

Visionaire Basics for beginners

Video 7.2 – Conditions #2

Introduction

In this section we will use our inventory key object on our door to open it.

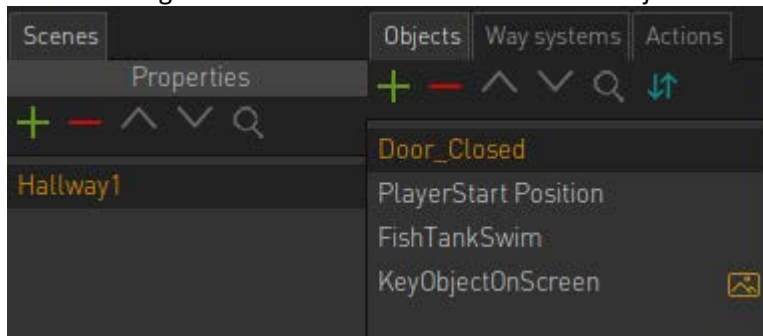
Important to note

In our scene our door object can be in one of two states, either the door is open OR the door is closed. It's very good practice to, if an object can exist in two states, to create two separate objects. One object for each state i.e. Door_Open object and a Door_Closed object

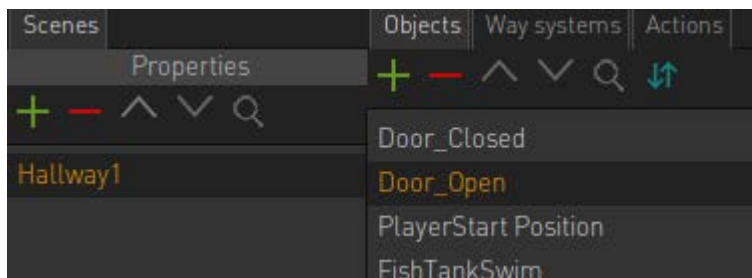
Creating our open door action

Let's create our open door action

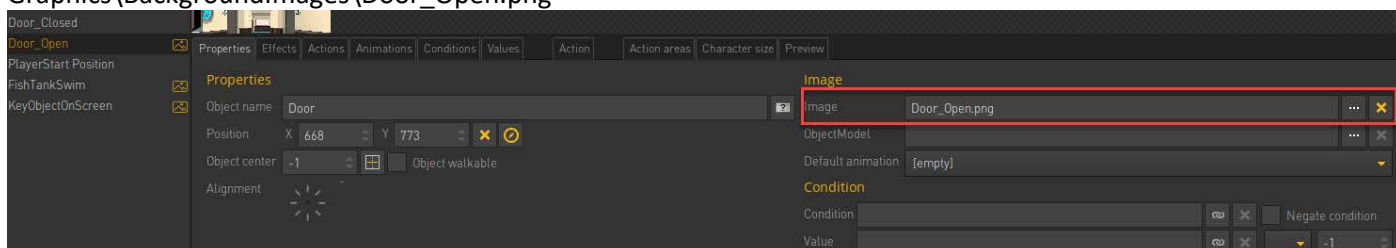
1. The first thing to do is to rename our current Door object to Door_Closed as this is its default state



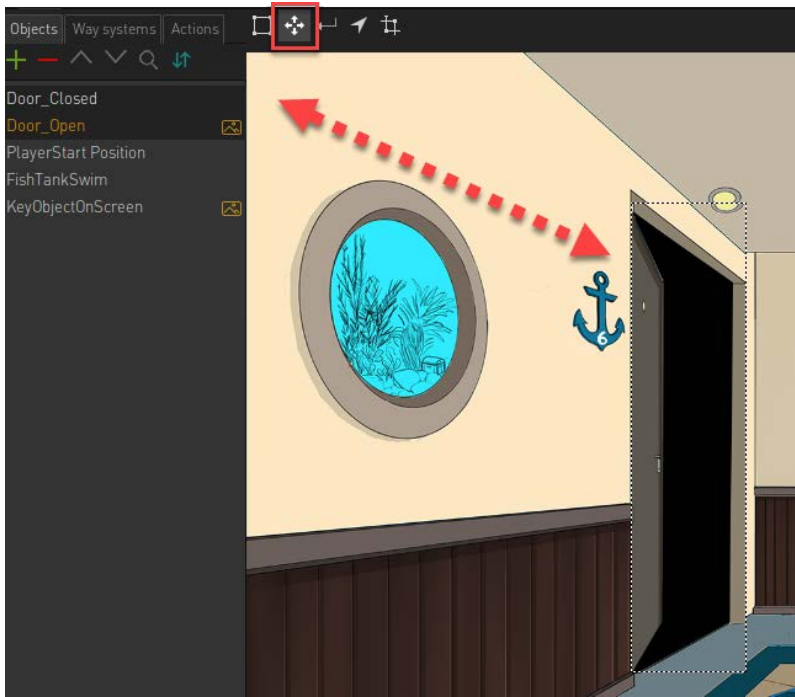
2. To create the Door_Open object, duplicate the Door_Closed object and rename it. A quick way to duplicate an object is to select it and press F4. Once copied this will ensure that you do not need to set the object area or any other parameters.



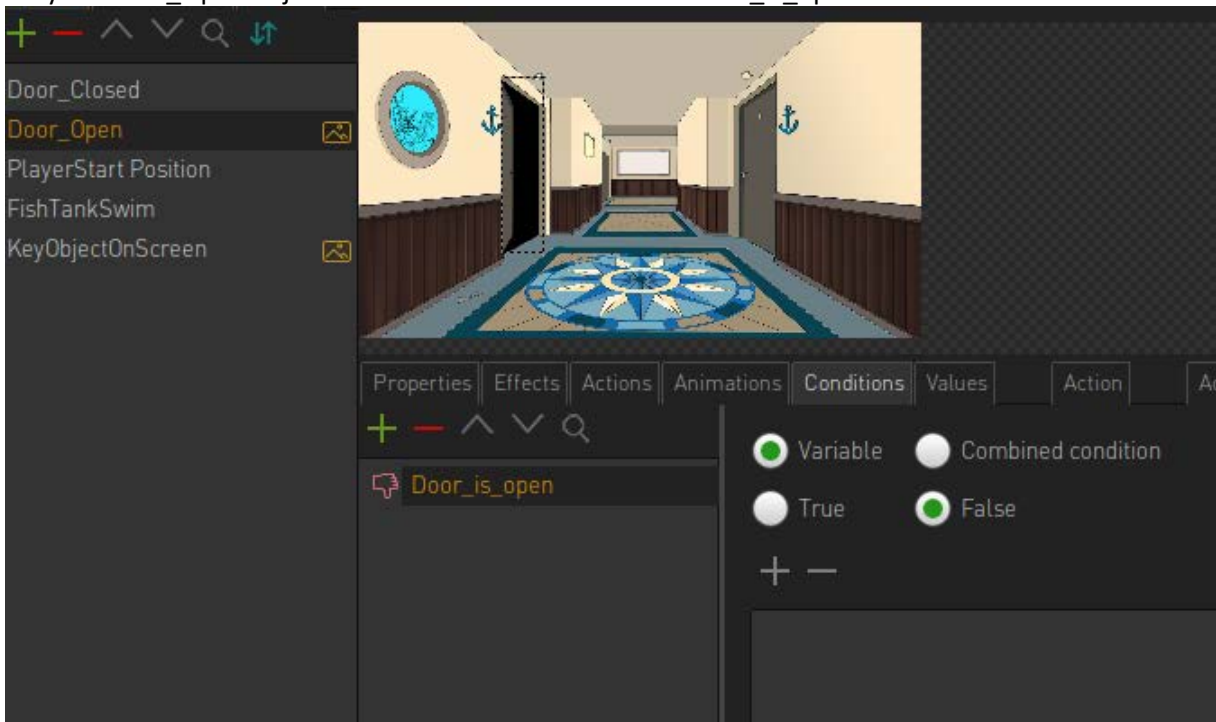
3. You now need to add the graphic for when the door is open. Ensure to select Door_Open and add in the image we already provided for this. This can be found in the exercise files under Graphics\BackgroundImages\Door_Open.png



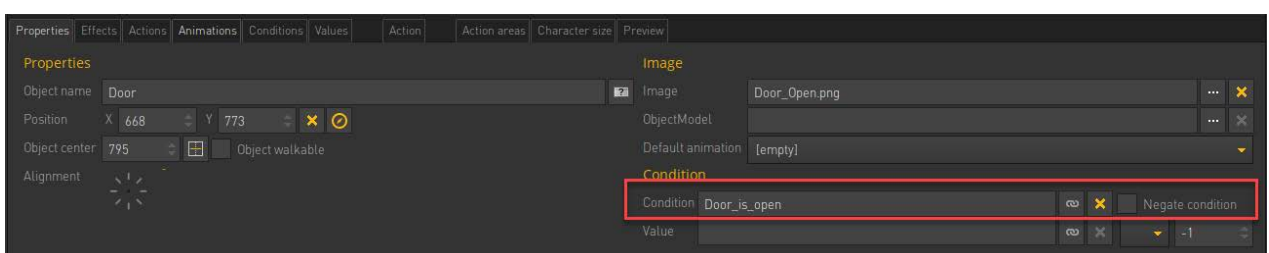
4. This will then have appeared onscreen. Move the graphic over your door object using the 'MOVE' tool. Remember to use the zoom tools / preview page if you need to place items quite accurately.



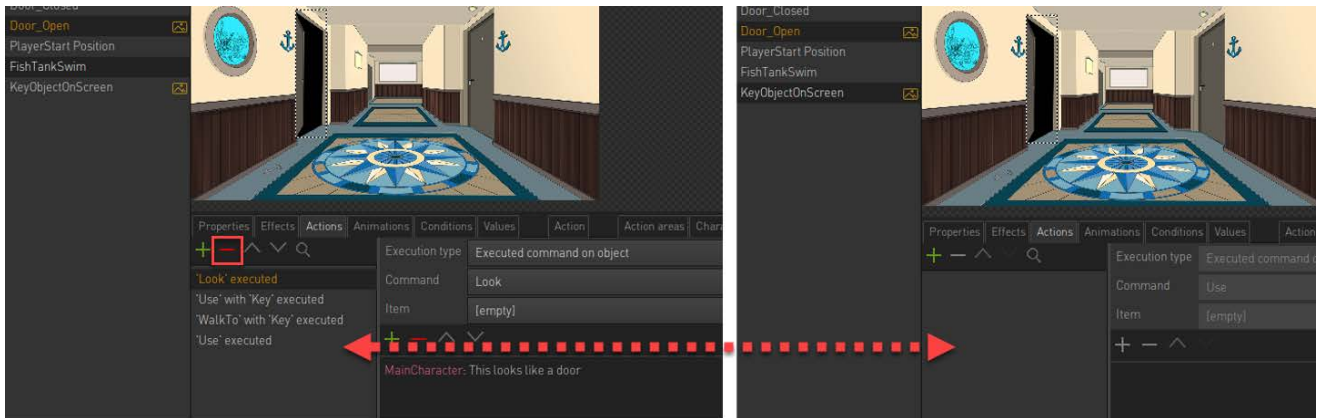
5. When we play our scene we can see the door open graphic is showing. We do not want this, we only want the door to be open when we use the key on the door. So let's create a new condition to keep track of this.
6. On your Door_Open object create a new condition called Door_is_open and ensure this is set to False.



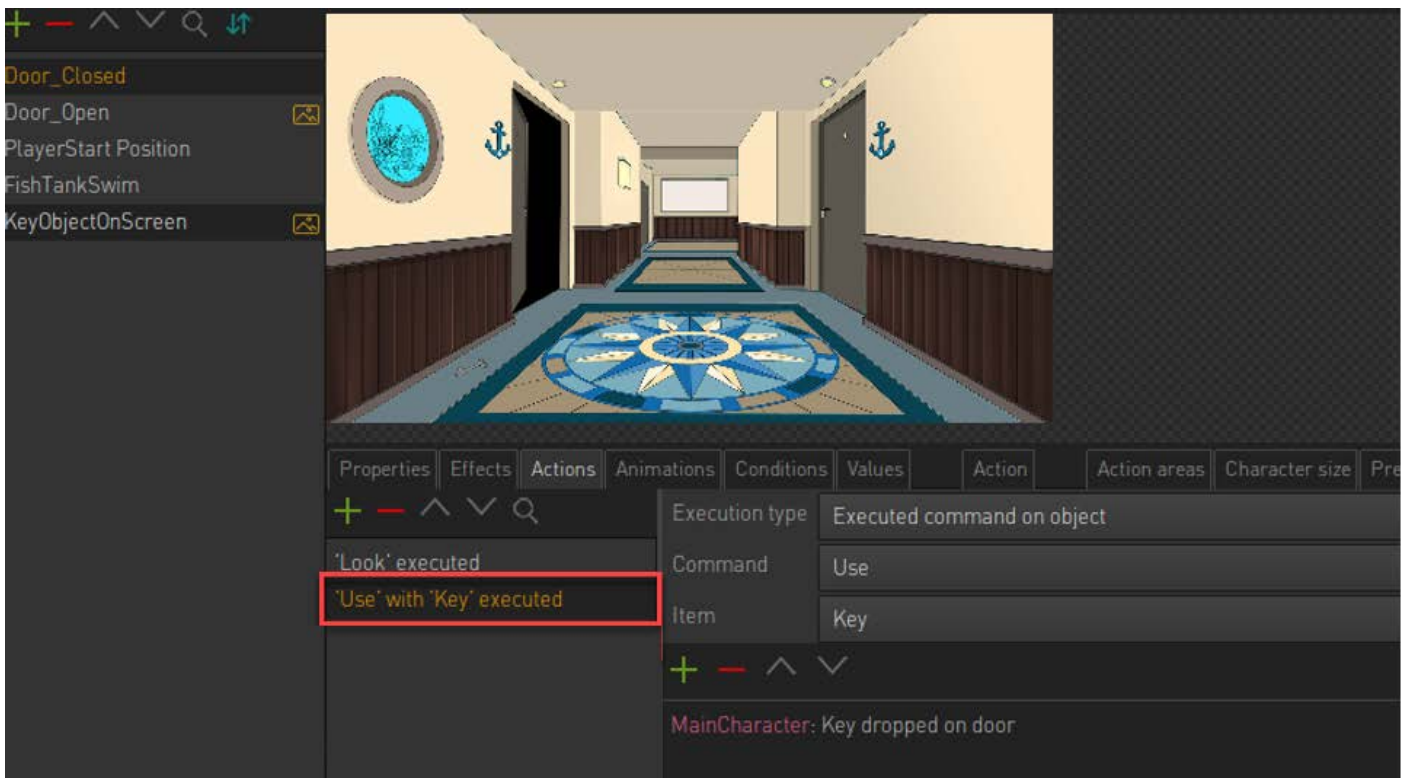
7. Now set this as the evaluating condition to determine if the Door_Open object should be active or not. Note there is no reason to tick 'NEGATE CONDITION' because the FALSE value should evaluate to False.



- On this object also ensure to remove all actions that were copied from the Door_Closed object. Use the minus icon to remove these.



- Now we need to set that this condition should change when I use my key inventory item on Door_Closed.
- Choose your Door_Closed object and go to the Actions page. Note that we already have a 'USE' action when using the key inventory item on the door.



- It would make sense that we change our condition Door_is_Open at this point i.e. when the key is used on the door.
- Add a new action part called CHANGE CONDITION. Choose the Door_is_open condition and set the new value to be True.

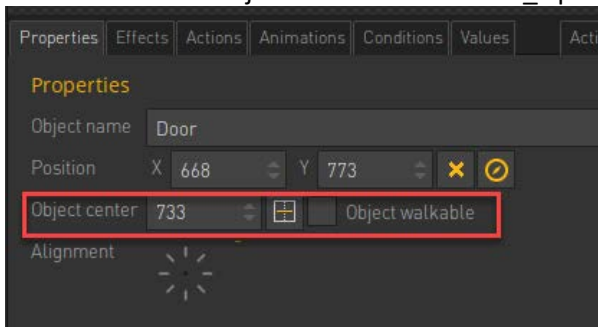


- Play your scene, pick up the key and use it on the door. The door will then be opened.

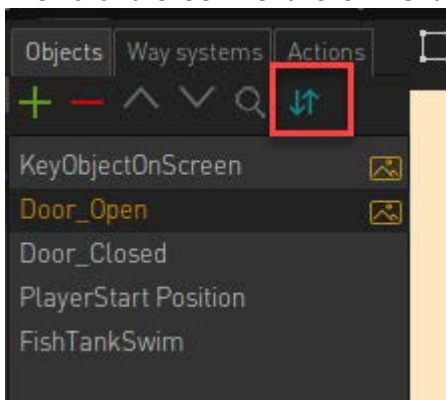
14. Note we have a new issue where the draw order is not quite right.



15. To fix this set the object center on the Door_Open object.

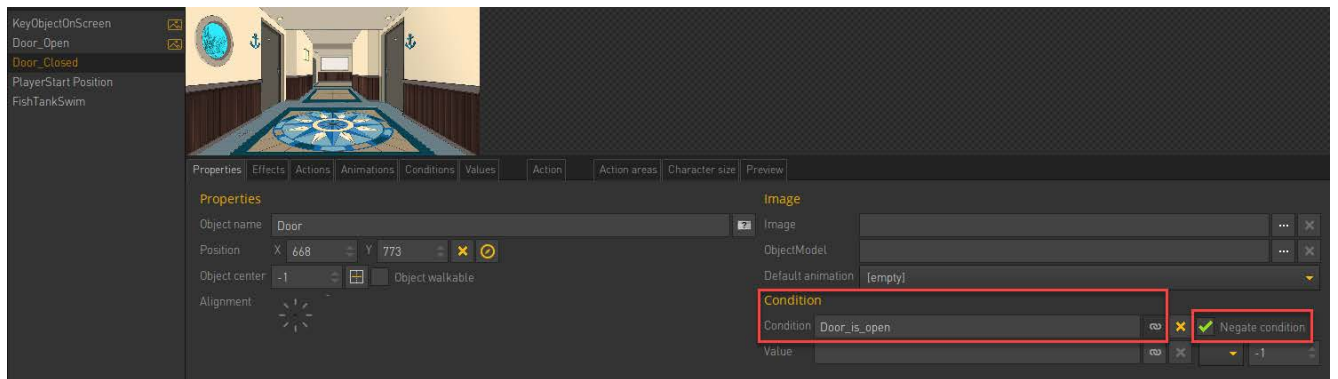


16. Then click the 'SORT OBJECTS BY OBJECT CENTRE' button



17. Now play your scene again and repeat all the steps. Now everything is drawn in the correct order

18. There is one more thing that we need to do. When the Door_Open object is active then obviously the Door_Closed object should not be. Right now both objects are active when the key is used. To disable the Door_Closed object when the key is dropped on the door, simply add a the Door_is_open condition to it's conditional field. Also ensure to tick NEGATE CONDITION.



This will ensure that we do not have any unforeseen issues going forward