

Visionaire Basics for beginners

Video 12-1 – NPC

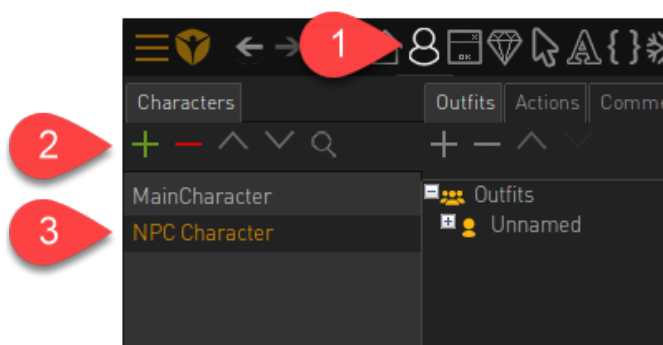
Introduction

In this section we will talk about how to add NPC's to our scene and add interactions.

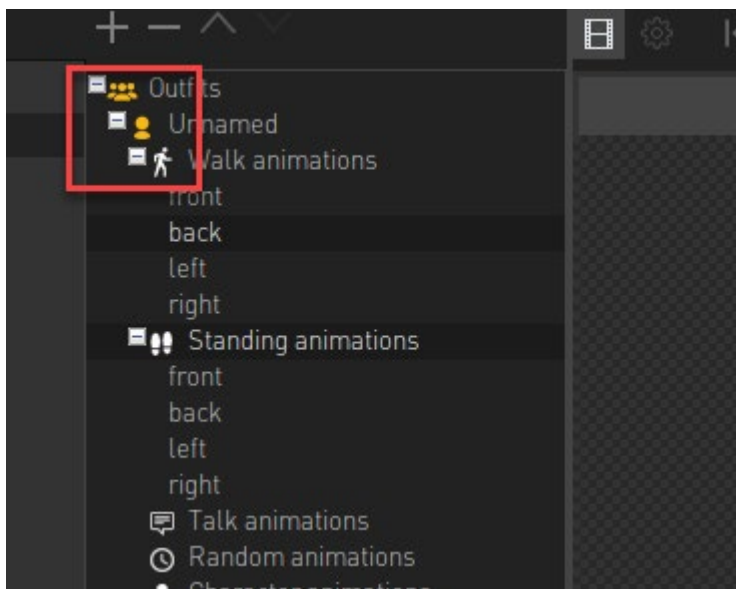
Creating an NPC

To create an NPC you need to do the following;

1. Access the Character area
2. Click on the green plus icon to add a new character to the list.
3. Rename the character to something appropriate

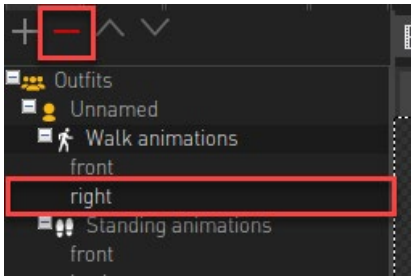


4. Next click on the plus icon under the Outfits section to access the direction images we will use for this npc

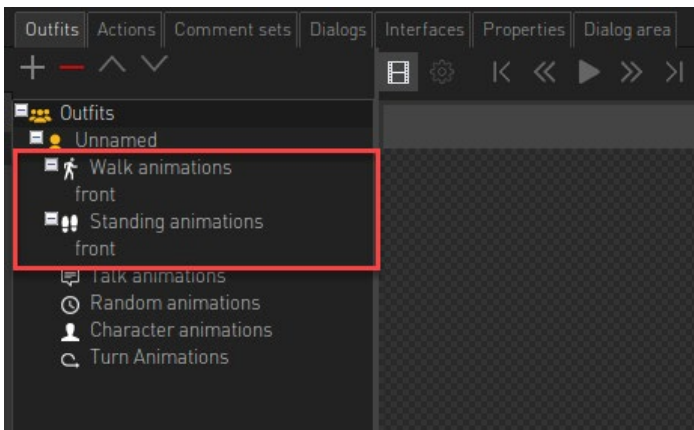


5. Here we now need to allocate our images that will be displayed when our NPC is walking or standing. Our NPC will only have a forward facing direction in game, so we will only have a front Standing and front walking animation. I will remove all other animation directions as I do not want to risk that image being displayed by mistake.

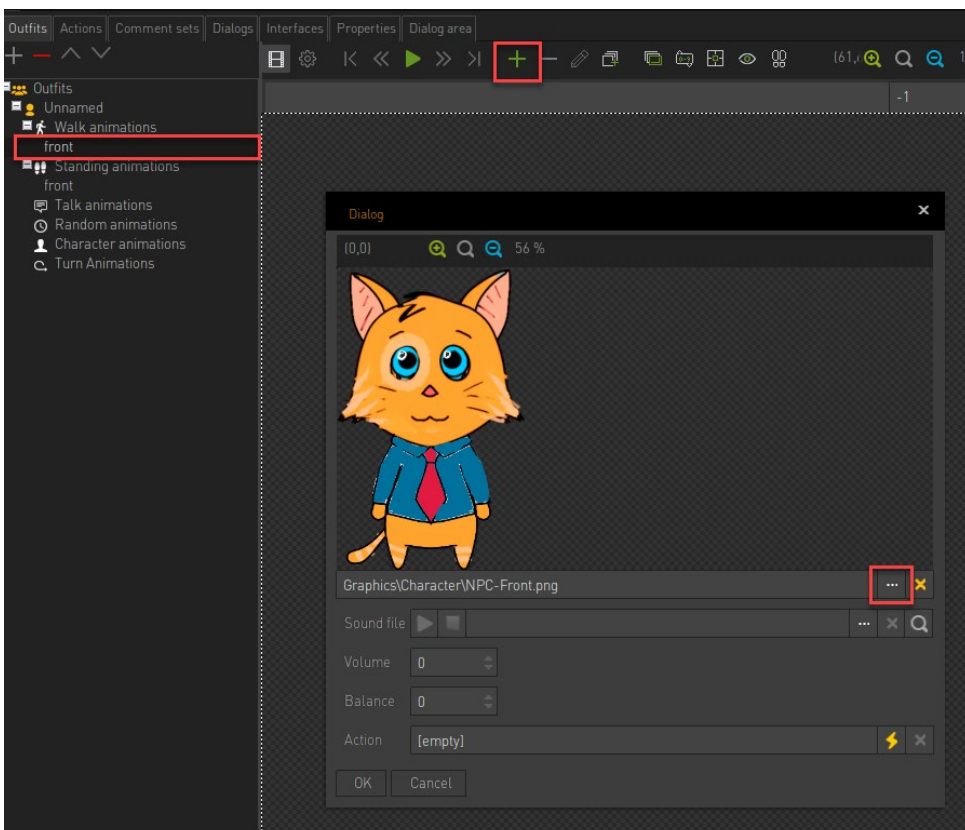
6. To remove an item, select it and press the minus icon as per below.



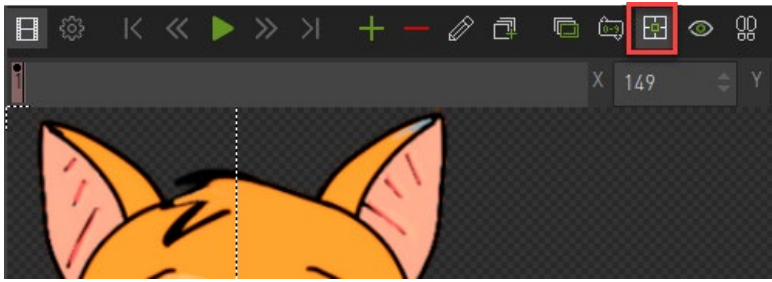
7. When complete you should have something like the below.



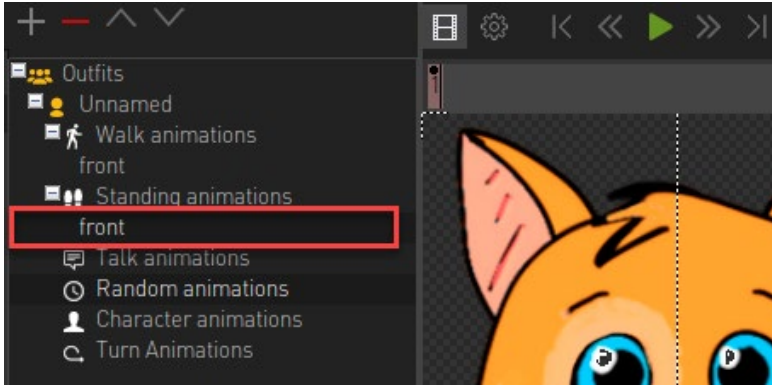
8. Let's add our sprite image that will be our NPC character. If you are unsure of the steps here then reference earlier training material / videos. Select the direction, click the green plus icon and then load in the NPC sprite image.



9. Ensure to set the animation centre



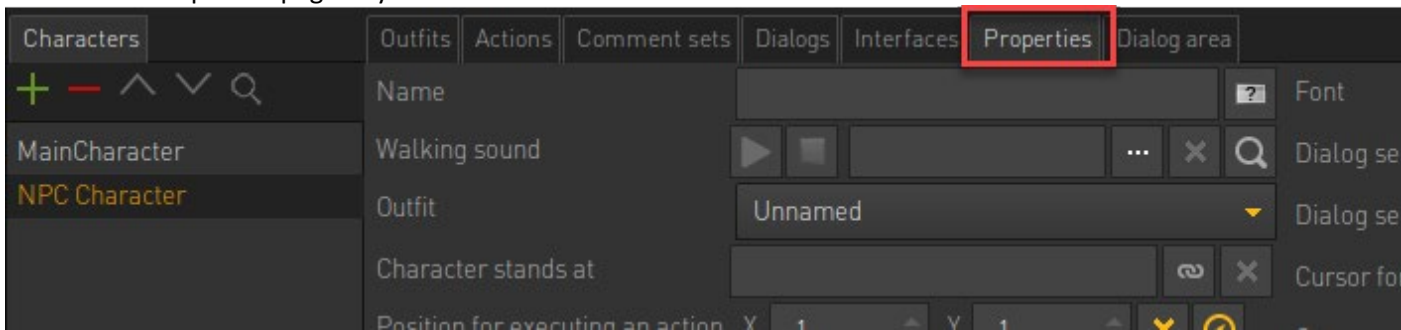
10. Do the exact same for the front animation direction.



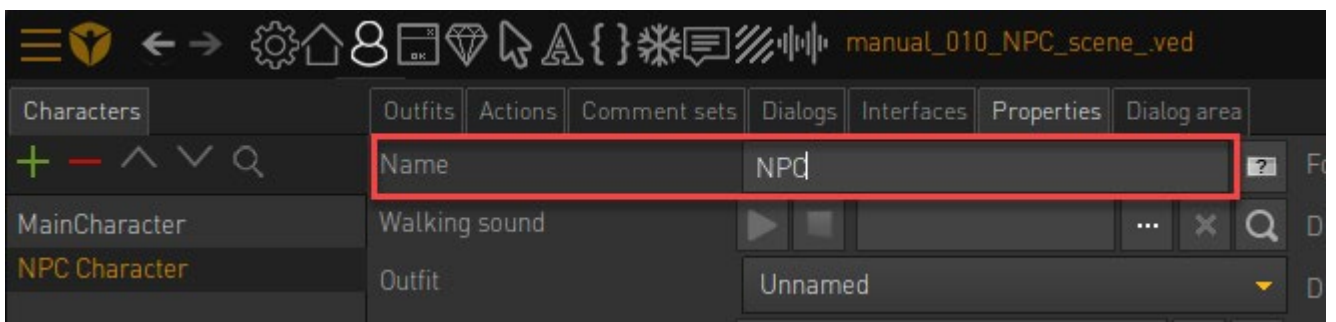
Setting up NPC properties

We now need to set some NPC properties.

1. Click on the Properties page of your NPC



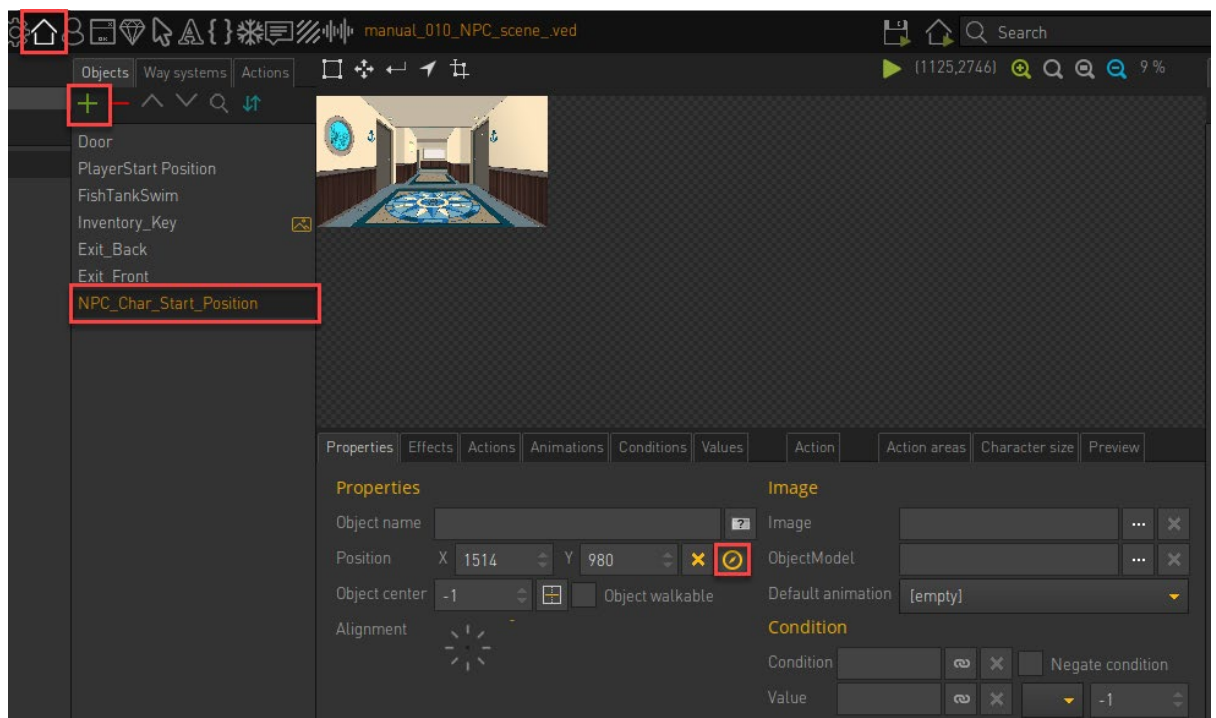
2. First give your character a suitable name in the NAME field.



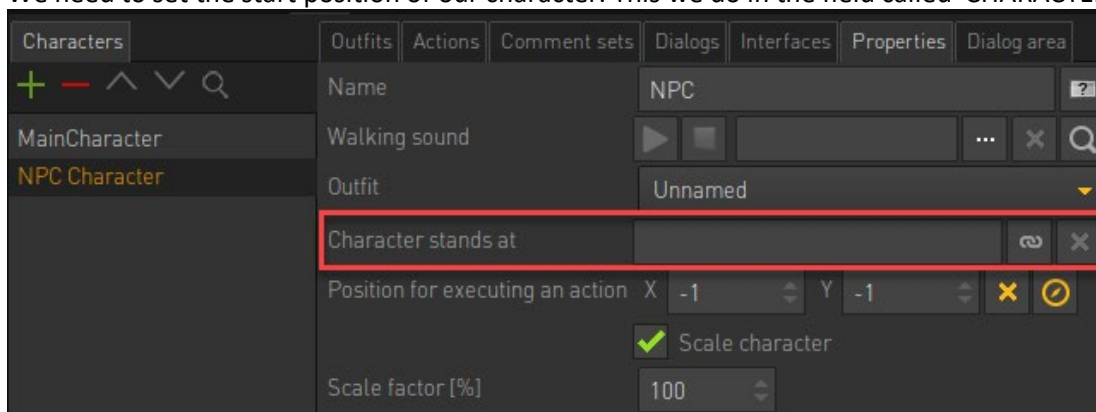
3. We also need to define the starting position for our NPC.

4. To create the NPC player start position do the following;

- a. Go back to your scene and create a new object. Call it NPC_Char_Start_Position
- b. Set the Position of that object to somewhere in the scene.

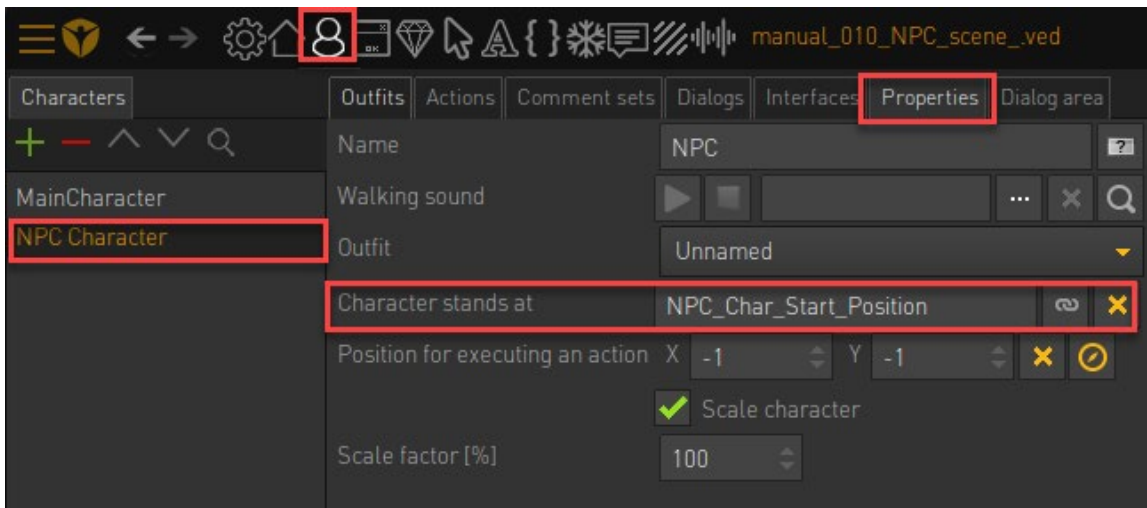


5. Now go back to your NPC Properties area
6. We need to set the start position of our character. This we do in the field called CHARACTER STANDS AT.

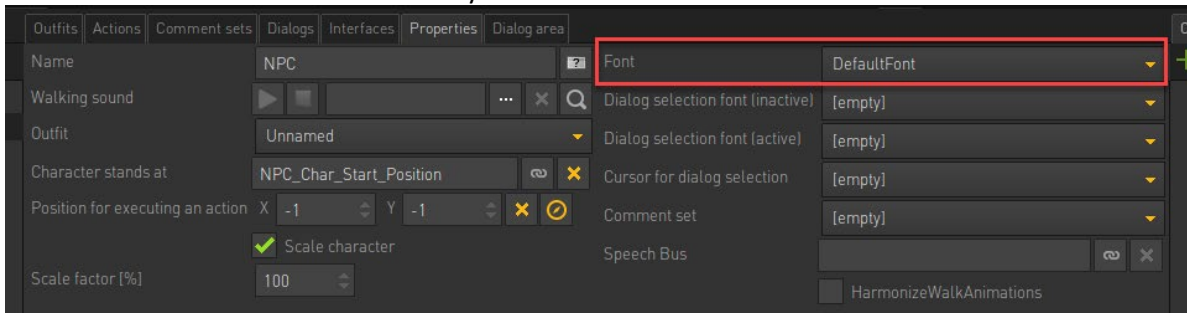


The value we choose here is actual a created object in our scene and it will use the Position value (check below)

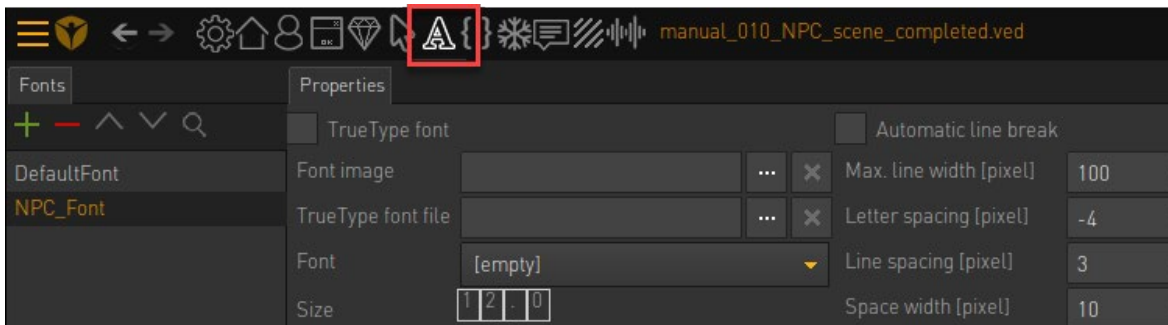
7. Choose your new object as the CHARACTER STANDS AT. When the scene loads your character will be placed there in the scene.



8. Also choose a FONT that will be used by this character when he talks



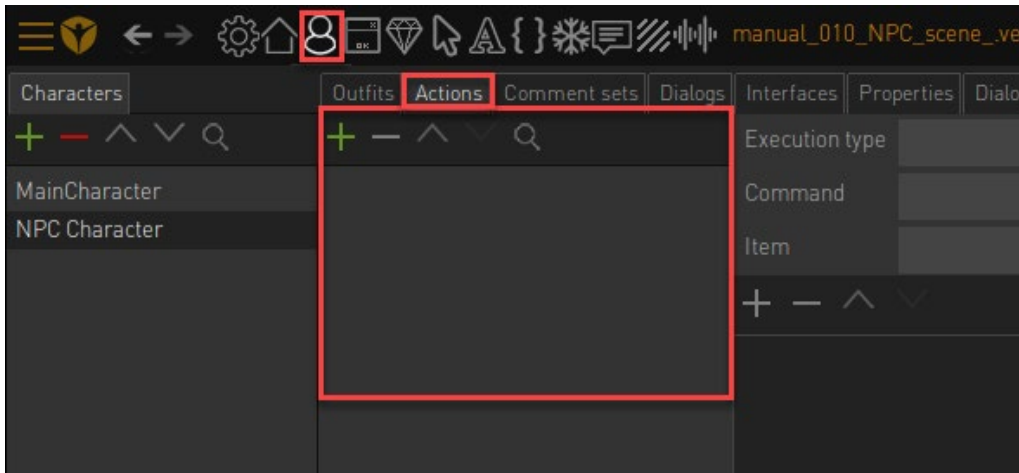
Note!! You can create a different coloured FONT in the FONT area and then allocate that to your NPC. With this you can have your characters use a different coloured font.



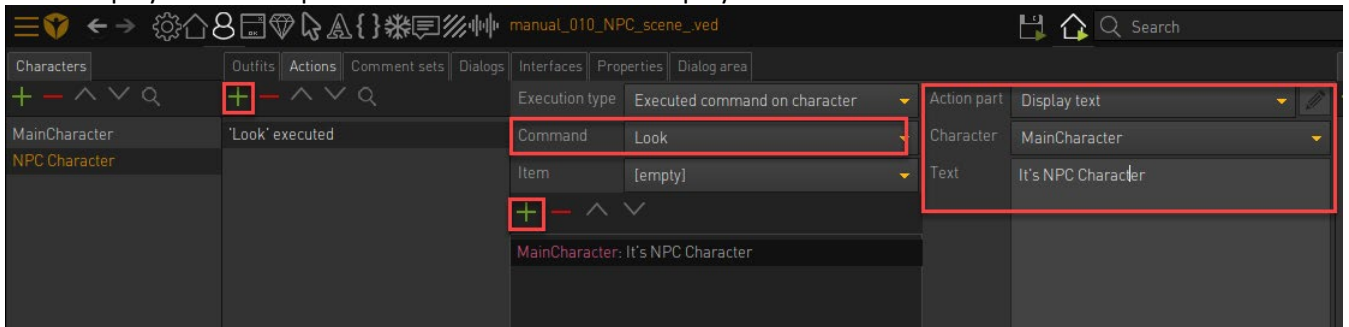
Setting up interaction on NPC

We will now setup an interaction with our NPC. This will be a simple DISPLAY TEXT when you activate the LOOK icon on him.

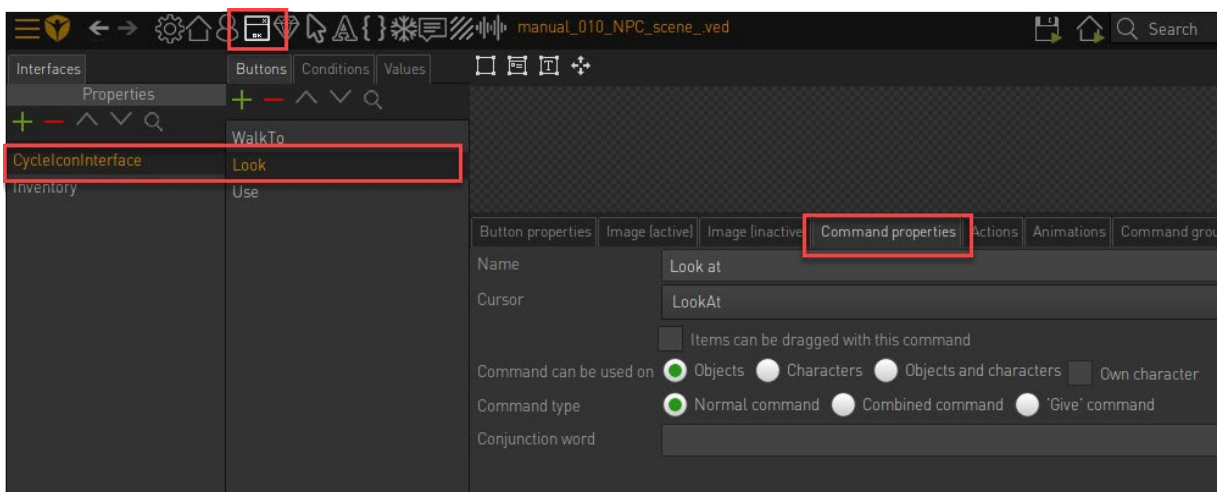
1. All interactions with NPC's are setup under the NPC character in the character area.



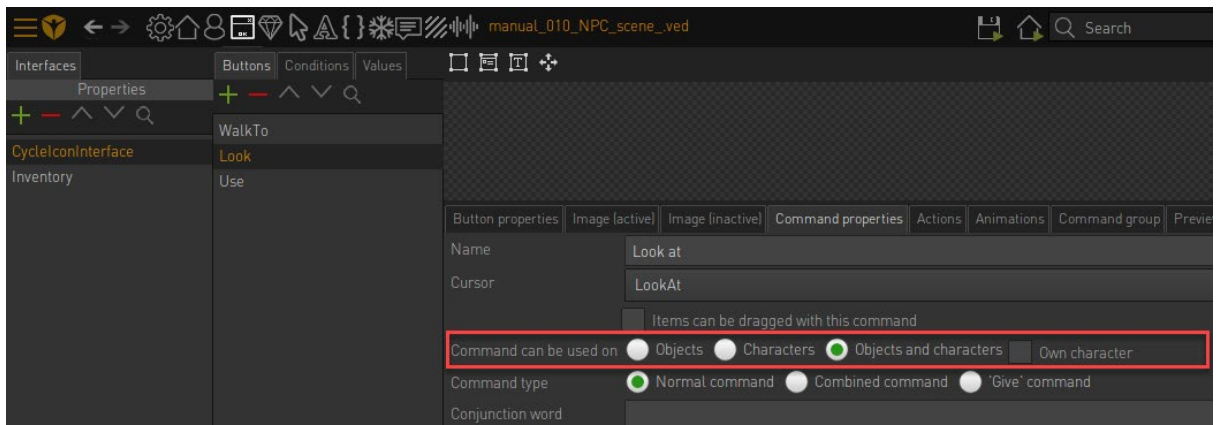
2. Here I will ensure my NPC Character is selected. I will then add a new action by clicking the plus icon. I will add a display text action part and enter the text to be displayed.



3. Now play your scene and notice that my icons do not register the NPC character? Why is this? We need to make sure that our commands are setup to also interact with NPC's.
4. To check this do the following;
 - a. Go to Interfaces
 - b. Click on the CycleIconInterface
 - c. Choose your LOOK command
 - d. Click on the COMMAND PROPERTIES page.



- e. Ensure the COMMAND CAN BE USED ON is set to OBJECTS AND CHARACTERS.



5. Now play your scene and you should be able to use the LOOK command on your NPC.