

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 2nd 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.

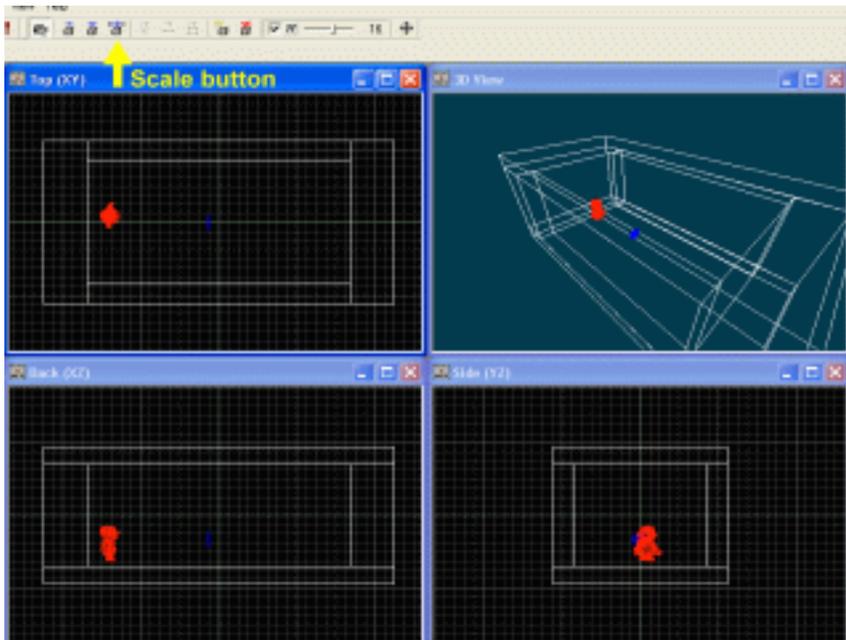
See yah. Realspawn.

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 12th 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

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;  
  
}  
  
//////////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
```

```
}
```