Visionaire Basics for beginners

Video 6 – Combined Commands

Introduction

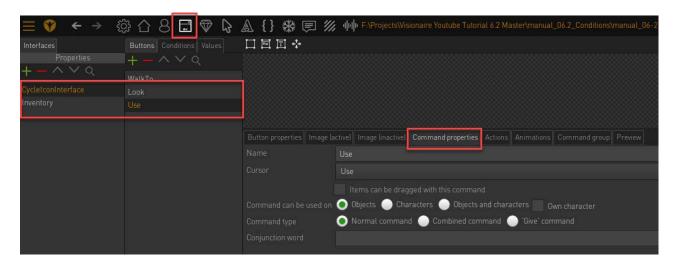
In this section we will look at combined commands.

Preparing the scene

We first need to do some additional steps before we get to the condition parts. In this exercise we will use the key we picked up on our door object. This will cause our door to be opened so that we can move to a different screen.

We need to set our inventory object to be usable on other objects. We will use the classic style where the currently selected inventory item appears as text with a conjunction word.

1. First check if our interface 'USE icon is set appropriately. Access the Command properties are of your USE button on the Interface screen.



- 2. Under the Command Type we have several options.
 - a. Normal command

With this command you can execute an action on a scene object or an inventory item.

b. Combined command

With this command you can execute an action on a scene object or an inventory item, as well as combine an item with a scene object or another item.

c. 'Give' command

This is similar to the combined command, except when you have multiple playable characters and use an inventory item on one of those other characters, the item is automatically transferred to the other character. i.e. the item will be removed from the interface of your current character and will be added to the interface of the other playable character.

3. We will set the value here to Combined command

| Button properties | | Image (inactive) | Command properties | Actions | | Command group | |
|-------------------|-----------|------------------|-----------------------|-----------|--------------|---------------|--|
| Name | Use | | | | | | |
| Cursor | Use | | | | | | |
| | | tems can be drag | iged with this comman | | | | |
| Command can be | used on 🧿 | Objects 💮 Cha | aracters 💿 Objects a | and chara | acters 0 | wn character | |
| Command type | | Normal comman | d 🧿 Combined com | nmand | 🔵 'Give' con | | |
| Conjunction word | | | | | | | |

4. We also need to enter our Conjunction word. Type the value 'with' in here.

| | Image (active) | | Command properties | Actions | | Command group | |
|---|----------------|-----------------|----------------------|--------------------------|------------|---------------|--|
| | Use | | | | | | |
| Cursor | Use | | | | | | |
| | | ems can be drag | ged with this comman | | | | |
| Command can be | used on 🧿 (|)bjects 🔵 Cha | racters 🔵 Objects i | and ch <mark>a</mark> ra | acters 📃 O | wn character | |
| Command type 📀 Normal command 🥥 Combined command 🍚 'Give' command | | | | | | | |
| Conjunction word | with | | | | | | |

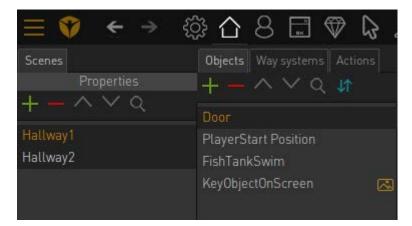
This will then give us our command with a conjunction word. So when selected we will see text 'Use key with door'



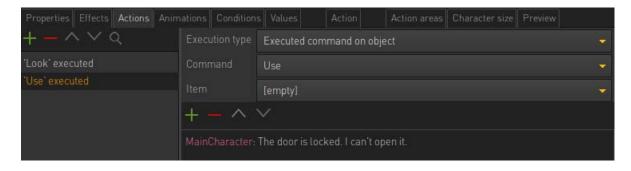
Setting up interaction

So we now need to set the action parts on the destination object (the door in this case).

1. Choose the Door object in our scene. This has already been setup with the necessary in previous exercises.



2. Go to the Actions page of your Door object. Note that we already have a USE action.



- 3. We will now add a new action
 - a. Add another action using the green plus icon
 - b. Set the Command to USE
 - c. Set the item to Key

| Properties Effects Actions Anim | nations Condition | s Values | Action | Action areas | Character size | Preview | |
|---|-------------------|-------------|--------------|--------------|----------------|---------|---|
| <u>a</u> +−∧∨q | Execution type | Executed co | ommand on ol | bject | - | | - |
| 'Look' executed | Command | Use | | | b | | |
| 'Use' executed 'Use' with 'Key' executed | | Key | | С | | | - |
| | + - ^ | | | | | | |
| | | | | | | | |
| | | | | | | | |

4. Add a new Display text action part. Note that you can quickly access action parts by searching for them in the filter field area

| Action parts which match search inp | CHARACTER |
|--|----------------------|
| display text display narration text | SCENE |
| display object text | CONDITION, IF, VALUE |
| | INTERFACE |
| | ANIMATION |
| | |
| | |
| | SAVEGAME |
| displa | MISCELLANEOUS |

5. In the Display text value add the text 'Key is dropped'

| Properties Effects Actions Anima | | | | | |
|---|---------|--------------------------------|--|--|----------------|
| +-~~ ٩ | | Executed command on object 🔹 👻 | | | Display text |
| | Command | | | | MainCharacter |
| 'Use' executed 'Use' with 'Key' executed | | | | | Key is dropped |
| + - ^ V MainCharacter: Key is dropped | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

6. Now play your scene. Use the 'USE' button on the door and note the message that appears. Then pick up the key item, 'USE' the key item on the door and note if text appears.

