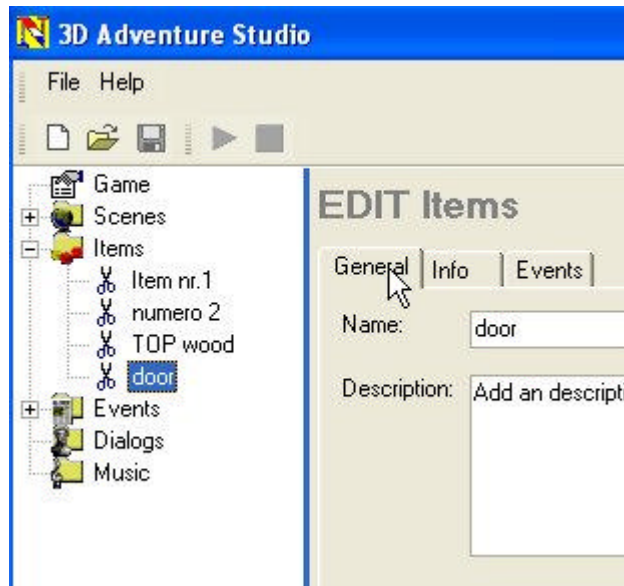


3D Adventure Studio Tutorial #2

Make something happen.

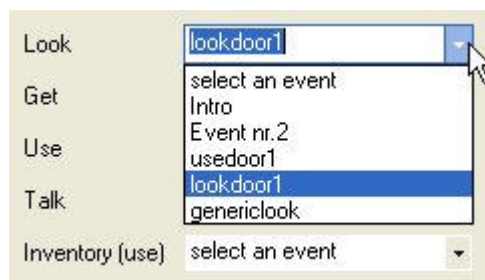
Open engine.nsk within the editor.

Click on the + before items to show the items already available in engine.nsk. Click on the item named *door*.



On the general tab you may rename the item (not recommended). But do give it a good description as it is used by some event actions.

On the Events tab you may specify what happens when the player clicks on use, look etc. Just click on the combobox after use or look etc and choose the event you want to happen. Leave it at select an event if you want nothing to happen.



That is all there is to do for an item. Here we add the event lookdoor1 to Look. So if the player clicks on the door item in the game he will be able click on the door en choose look. When the player does that the lookdoor1 event is executed.

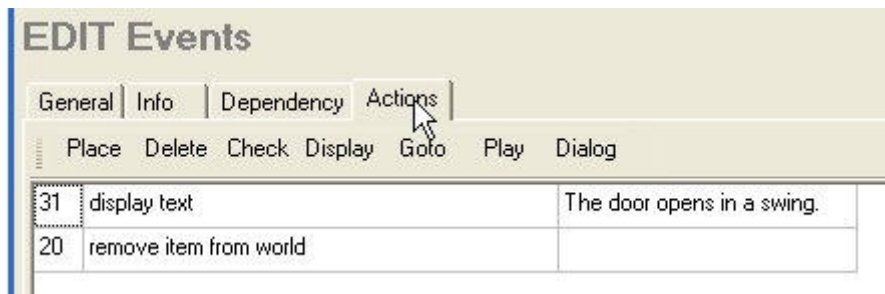
What event lookdoor1 does is described at events. Click at the + before events in the treeview and choose lookdoor1. Click on the tab actions to reveal the action display text together with

the text that should be displayed.

New events can be created when clicking on the word events in the treeview. Now your able to give your event a name and click on Create to make it. Now you can choose it under events to specify the actions.



With actions you make things happen. You can remove objects from the scene add them to it place the in the players inventory etc. Take a look at the event *opendoor1*. Its actions are:



Again we see the action *display text* to let the user see some text about what happens (or not happens). It is followed by the action *remove item from world*. That action removes the current clicked object by the player. Also in this case *opendoor1* is applied to use on the item door, so the door is removed from the scene allowing the player to walk out of the house.

If you have made your own house in the tutorial try to make a door to work in it:

1. Locate your door in the scene and click on the tab item and then on the button *add door2 to items*.
2. Make a new event and name it *opendoor2*.
3. Go to the event *opendoor2* and click on the tab actions.
4. Edit the text after *display text* in something usefull.
5. Click on *delete* in the menu and chose *Item from world*.
6. Now go to the item named *door2* at items.
7. Go to the tab events. Open the combobox after Use and choose *opendoor2*.

Do not forget to start nen.exe to see how your door works.

If you are lazy and like how *opendoor1* works you may reuse that one for all your doors. Also take a look at the event *genericlook*. The action used there is *display description*. It displays the description you gave the item. I recommend using this event for all your looks. Unless of course you want an object to disappear when the user looks at it ☺, then make your own.

You can add as many actions as you like (but do not overdo it). If you want to remove one action you can right click on it and choose delete from the popup-menu. The row will go blank and will be gone the next time you click on the event from the treeview.

That is it for now. More tutorials will follow when new functions come available in 3D Adventure Studio.

Visit <http://3das.noeska.com> for more tutorials and new versions of 3D Adventure Studio.