Visionaire Basics for beginners
Video 11 Values

Introduction – Values

In past lessons we discussed Conditions. To recap, Conditions can be seen as a sort of switch that we use in the game world to signify a state or a condition. Values are very similar to Conditions but gives us the ability to setup more complex states and checks.

One thing to keep in mind is that Conditions can only ever be in one of two states, either it is true or false. So it's a binary choice always. This is ok for simple checks like activating or deactiving an object in the game world but what if we wanted a more complex check. Let's say we want our character to look at our Fishtank object but instead of just two responses each time he looks at it, we in fact want three responses.

A condition is only true / false so we are limited by using that. Instead let's use Values which are in effect a numbered state that is stored that we can evaluate against. Let's create an example again. Below I have my syntax we will follow to get the desired three fishtank responses;

IF VALUE Look_at_fishtank_count = 1

>   *Then character says   "This is the FIRST time I've looked at this Fishtank"*

ELSE IF VALUE Look_at_fishtank_count = 2

>   *Then character says   "This is the SECOND time I've looked at this Fishtank"*

ELSE IF VALUE Look_at_fishtank_count = 3

>   *Then character says   "This is the THIRD time I've looked at this Fishtank"*

END IF

First, note that we have used a new action part called ELSE IF which simply does what it says. It checks additional IF statements if the first IF statement is not true.

Another point is that in the above scenario the first response will always play. The reason for this is that we are not increasing the value of *Look_at_fishtank_count* at the appropriate places.

IF VALUE Look_at_fishtank_count = 1
>   *Then character says   "This is the FIRST time I've looked at this Fishtank"*

ELSE IF VALUE Look_at_fishtank_count = 2
>   *Then character says   "This is the SECOND time I've looked at this Fishtank"*

ELSE IF VALUE Look_at_fishtank_count = 3
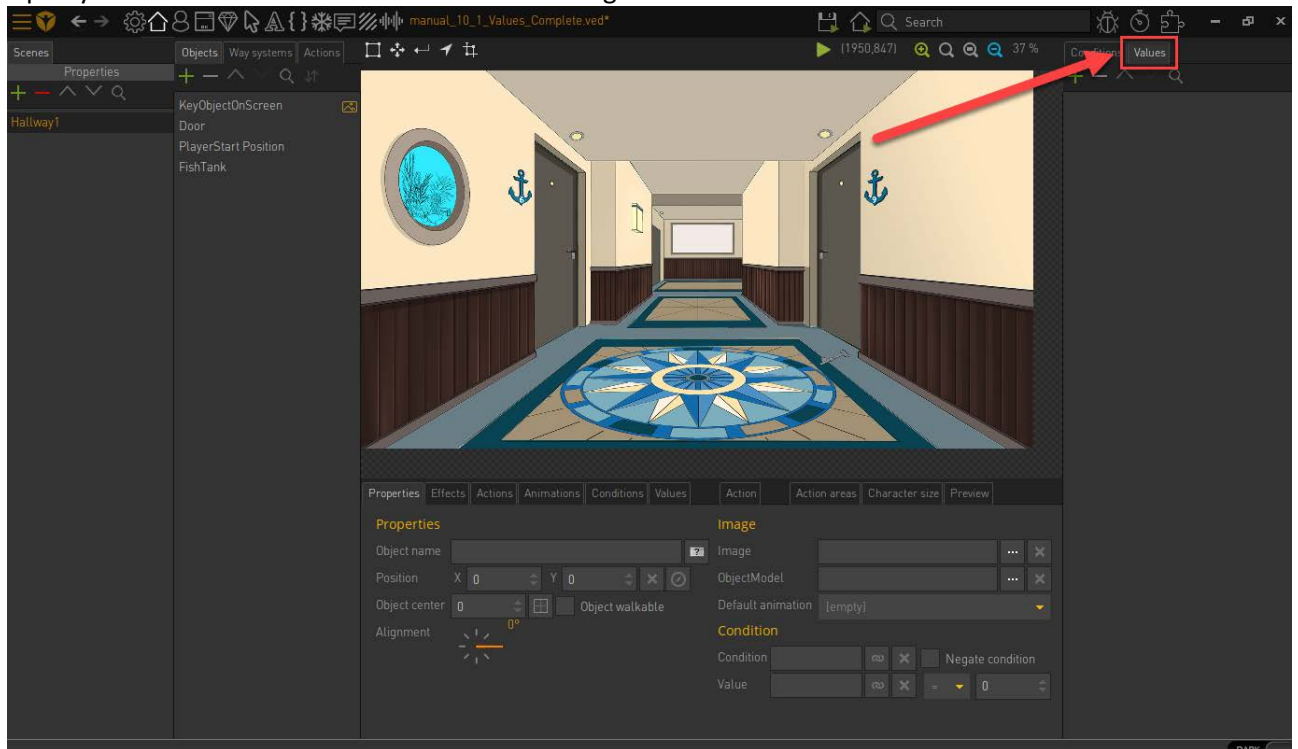>   *Then character says   "This is the THIRD time I've looked at this Fishtank"*

END IF
Look_at_fishtank_count + 1

In the scenario above we are actually increasing the Value by 1 so that each response plays appropriately.
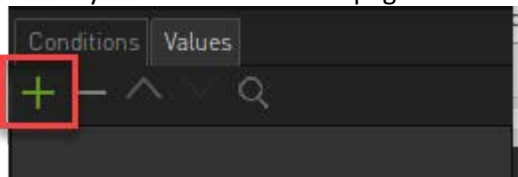
CREATING OUR FIRST VALUE
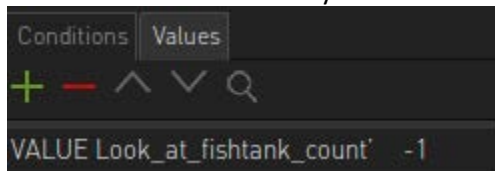
To create a value do the following;

1. Open your scene and note the Value area to the right of the Visionaire screen
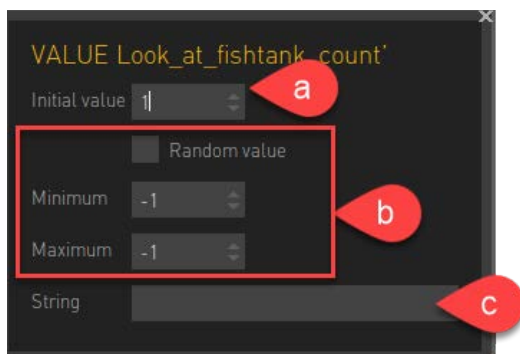

2. Ensure you are on the VALUE page and click the green plus icon.

3. This will create a new entry that we can rename to 'VALUE Look_at_fishtank_count'

4. Notice that when you did this a new window appeared. Here we set the number value that will initially be allocated to this Value entry.

   a. Set the Initial value to 1. This is the value that is assigned when the game loads.
   b. We can also choose a Random value by ticking the RANDOM VALUE tickbox. This will then choose a random value between the Minimum and Maximum checkbox.
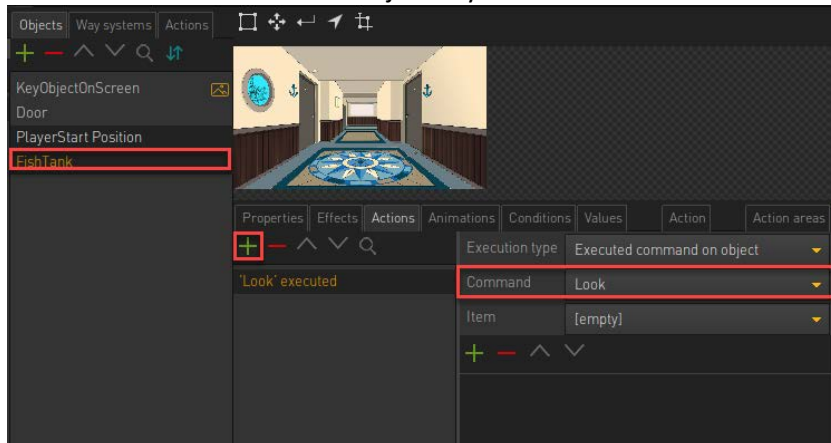
c. We can also add a string that can be referenced in other parts of the game (e.g. this could be used to store a characters name or a password).

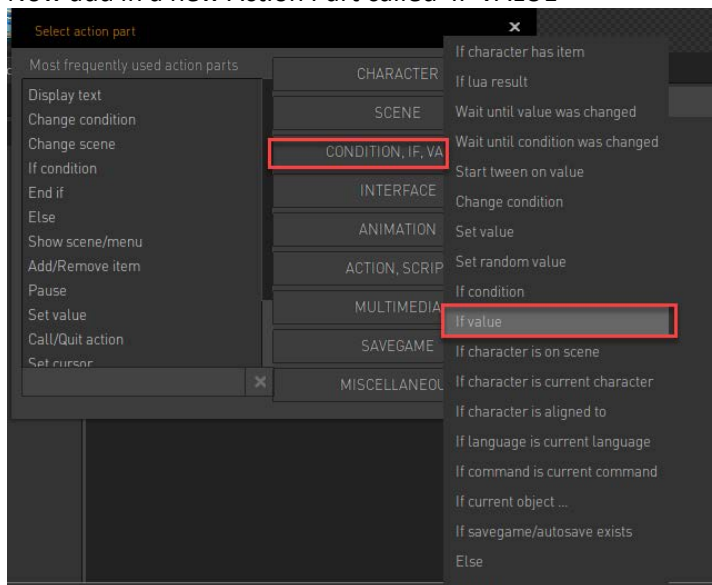5. Our value has now been created and is ready to be used.

USING OUR FIRST VALUE
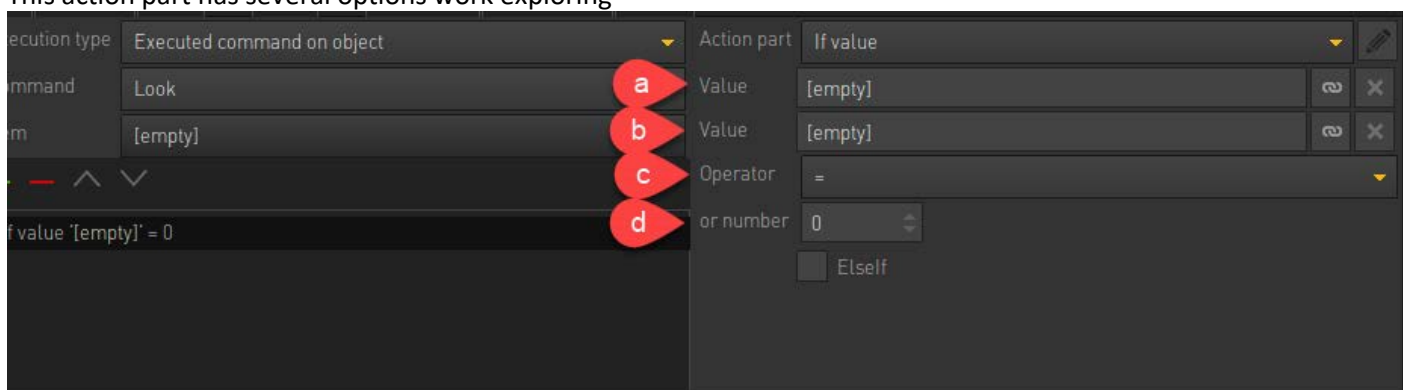
To use our value do the following;

1. Ensure to select the Fishtank object in your scene and add a new LOOK action

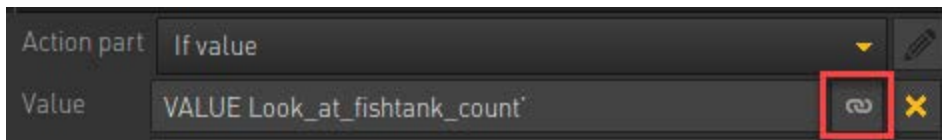
2. Now add in a new Action Part called 'IF VALUE'

3. This action part has several options work exploring

a. Here we set the Value to be checked. Click on the small link icon and choose the value you created

b. We then have a second value that can be checked but we will not use that here. This is optional and if not empty this is what we use to evaluate to instead of the number.

c. We then have the operator to be used. So in our example we want to check our value so we will leave this as equal

d. Then the number field is where we check the actual value number. **Enter the value 1 here.**
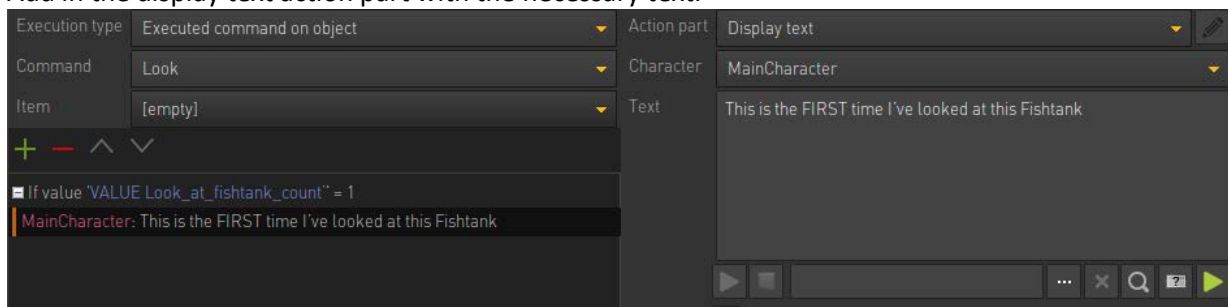
4. Our action part looks as follows;
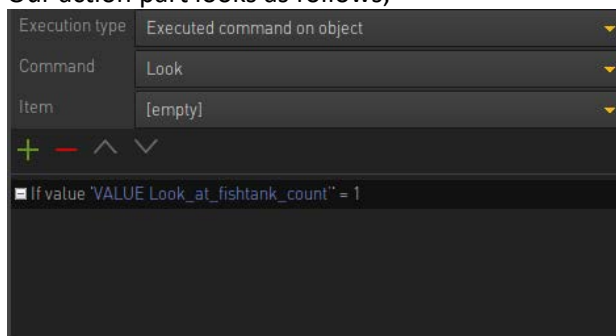
Refer back to our original example.

IF VALUE Look_at_fishtank_count = 1

          Then character says   "This is the FIRST time I've looked at this Fishtank"

We now need to add the Display text action part.

5. Add in the display text action part with the necessary text.

6. Now what happens if the value is not equal to 1? Let's reference our original example again.

IF VALUE Look_at_fishtank_count = 1
Then character says   "This is the FIRST time I've looked at this Fishtank"
*ELSE IF VALUE Look_at_fishtank_count = 2*
*Then character says   "This is the SECOND time I've looked at this Fishtank"*

Here we can see we then need to check if our values equals 2. If so then the second set of text will appear.

7. We do have a new item here called ELSE IF. To add an ELSE IF you will need to add a IF VALUE action part and then mark it via a special tickbox to be an ELSE IF statement
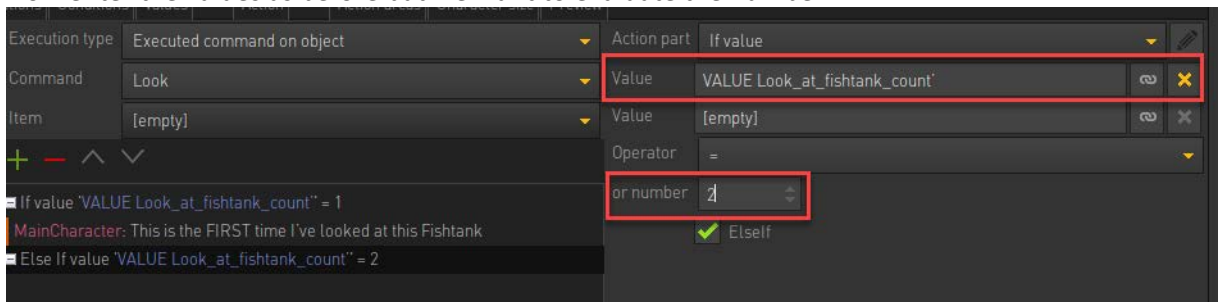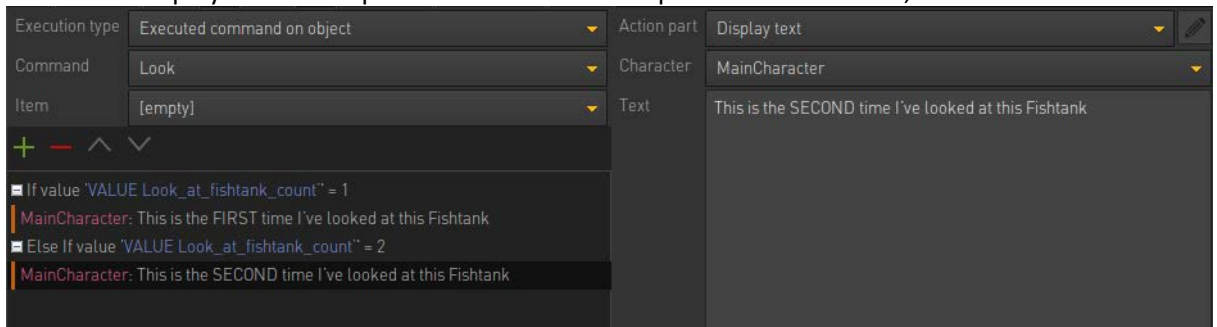
a. Add an IF VALUE action part.
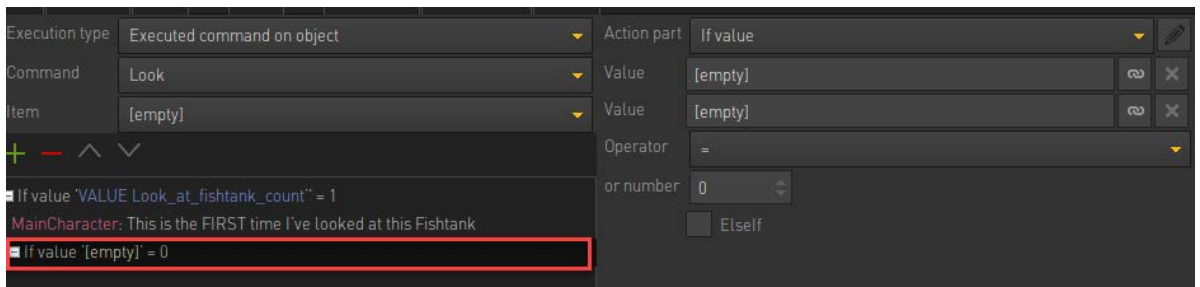
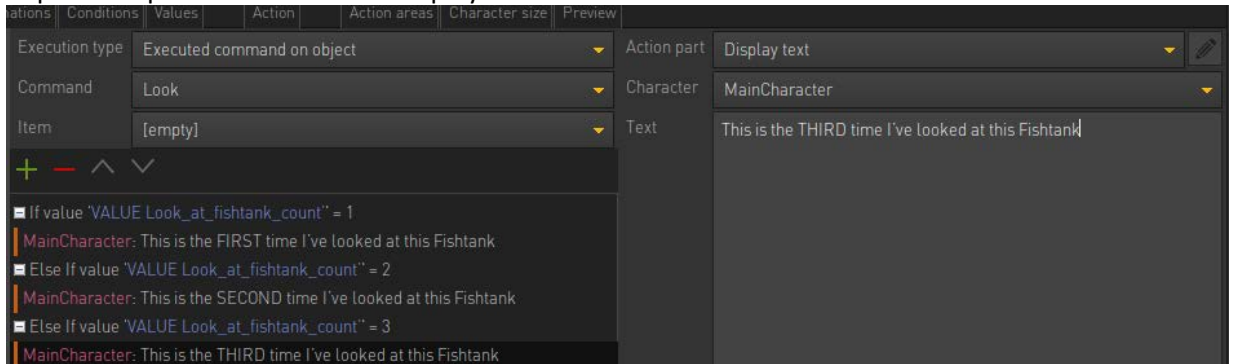b. Now on the right we have a tickbox called ElseIf. Tick this tickbox and the statement will then change.
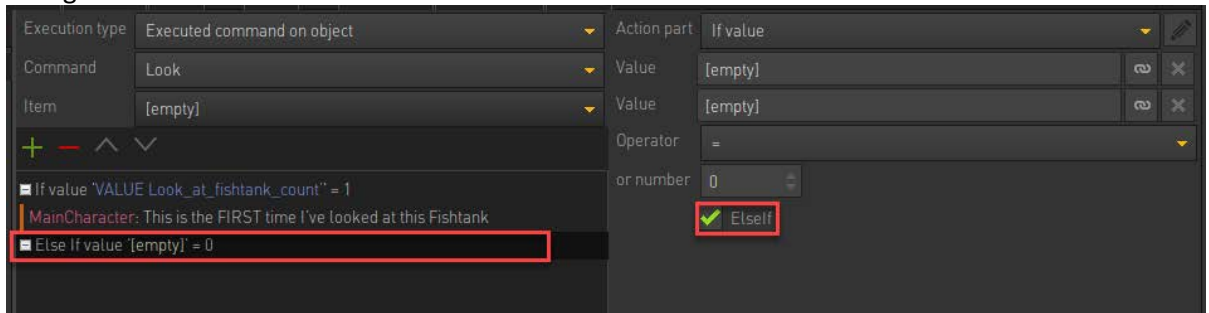
c. Now enter the values as before but we want to evaluate the number 2.

d. Add in the Display text action part as needed. Our setup will look as follows;

e. Repeat this process for the third display text item.

f. Finally insert your END IF action part.

g. Now play your scene. Keep in mind that this will not work for reasons mentioned in the introduction.

SET / CHANGE OUR VALUE

To use our value, do the following;

1. The reason why our display text action parts are not working is because we are not increasing the **VALUE Look_at_fishtank_count** value at the correct spots. Recall our original example.

> *IF VALUE Look_at_fishtank_count = 1*
> *Then character says   "This is the FIRST time I've looked at this Fishtank"*
>
> *ELSE IF VALUE Look_at_fishtank_count = 2*
> *Then character says   "This is the SECOND time I've looked at this Fishtank"*
>
> *ELSE IF VALUE Look_at_fishtank_count = 3*
> *Then character says   "This is the THIRD time I've looked at this Fishtank"*
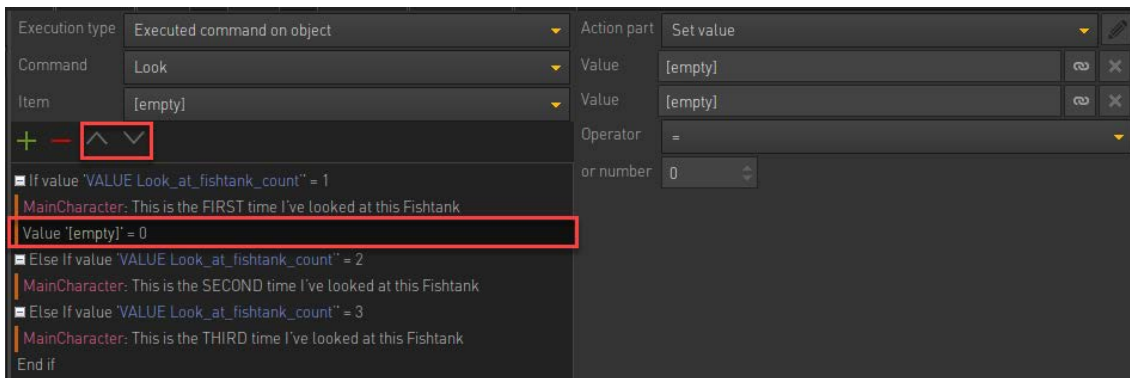>
> *END IF*
> *Look_at_fishtank_count + 1*

2. Let's change this by adding a new action part called 'SET VALUE'
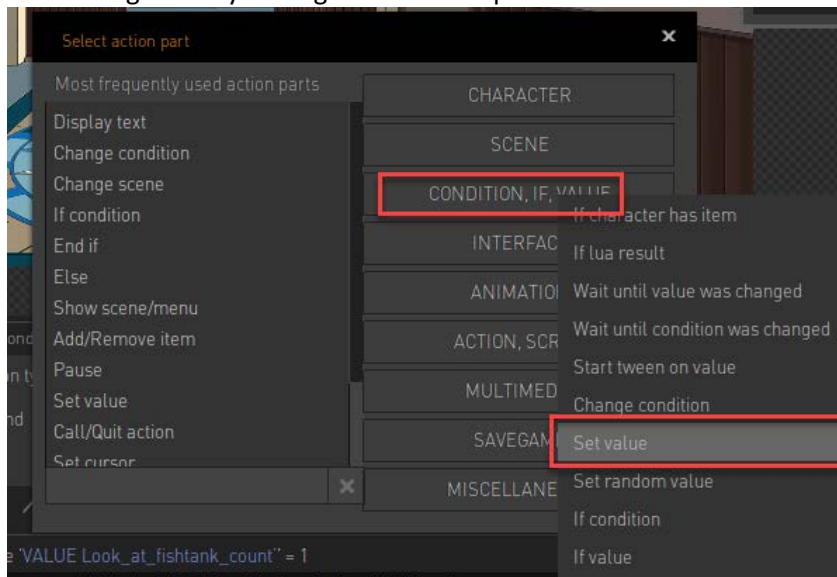
3. With this action part we can affect the number stored in our Value. Remember that placement is important so if it was added in the incorrect spot then use the arrows to move the action part up or down until in the correct spot.

4. Now let's change our value. Here we want to increase our value by 1. To do this we specify on the right hand side
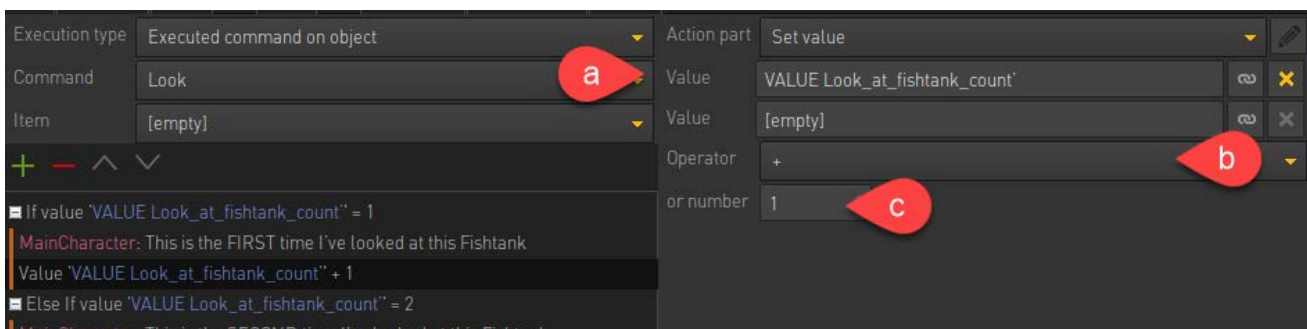

   a. Choose which value to update
   b. Choose the operator. We want to increase the value so we will choose the plus symbol
   c. In the number field we define by which number this should increase. We only want it to increase by 1 so I will set it to 1

5. Now move this down outside of the IF Statement block using the up and down arrows.
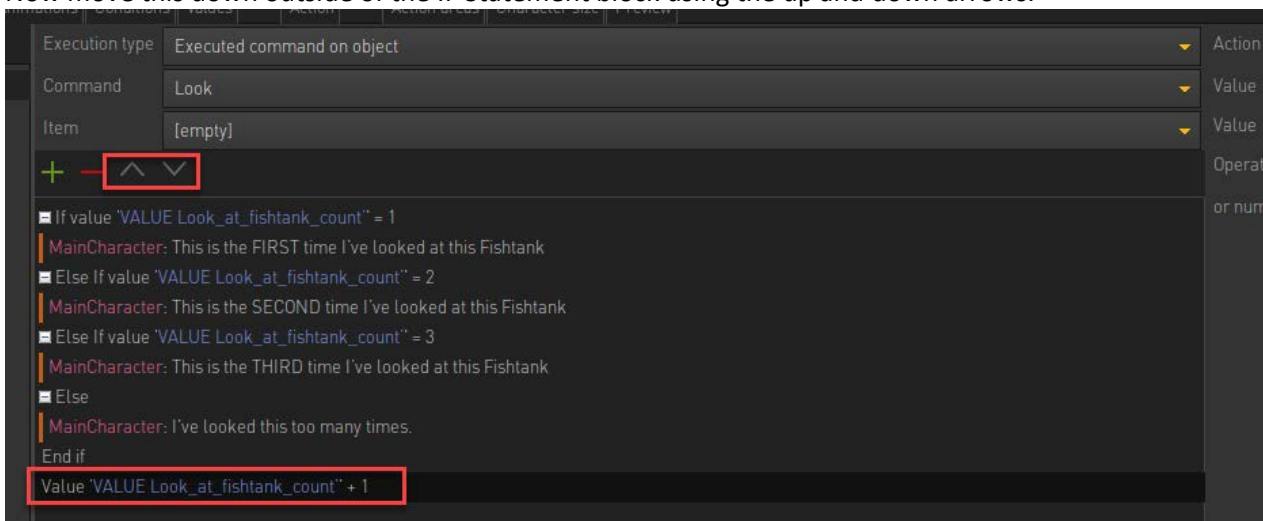
6. Now play your scene. All is working as it should!

7. There is just one more issue. You'll note that if you run through all three responses then there are no more responses to be said after that.. If we want a single response to be said if all others have already been said then we need to use a new action part called ELSE

   a. Add a new action part called ELSE
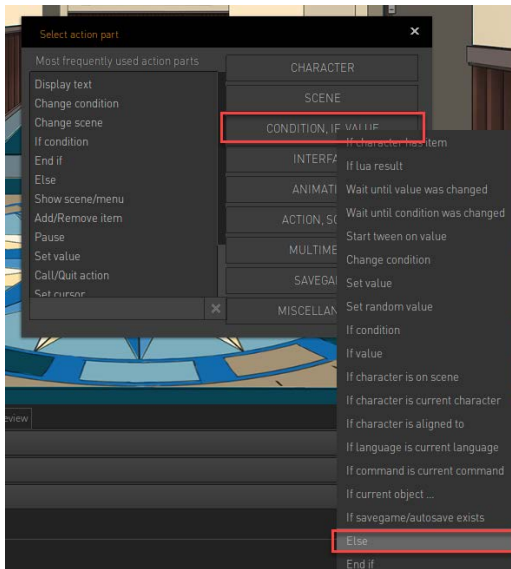
b. Add another DISPLAY TEXT action part with the final text to be said. This text will be said if there are no other valid options left.
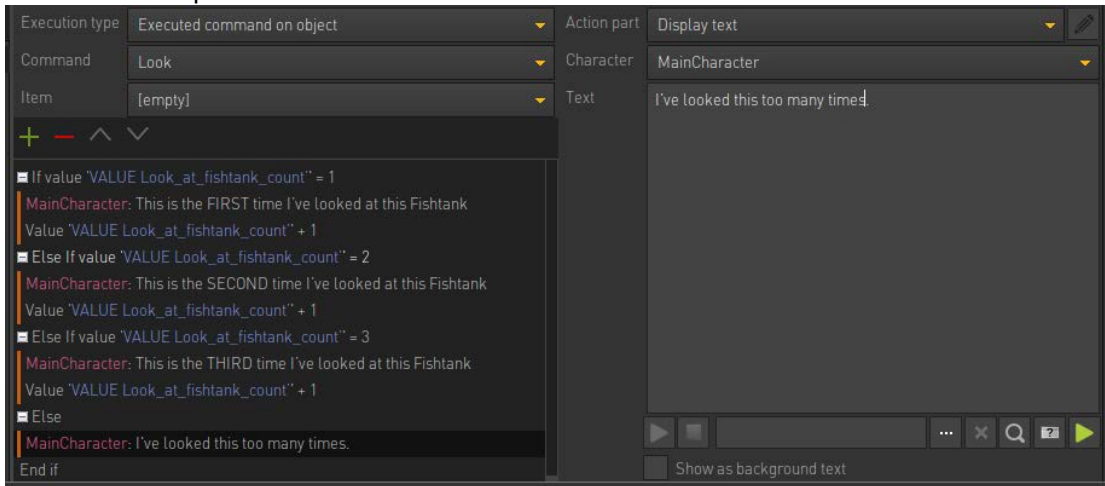
c. Play your game and see the result.