

# Visionaire Basics for beginners

## Video 10 – IF Statements

### Introduction – IF statement

In this section we will take a closer look at IF statements.

So what are IF statements? IF statements are simply a way to create branching actions within your game. At its core it's a statement that have a different end result depending on the condition we use.

Look at the below where a character will have two different responses when we look at an object depending on whether we have already looked at our Fish tank object.

*IF Already\_Looked\_at\_object = false*

*Then character says "Hey, It's a fishtank"*

*ELSE*

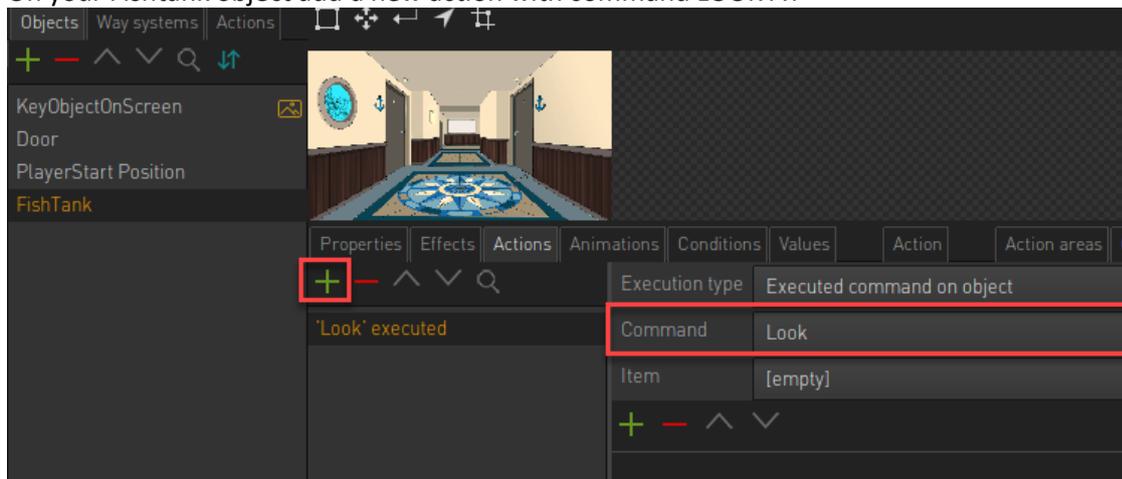
*Then character says "That fishtank has a crack in it!"*

So in the above the character looks at the fishtank object the first time and then has a response. If the player looks at the object a second time there will be a more detailed response.

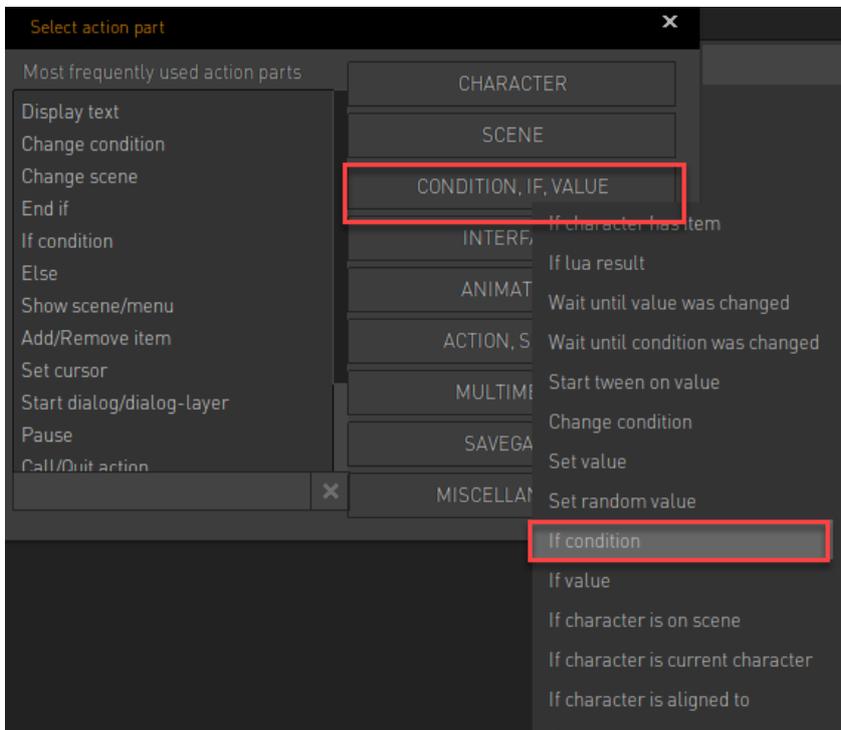
### Our first IF statement

The first thing here is to define where this action will occur. In our case we will have these responses occur when we LOOK at the FISHTANK object.

1. On your Fishtank object add a new action with command LOOK AT



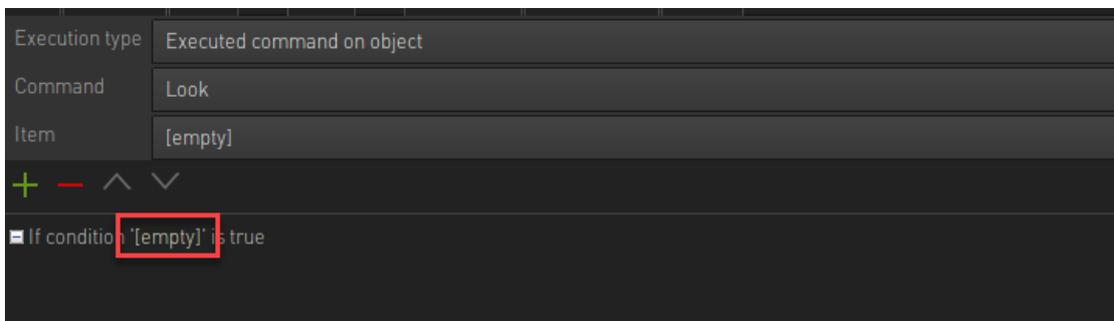
2. Add a new Action part called IF CONDITION



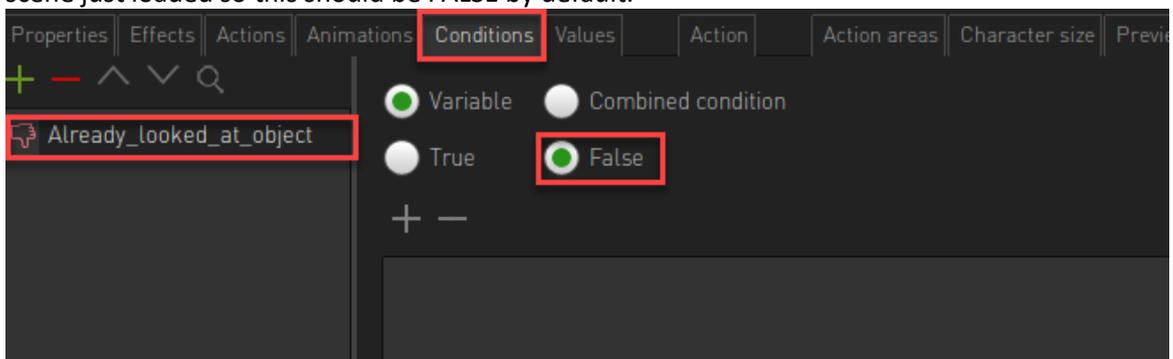
- We now have an IF statement that needs something to check. Refer back to the original example.

*IF Already\_Looked\_at\_object = false*

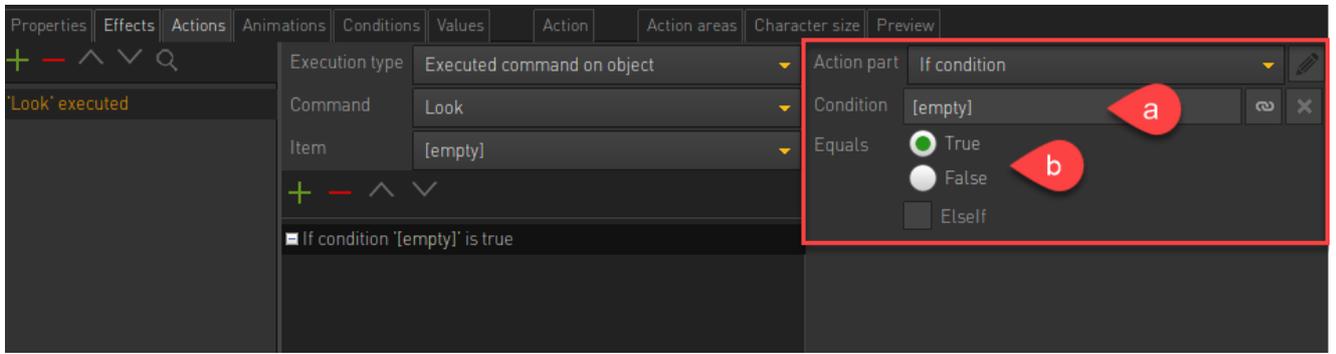
Right now we need to create the *Already\_Looked\_at\_object* condition to check. This we then add in the [EMPTY] field.



- Create a new condition under the CONDITIONS tab on your object.
- Set it to FALSE. The reason here is that we have not yet looked at the FishTank object when the scene just loaded so this should be FALSE by default.

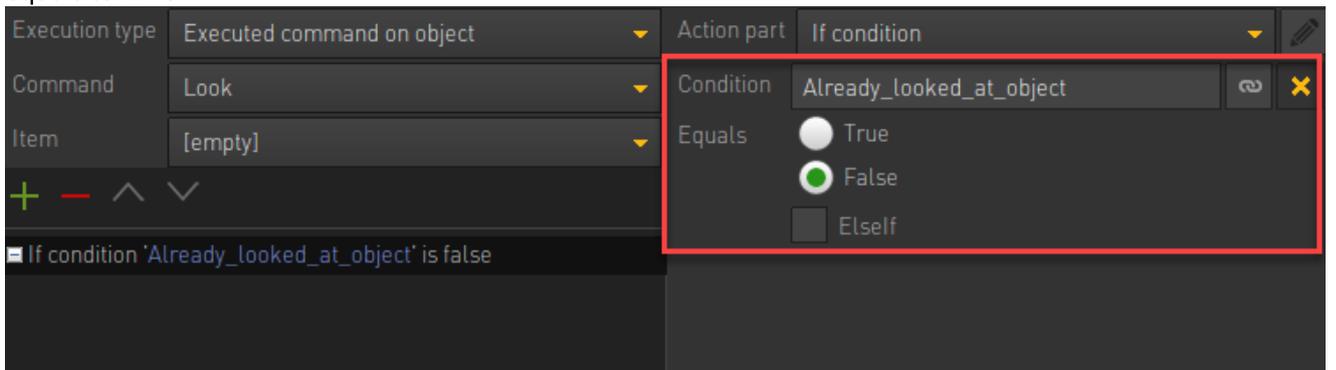


- Go back to ACTIONS page.
- Click on IF CONDITION action part and note the properties we have.



- a. In the Condition area we set which condition should be checked.
- b. The equals sets what the IF statement should evaluate to continue the process.

6. Click on the small icon to the right of the CONDITION field and select the condition you created and set the equals to FALSE.



As per our original example we have now completed the following;

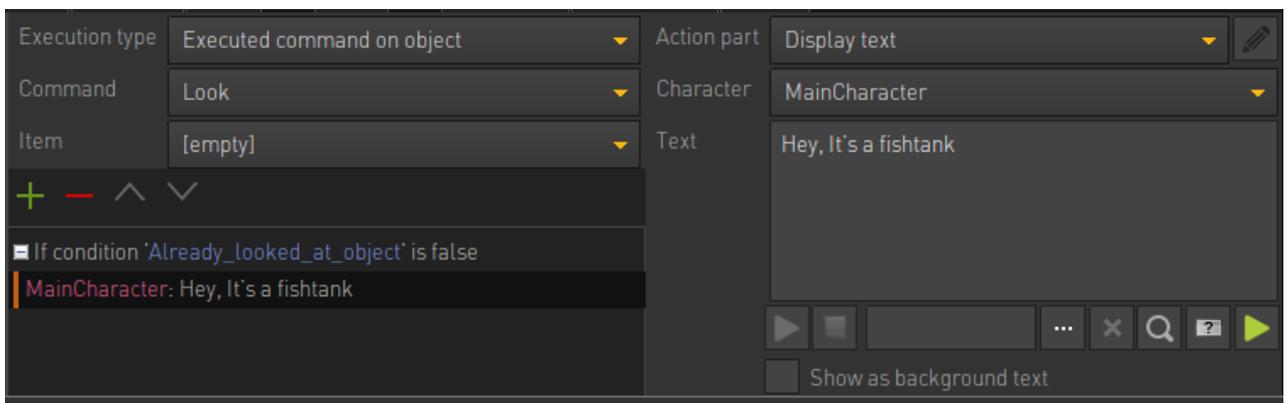
*IF Already\_Looked\_at\_object = false*

7. Now, let's add the next section which is the the display text.

*IF Already\_Looked\_at\_object = false*

*Then character says "Hey, It's a fishtank"*

To do this, simply add a display text with the relevant text.



8. Next we need to set what is said when *Already\_Looked\_at\_object* condition is set to true.

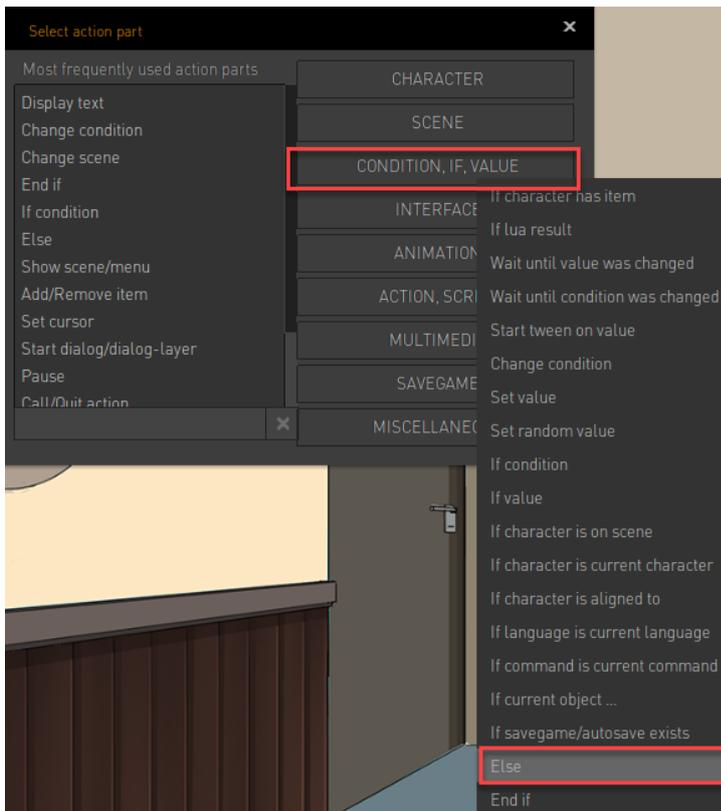
*IF Already\_Looked\_at\_object = false*

*Then character says "Hey, It's a fishtank"*

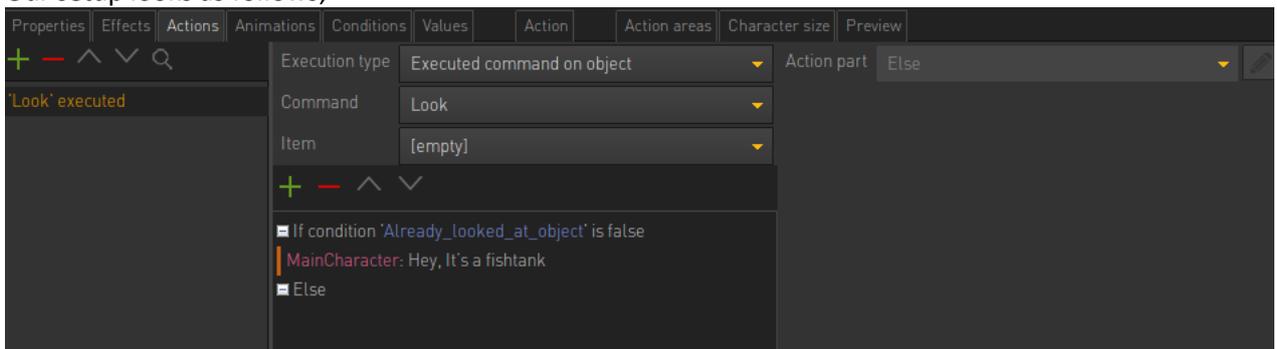
**ELSE**

*Then character says "That fishtank has a crack in it!"*

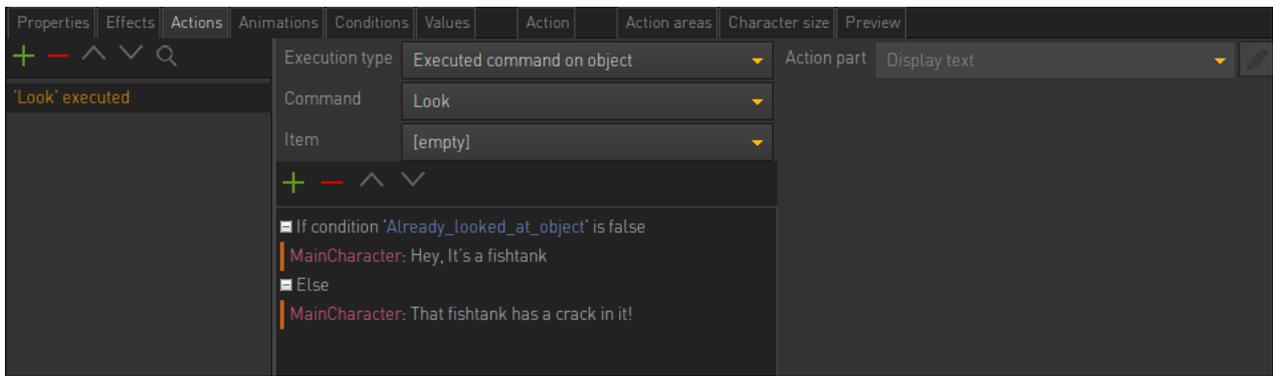
9. This means we need to add an 'ELSE' statement. Click and add a new Action part called ELSE



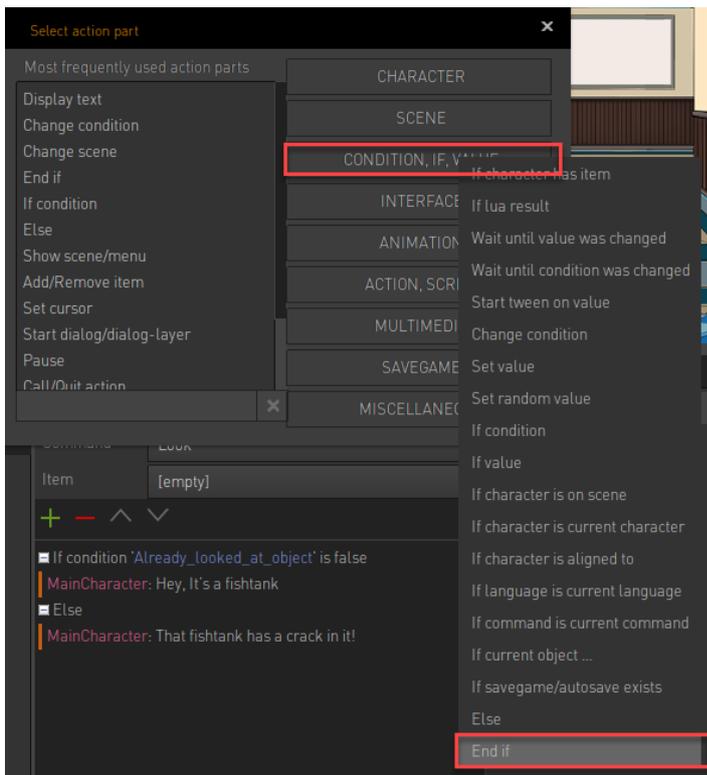
10. Our setup looks as follows;



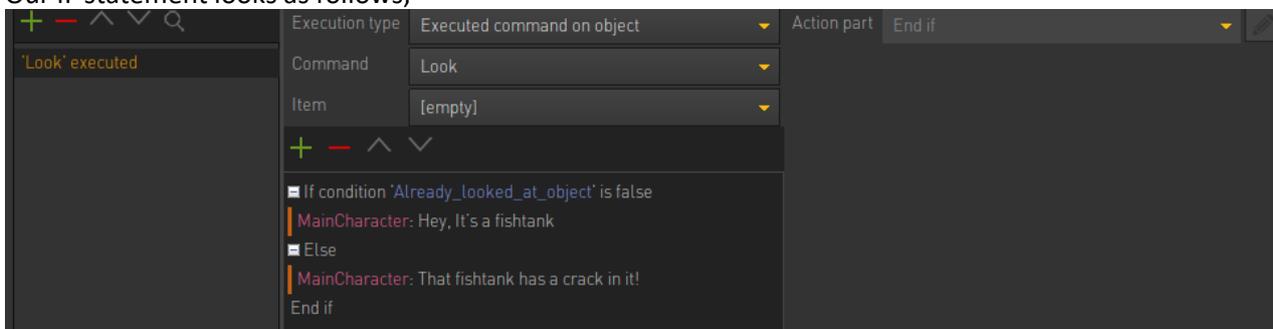
11. Add a second display text action part with a different text.



12. There is one more VERY IMPORTANT step we need to add. We need to tell Visionaire where the IF STATEMENT ends. We do this by adding a END IF action part right at the end of our statement. Add a new action part as per below.



13. Our IF statement looks as follows;



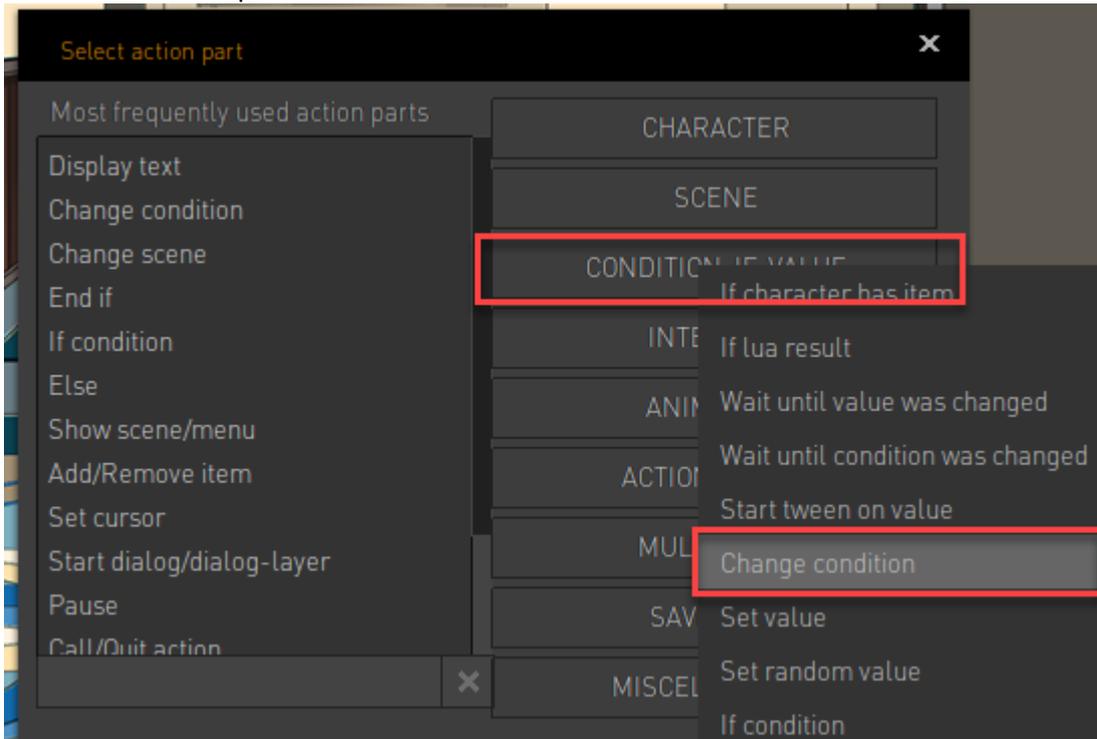
14. This will still not work and we will explain why in a moment. For now play your scene and note what happens when you LOOK at the FISHTANK object.

Notice that it doesn't matter how many times we LOOK at our object it always shows the first display text and never the next text. Why is this?

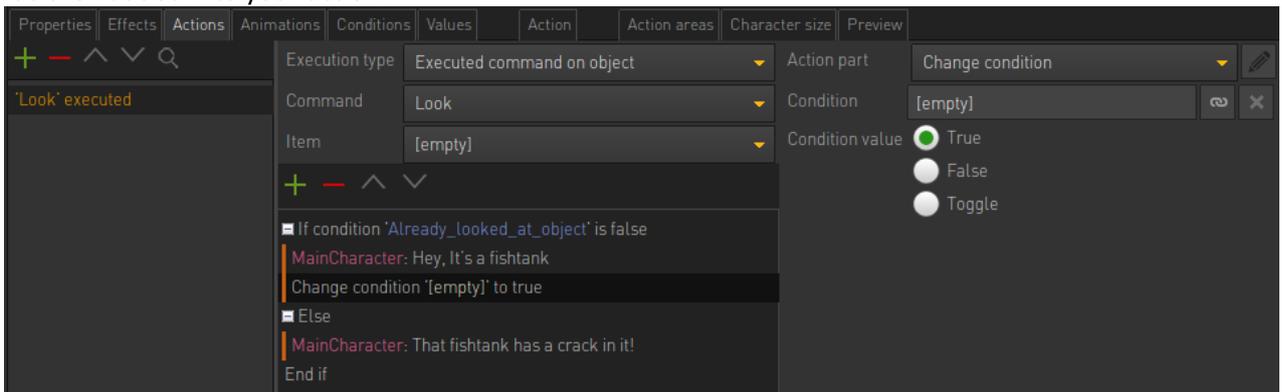
Simply it means the condition `Already_looked_at_object` always evaluates to FALSE. The reason is that nowhere did we specify that this should change to TRUE!

Obviously when we look at an object the first time then this object should change to TRUE.

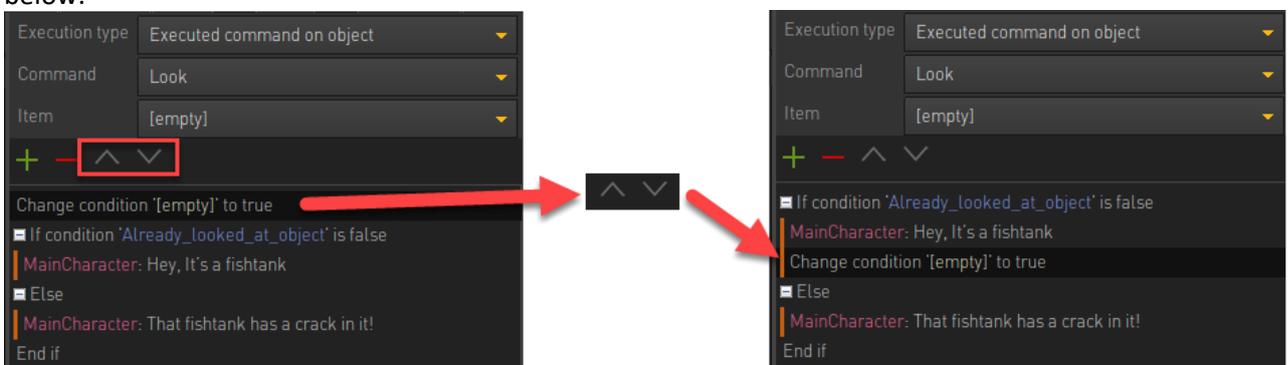
15. Add a new ACTION part called CHANGE CONDITION.



16. It's then added into your action.



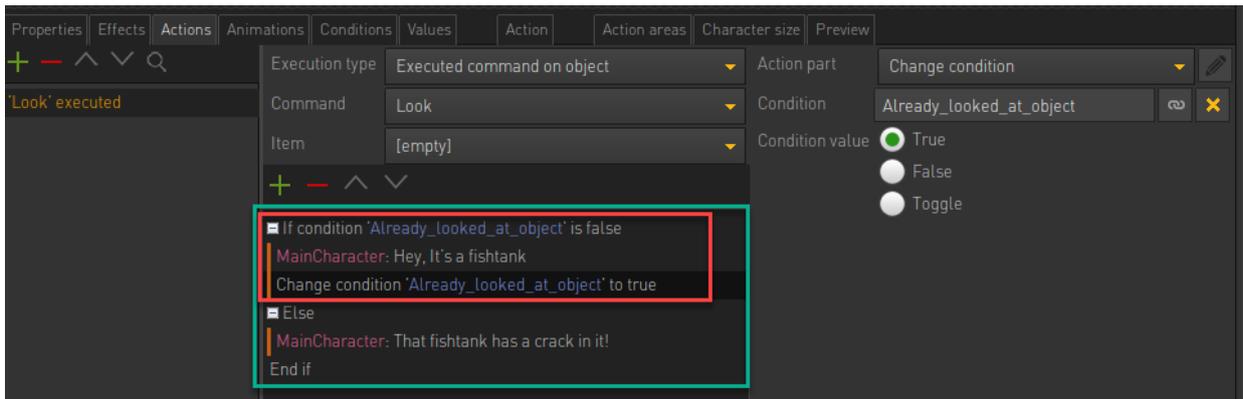
17. Notice that if it's placed in the incorrect spot in your statement you can change it using the arrows shown below.



18. Next set which condition should change and what should change. We need to choose the condition **Already\_looked\_at\_object** to True.



19. Our condition should change when we've look at the object at least once. This is the reason why it's placed in the location shown below.



20. Now play your scene