Visionaire Basics for beginners

Video 6 – Combined Commands

Introduction

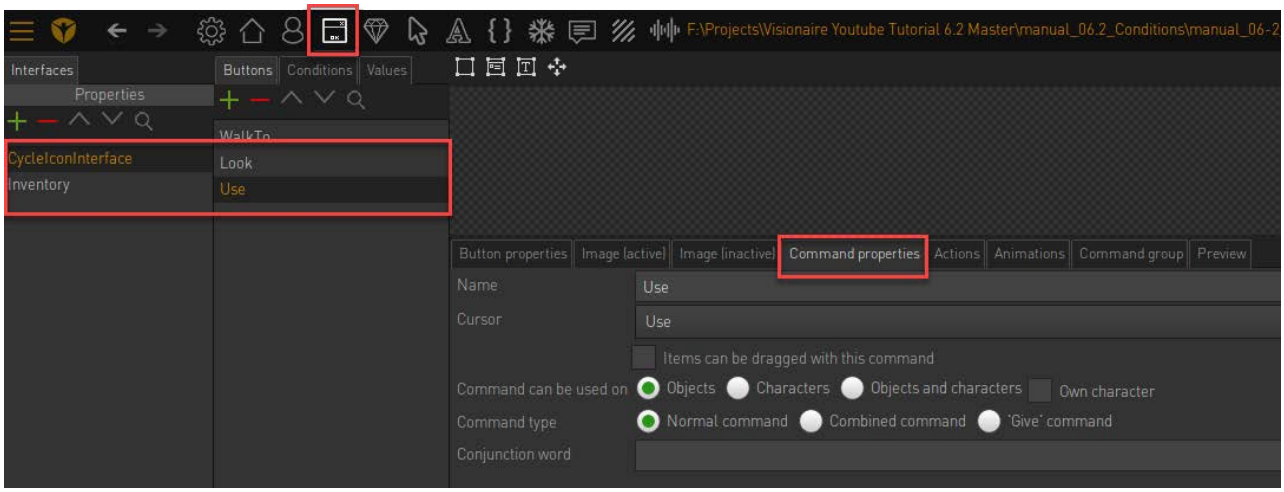
In this section we will look at combined commands.

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.



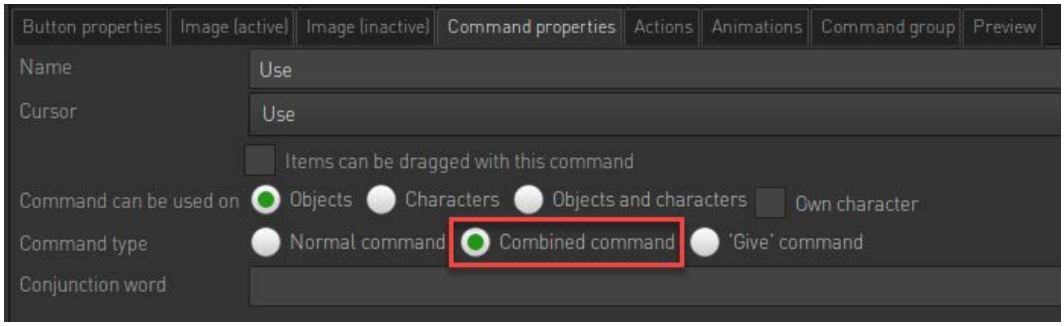
2. Under the Command Type we have several options.

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

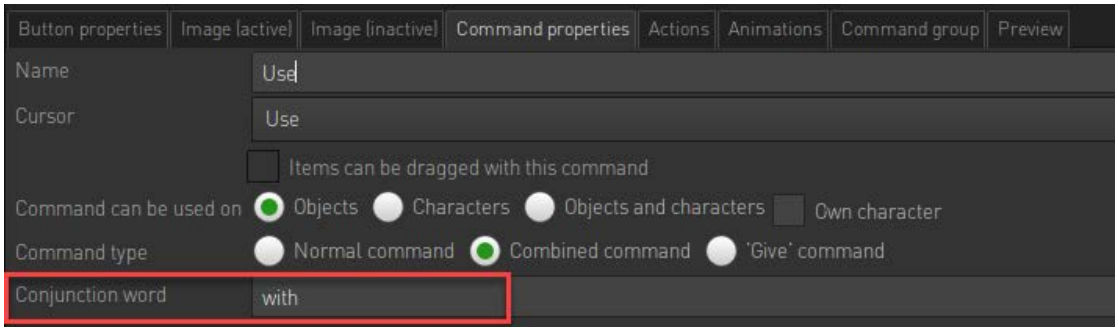
    b. Combined command
    With this command you can execute an action on a scene object or an inventory item, as well as combine an item with a scene object or another item.

    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



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

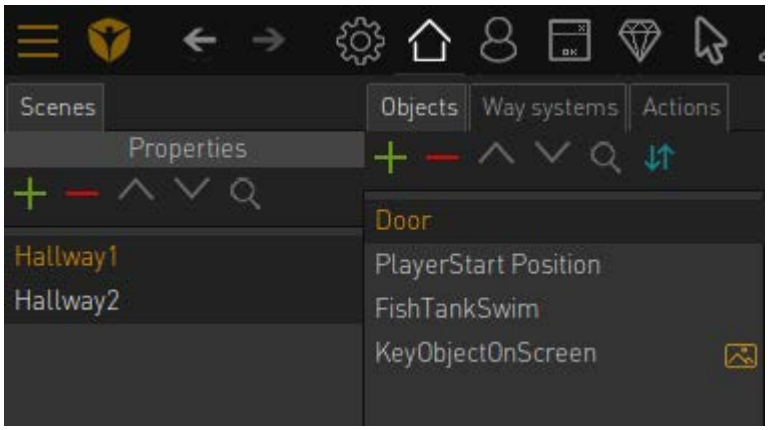


This will then give us our command with a conjunction word. So when selected we will see text ‘Use key with door’

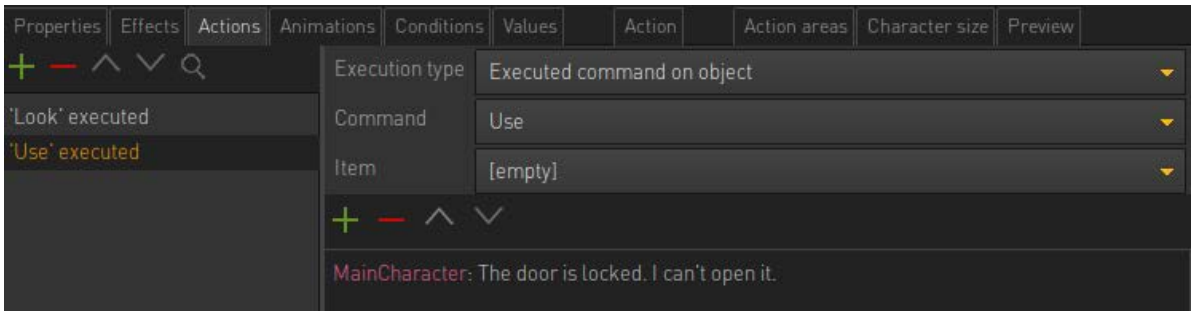
Setting up interaction

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.

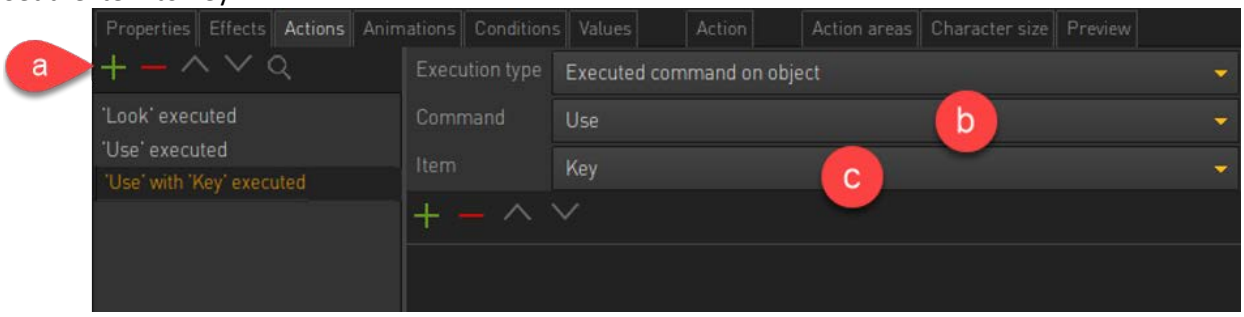


2. Go to the Actions page of your Door object. Note that we already have a USE action.

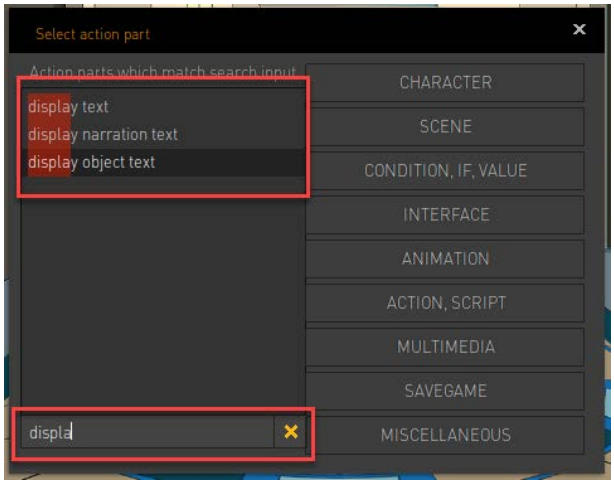


3. We will now add a new action

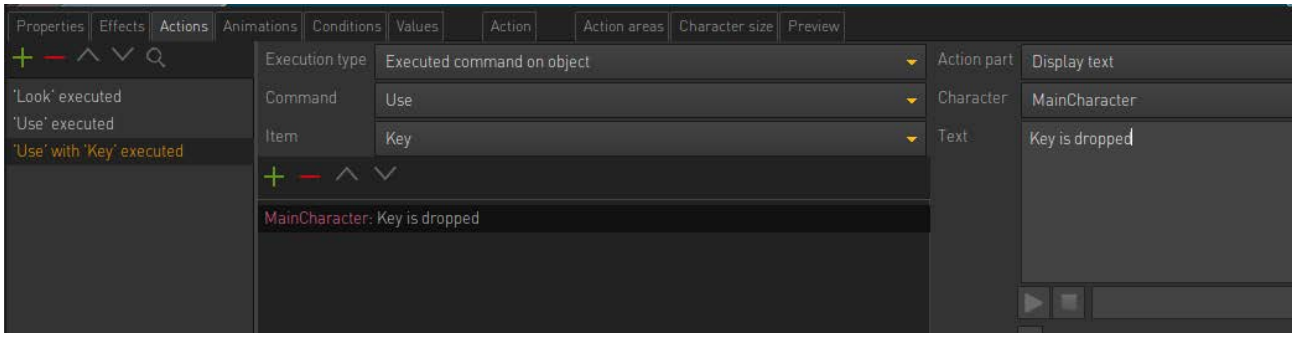
    a. Add another action using the green plus icon
    b. Set the Command to USE
    c. Set the item to Key



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



5. In the Display text value add the text ‘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.

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Key dropped on door