3D Adventure Studio Manual

1. Install

Install is simple, just unzip 3das.zip to a folder and you are done. Do make sure you use a zip program that can handle folders as the editor expects a directory called templates to read some xml files.

You need to have a graphics card that supports OpenGL. (most of today's graphics cards do).

You need to have a sound card that supports OpenAL. Creative supplies an 'OpenAL Installer for Windows' at: http://developer.creative.com/articles/article.asp?cat=1&sbcat=31&top=38&aid=46. This needs to be installed before running the editor.exe and nen.exe.

2.   Getting Started

Play the demo game by (double) clicking on nen.exe. The goal of the game is to get out of the house. There is only one way to do so.

Optionally you can play the second demo game called Tut's pyramid.
Start the editor.exe and agree to the license to begin using the editor. Click on open. Select the *nen.nsk* file. Now you can edit the demo game. Saving goes automatically, just switch to another part in the tree-view and your game will be saved.

On the left of the screen you see a tree-view just as in windows explorer. It allows you to go to the parts of a game.

There are:

2.1.   Game

Here you can set generic game options like the name of the game etc.

2.2.   Scenes

Here you create the world and scenes your game takes place in.

2.3.   Items

Here you can edit the items that can be used / manipulated in your game

2.4.   Events

Here you can create and edit the events that are triggered by the items and at startup of a world.

2.5.   Dialogs

Not implemented yet

2.6.   Music

Not implemented yet

2.7.   Sound FX

Manage the sound effects you use in your game. Use the add button to add more sounds to your sounds list. Use the delete button to remove a no longer needed sound from the list.

2.8.   Textures

Manage the texture you use in your game. Use the add button to add more textures to your texture list. Or use the delete button to remove a no longer needed texture from the list.

2.9.   3D Meshes

Manage the 3D meshes you use in your game. Use the add button to add more 3D meshes to your texture list. Or use the delete button to remove a no longer needed 3D mesh from the list. If a 3D mesh has texture(s) you also need to import the needed texture(s) at Textures.

3.   Game

At game you can edit the generic game options. Use the tabs in the right part of your screen to edit:

3.1.   General

At description you can provide a short description of your game. It is displayed at the bottom part of the screen when playing the game.
With startscene you can tell in what scene the game has to begin.

3.2.   Author

You can provide your name here so the player of your game knows it is jou who created the game.

3.3.   User interface

Not implemented yet

4.   Scenes

At scenes you can build the world your games takes place in. Use the tabs in the right part of your screen to edit:

4.1.   General

Here you can set various settings for a scene. You can name the scene so you can easely choose it from the game settings. Also give a description of the scene so you know what is going on or what the scene should be like.
The camera box allows you to place the camera to a point in the world where it should be at the start of the scene.
Make sure you place the camera somewhere the player does not get stuck in a wall or so.
You can set the on world start event to a specific event you made at events. You can use it to prepare the world by hiding some items etc.

4.2.   Edit

See the next chapter on editing worlds.

5.   Editing Worlds

A world is where a scene (and your game) takes place. A world consists of various 3D shapes (meshes). The edit screen consists of these parts.

5.1.   The edit screen

Use your mouse to select items so you can change them. Use keyboard to navigate inside the world. You have to click once with your mouse inside the world for the keyboard to work.

 A = move forward
 Z = move backward
 N = rotate left
 M = rotate right
 P = move up
 L = move down

5.2.   The menu bar

Use the arrow buttons to navigate through the world. Use the insert button to reveal a menu allowing you to insert cubes, cylinders, spheres, planes, triggers and also 3ds meshes. The object is placed at the current camera position so you have to use the arrows to move a bit behind to be able to click the object and set its properties.

A special object you can insert is a trigger object. A trigger object is like a cube, but is only visible inside the editor. But the player can collide with it or even walk on it. This is useful for triggering events. Like when entering a room you can close the door when the player steps on the trigger. Or you can use it to make an Indiana Jones like puzzle with an invisible bridge. Also it is very useful in blocking where a player can go in your world. Removing it with an action allow the player to go on beyond (like an invisible door).

You can insert 3ds and milkshape-ascii files. A milkshape-ascii files will start animating automatically. Before importing a 3ds or milkshape-ascii file you want to scale and or orient it properly. Other wise you get a hard time placing it correctly.

5.3.   The object list

To the right there is a list of objects that appear in the world. Click on a name and the edit screen will update to show the object.

5.4. The property bar

The property bar consists of the following tabs:

5.4.1. Placement

Use the X, Y and Z pos to place the item (mesh) in the world. Use the X, Y and Z scale values to make the object larger or smaller. Or use the X, Y, Z and angle rotate values to rotate an object around its centre. A X, Y or Z value of 1 means rotate around that axis by the amount you provide at angle. The angle has to be in degrees. Do not forget to use the apply button to see the result.

5.4.2. Texture

Use the load texture button to select a texture to be applied to your item (not available for 3ds items). You texture has to be a true colour bitmap. You get the best results from a bitmap that is tile-able. Use the X, Y and Z scale values to scale the texture for better placement on your item. Do not forget to use the apply button to see the result.

5.4.3. Item

Give the item a name that describes the object. Like window1 instead of plane54.
If you want the object to be used by the player you must click on the button 'add item name to items'. The item then will be listed at items in the left tree-view.
An object can bet set to be collide-able. If collide-able is set, then the player cannot walk through the object. This is wanted in most cases.
Set walkable if the player must be able to walk on the object. Use it for floors, stairs etc. But not for walls unless you want the player be able to climb the wall.

5.4.4. Colour

Here you set the colours of the item. Also you can make the object appear transparent, useful for windows etc.
There are 4 different types of colour (light) you must set here to make up the colour of the item. They are there for the various kinds of light there are in the real world.

5.4.5. Animation

When you placed an milkshape ascii animation file in the world, you can specify here if it its animation is played. Optionally you can set what frames of the animation should be played.

5.4.6.   Sound

Here you can use the select button to choose an sound from the sound fx library. Use the playing checkbox to specify if the sound selected is playing.

6.   Items

Here you can edit the items that can be used in your game. Use the tabs in the right part of your screen to edit:

6.1.   General

You may want to give the item a new name here if you do not like the world name e.g. rename window1 to window or a window. This name does not need to be unique. The description you provide here can be used in the game e.g. for a look event. So make it a good one like: 'the astray is empty, lets us keep it that way'.

6.2.   Events

During game play a player can look, get, use, talk or use an inventory item with an item. Here you can provide what event should happen when a player wants to look at, get, etc. an item. If you leave look, get, etc at 'select an event' the option will not be available for the player with the item. A special event is the collision event as it will automatically occur when the player (or camera that is for now) collides with an item.

7.   Events

Events are the triggers to make things happen. Events can happen when a player looks at an item, want to use an item etc. Also an event is triggered on the start of a scene.
You can create a new event when clicking on events in the left tree-view. On the right panel you can give it a name.
And after you clicked on create your new event is listed under events in the left tree-view.
On clicking on a event name you can edit the chosen event. The things you can set are:

7.1.   General

You can rename the event and give it a description. The description is only there for your memory on what the event does. Give it a brief description what the event does. It is also a good idea to name the event so it also briefly describes what it is for like: usekeywithfrontdoor or generic look

7.2.   Actions

On the right part of your screen you see an grid listing the actions that make up a particular event. Using the menu above the grid you can add new actions to the event. The action will be placed at the end of the list of action already listed.

Some actions allow you to type in a text or choose something from a combo-box. Just click on the field right to the action name.

By right clicking on an action you can choose delete from a popup menu to remove it from the list. If you delete an action from the list be sure to go to another event before adding new actions to the list.

See the next chapter for more info on the various actions that can make up an event.

8. Actions

Using actions make things come alive in the game. You can use the following actions:

8.1. Place item in world

This places the current inventory item in the world, or the item chosen with the combo-box.

8.2. Place item in inventory

This places the current item in the inventory, or the item chosen with the combo-box.

8.3. Delete item from world

This makes the current item in the world invisible as if it does not exist anymore, or the item chosen with the combo-box.

8.4. Delete item in inventory

Removes the current inventory item form the inventory, or the inventory item chosen with the combo-box.

8.5. Check if item is in world

Not implemented yet.

8.6. Check if item is in inventory

Not implemented yet.

8.7. Check is item used with

Checks if the item chosen with the combo-box is the item that is to be used with the event. Only useful with Inventory
(use) events. Using this you make sure that the key is only able to open one specific door.

8.8. Display text

This displays the text you provide on the screen.

8.9. Display description

This displays the description for the item that triggered the event. See the generic look event in the demo game.

8.10. Play Sound

This plays the sound assigned to the item in a loop.

8.11. Stop Sound

This stops the sound assigned to the sound.

8.12. Play Sound Once

This plays the sound assigned to the item once.

8.13. Goto event

Not implemented yet.

8.14.   Goto world

Not implemented yet.

8.15.   Dialog set subject

Not implemented yet.

8.16.   Dialog enable subject item

Not implemented yet.

8.17.   Dialog disable subject item

Not implemented yet.

9.   Distribution

To distribute your game to the public you need to supply them with the nen.nsk file and the nen.exe file.

The game above is called nen.nsk because the runtime is called nen.exe. You may rename nen.exe to yourgame.exe. The runtime then seeks for yourgame.nsk, so you also have to rename nen.nsk to yourgame.nsk.

The end-users pc needs to haven openal and opengl installed.