
{
```

```
set my.enable_impact,on; // On impact....
```

```
set my.event more_score; // ...my.event more_score..
```

```
while (1)
```

```
{
```

```
my.pan += 10 * time; // Spin
```

```
wait (1);
```

```
}
```

```
}
```

```
function more_score ()
```

```
{
```

```
play_sound ploing,60; // Play a sound...
```

```
score += 10; // ..give me 10 Points...
```

```
remove(me); //... and remove me
```

```
}
```

**Okay done? This action will make the score work as well as the coin pick up.**

**How? Well let's test it right away.**

**Save your script as spawnio.wdl and open WED and load your spawnio level.**

**Now right click spawnio model and give it the `player_walk` action.**

**This action is already scripted for us cause we use the templates.**

**Now rightclick the coin and give it the coin action. Yes your right**

**We just scripted this action. And because it's scripted as an action**

**We can call it up from wed and give this action to any object or entity**

**In the level. Duplicate the coins as many time as you want. The more**

**Coins the more points spawnio can get.**

**Now build your level (make sure to select: update entities) and then run it.**



**Walk to the coin as soon as you touch it, it will disappear and 10 points**

**will be added to your score. Notice that the healthbar you created is**

**Also visible. For now it has no use, but in chapter 3 were going to use it.**

**Congratulations... hanging in there so far?.... You've made models, level and scripted stuff I hope everything worked out.**

**See ya later.**

**Realspawn.**

*Now a quick overview,*

*This should be the total script you have added.*

*//////////Defines//////////*

*var score = 0; // The Score*

*var health = 160; // The Health*

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*bmap healthbar, <healthbar.pcx>;*

*//////////Healthbar//////////*

*panel health\_bar*

```

{

    layer 10;

    hbar = 10,10 , 160,healthbar, 1, health;

    flags visible,d3d,refresh,transparent;

    alpha = 90;

}

//////////Main//////////

function main()

{

    load_level(<Spawnio.wmb>); // Loading the Level

    set health_bar.visible,on; //...the health bar ;)

}

//////////Panel Actions/////

panel score_panel

{

    pos_x = 50;

    pos_y = 30;

    flags = visible,refresh;

    digits 0,0,3,standard,1,score;

}

```



*//////////Coin Actions//////////*

*Action coin // THE coin action*

*{*

*set my.enable\_impact,on; // On impact....*

*set my.event more\_score; // ...my.event more\_score..*

*while (1)*

*{*

*my.pan += 10 \* time; // Spin*

*wait (1);*

*}*

*}*

*function more\_score ()*

*{*

*play\_sound ploing,60; // Play a sound...*

*score += 10; // ..give me 10 Points...*

*remove(me); //... and remove me*

*}*