

Visionaire Basics for beginners

Video 5 – Inventory Setup

Introduction

In this section we will discuss setting up an inventory as well as adding an inventory object into our scene.

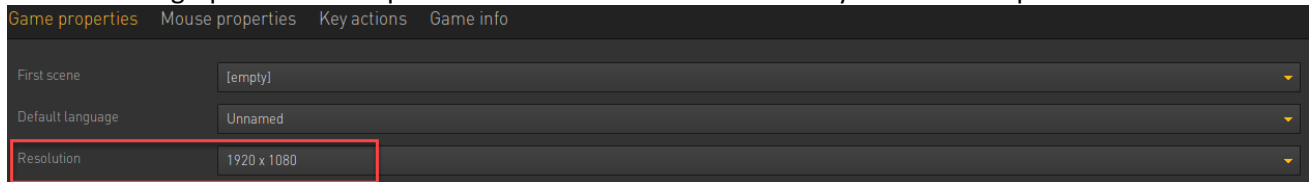
Adding the inventory interface

In this section we will add our inventory interface to our scene. This interface will be displayed at the bottom of our screen and will be displayed constantly.

Create the interface graphic

Some points to note;

- The inventory interface needs to be created as a separate graphic
- The interface graphic needs to span the width of the resolution set in your Game Properties area



So if the width is 1920px then your interface graphic will be the following;

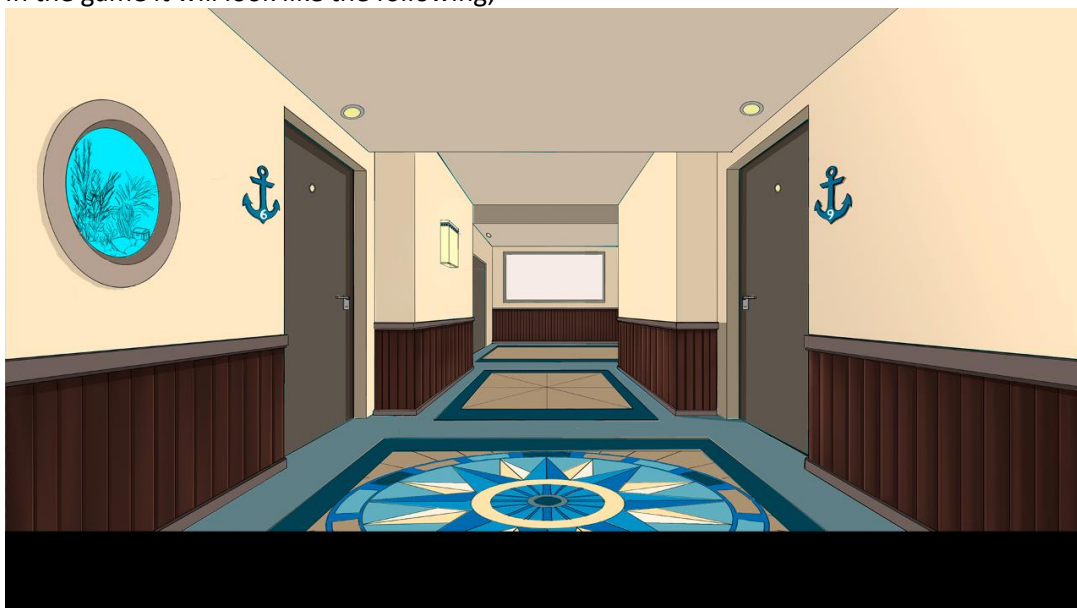
Width 1920 px

Height 150 px (as an example)

Below an example of how it looks in our external paint program.



In the game it will look like the following;



- You need to create the slots where the inventory items will appear. This can be done in any way and for our example we will create small blocks evenly spaced. It's important that these blocks are equally spaced. We will also leave some area for up and down arrows.

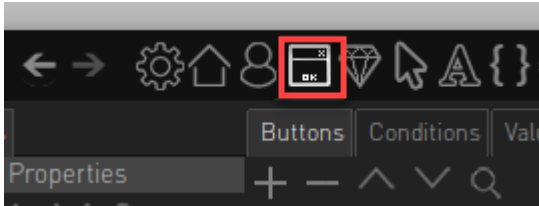


Your interface graphic is now completed and ready to be used in our game.

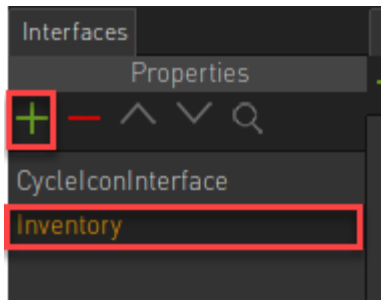
Create the interface in our game

To create your interfaces, do the following;

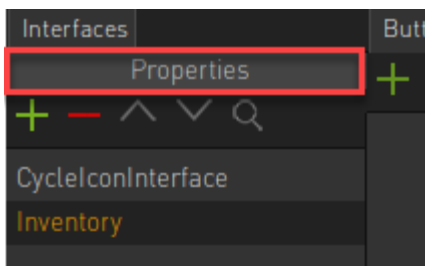
1. Access the Interfaces area



2. Create a new interface item and call it 'Inventory'

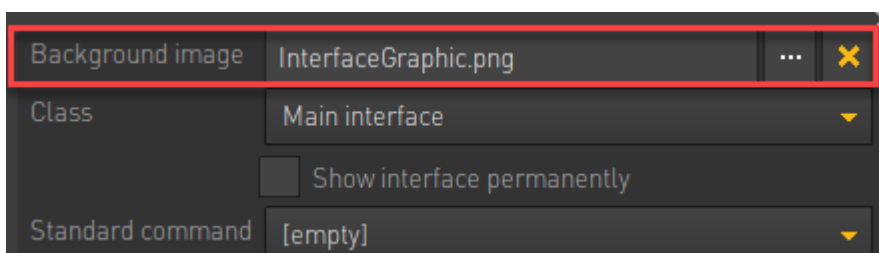


3. We now need to allocate the background graphic for the inventory. To do this click on the properties button while your interface is selected

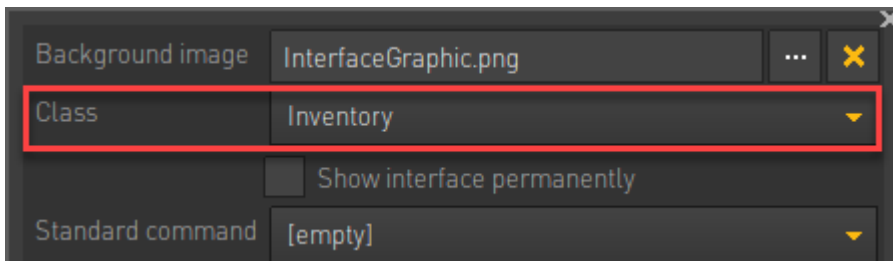


4. In the new window that appears do the following;

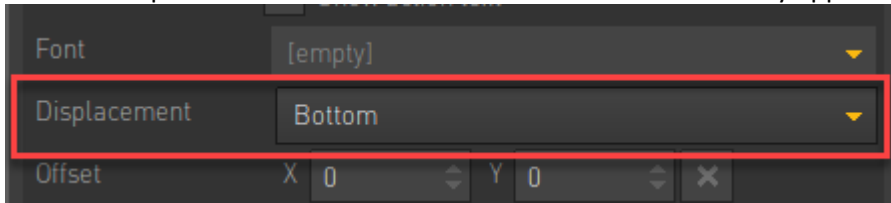
- a. Allocate your interface graphic in the Background image slot



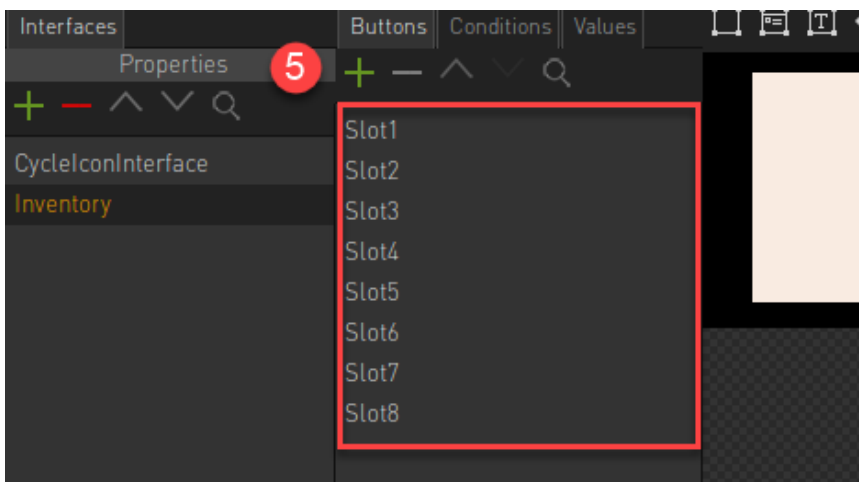
- b. Set the class value to Inventory. The class is a classification of your interfaces and classification is used in action parts to reference interfaces.



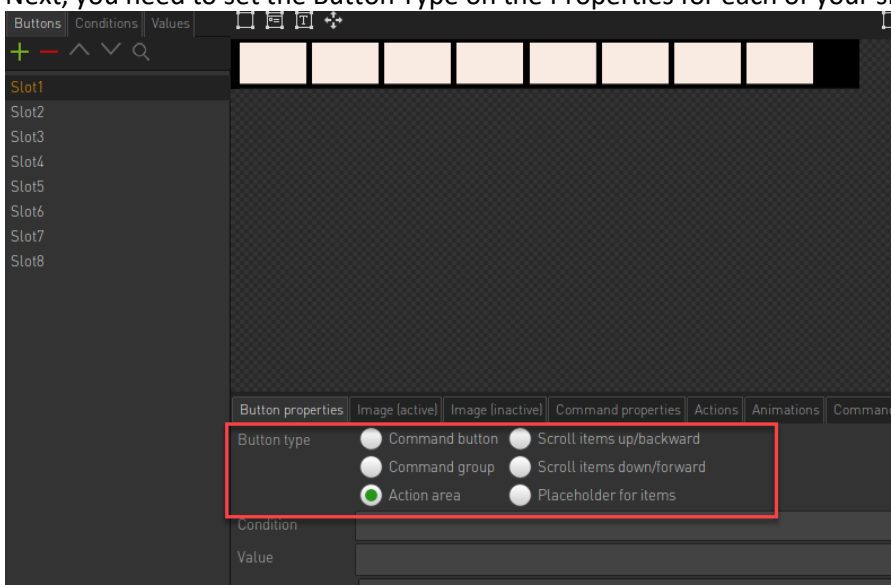
- c. Note the displacement value. This will define where the inventory appears on screen.



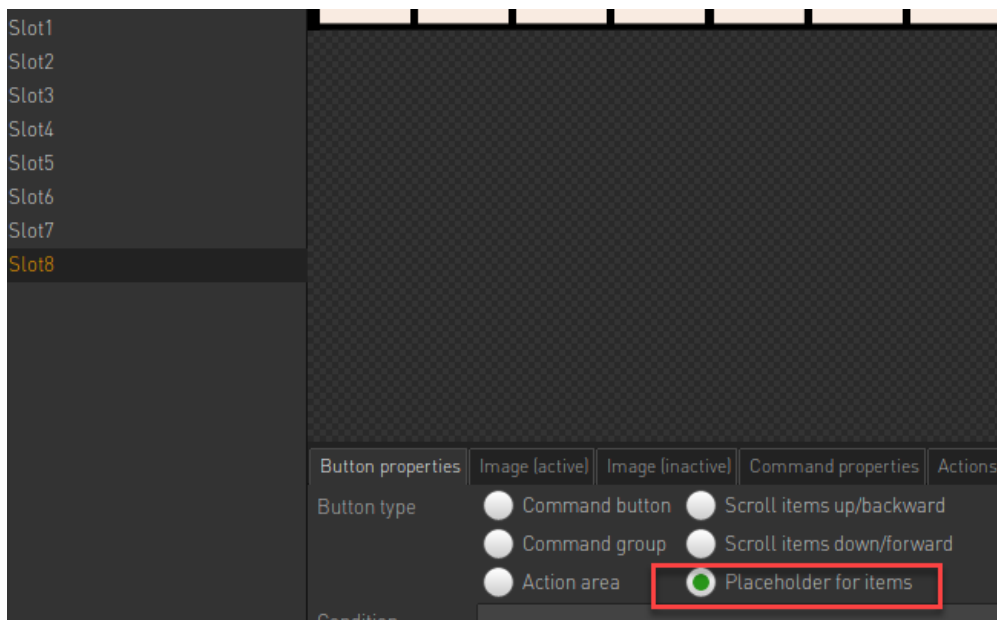
5. We now need to create the individual slots / buttons that will house our inventory object. You do this under the button area by using the small green plus icon. Add the amount of slots you will use in your inventory and name them appropriately i.e. 'Slot 1', 'Slot 2' etc.



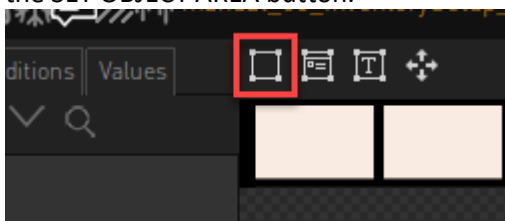
6. Next, you need to set the Button Type on the Properties for each of your slot items.



Ensure to set each of your Slot buttons to the type PLACEHOLDER FOR ITEMS. **Note!** This needs to be done for each individual Slot button i.e. 'Slot1', 'Slot2' etc.



7. The next step is to define the area that each slot will take up in our inventory graphic. We do this by using the SET OBJECT AREA button.



8. The process is as follows;
- a. Select the Slot button
 - b. Choose the SET OBJECT AREA tool
 - c. Your mouse cursor will now change into a small plus icon.
 - d. Click and drag the area where this interface slot will appear.



- e. Now choose the next slot (Slot 2 as an example) and repeat the process.
- f. Do this for all your slots.

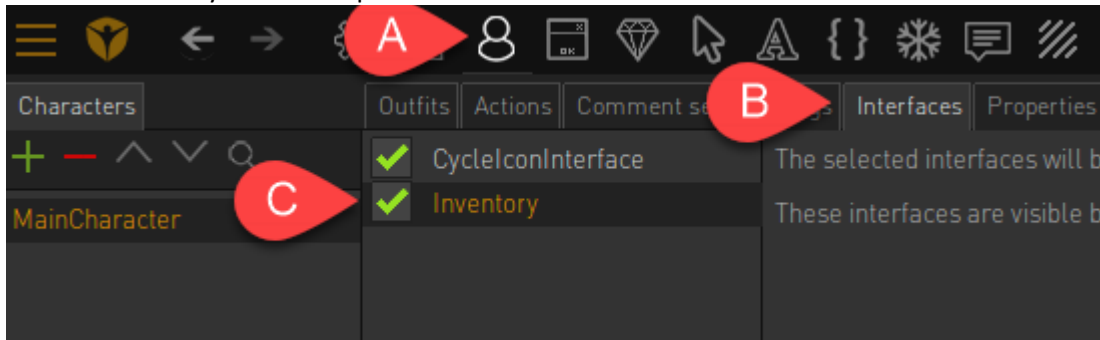
Note! A common mistake is to not select the correct slot button in the list when creating object areas. You need to ensure to select the individual slot buttons before dragging out the object area. If you do not you'll simply end up with several object areas on one slot button item.

9. To save time you can create ONLY the first item slot, then draw the slot polygon and set the commands as "Item placeholder". You can at that point copy the object to a second slot and reposition the rectangle as needed. This is a speedier way of working.

Take note that you can move the polygon by moving the cursor to the center of the polygon and then hold down CTRL/CMD. You should then be able to drag the whole polygon around by left clicking and dragging.

You can also tap the left mouse button to select the whole polygon and then use the arrow keys on your keyboard to nudge/move the polygon around.

10. Now you need to assign the inventory interface to your character
 - a. Click on the Character area screen
 - b. Click on Interfaces
 - c. Tick the Inventory Interface option



11. Now play your scene and note that the bottom area now has your interface object displayed.

Shortcuts to create / duplicate items

As we've just dealt with creating / duplicating entries, below I've listed some handy shortcuts for you to take note of.

- You can press F4 to duplicate the currently selected object/button.
- You can press F3 to create a new object/button.
- You can hold down ctrl/cmd + c to copy the currently selected object/button
- You can hold down ctrl/cmd + v to paste the currently selected object/button

Adding an inventory object into your scene

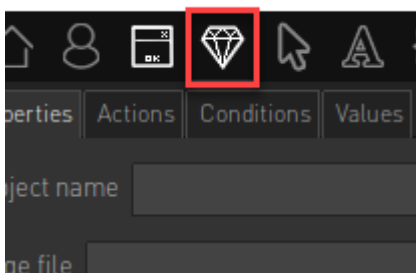
Let's now add an inventory object into your scene. This will then be the object that you pick up and that gets added to your inventory.

There are two steps involved in this process.

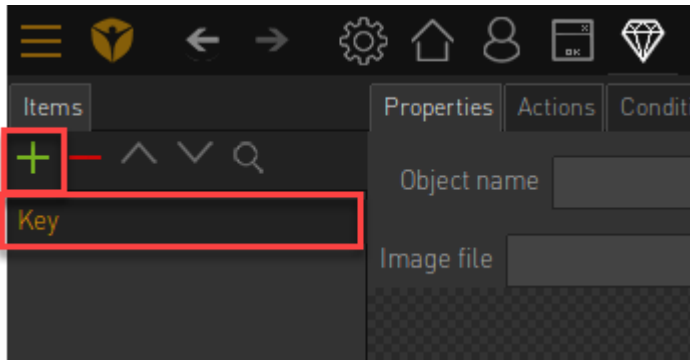
1. The first is to create the object in the INVENTORY screen area.
2. To create another object in your scene that will represent this inventory item in the game world.

The first step to follow is to create an inventory object in the Inventory screen area;

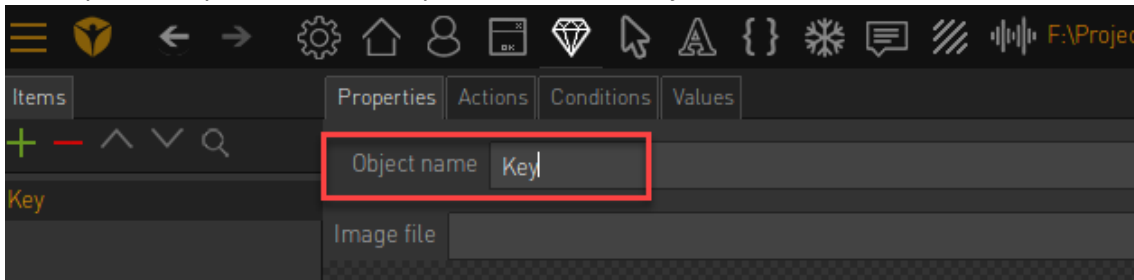
1. Click on the Inventory icon to access the Inventory creation options



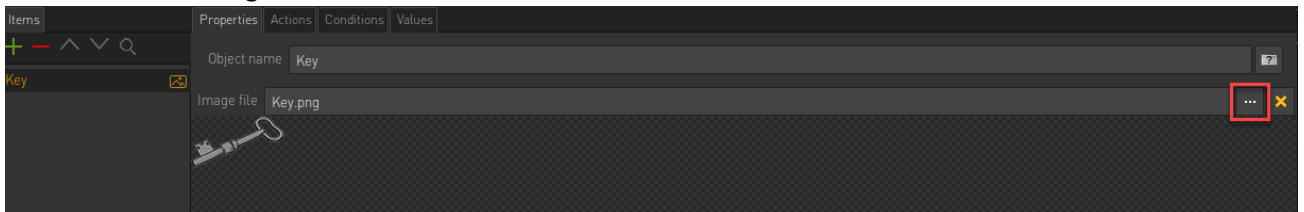
2. Add a new inventory object by clicking the green plus icon and call it something appropriate. In our case we will call this 'Key'



3. Select your newly created inventory item and add an object name in the OBJECT NAME field



4. Now load in the image in the area shown below.



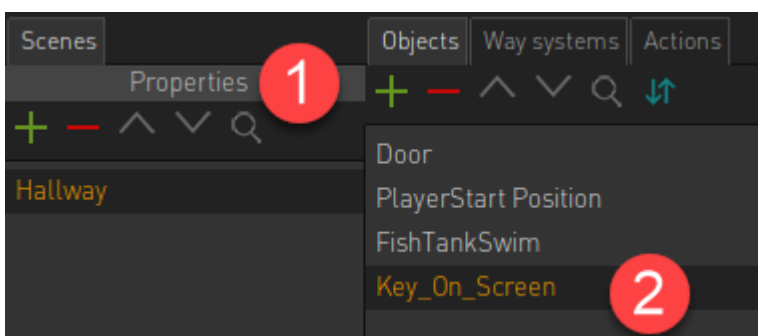
The first step is now done.

Creating an inventory object in your scene

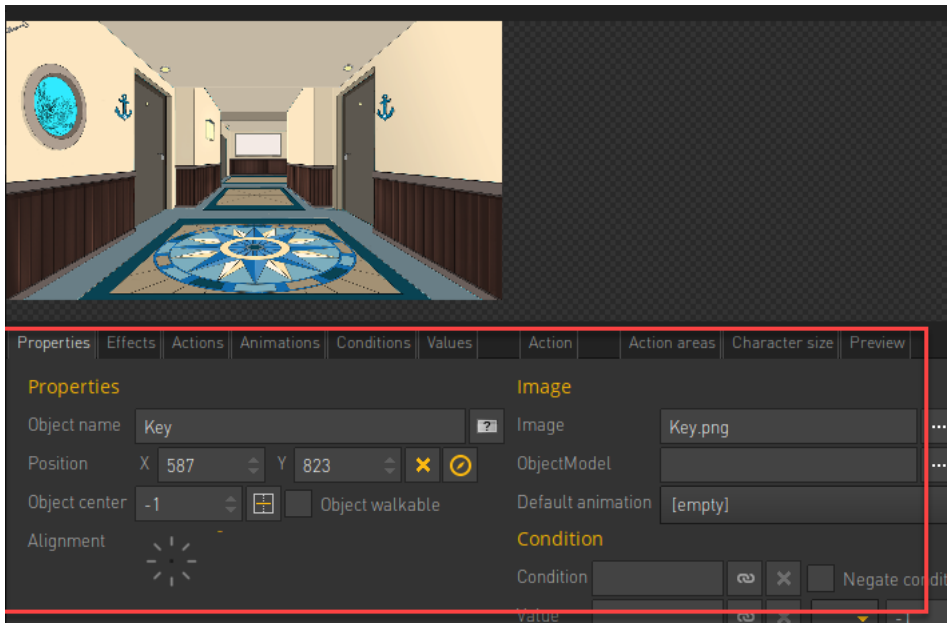
We now need to create the inventory object in the game world that will match the one we created in the Inventory screen area.

In our example scene we will add a 'Key' inventory object.

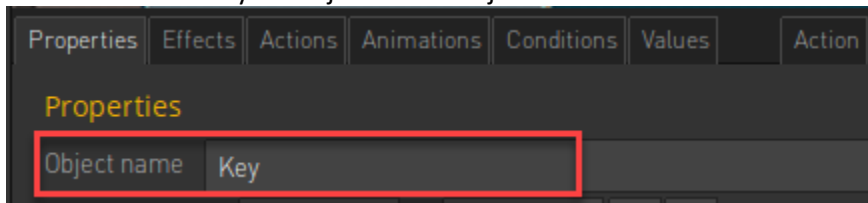
1. First step is to create a new scene object.
2. Call this something relevant like 'Key_On_Screen'



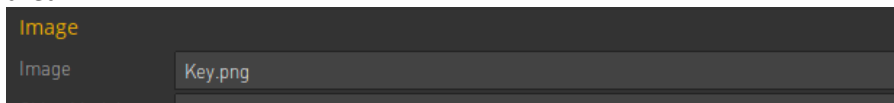
3. Now add in the necessary property values of the object.



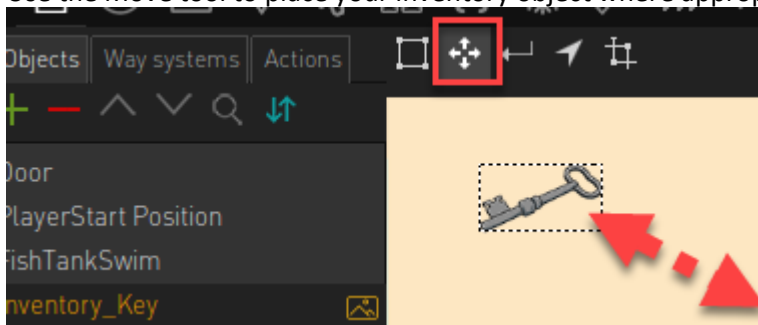
- a. Allocate a name to your object in the Object Name field



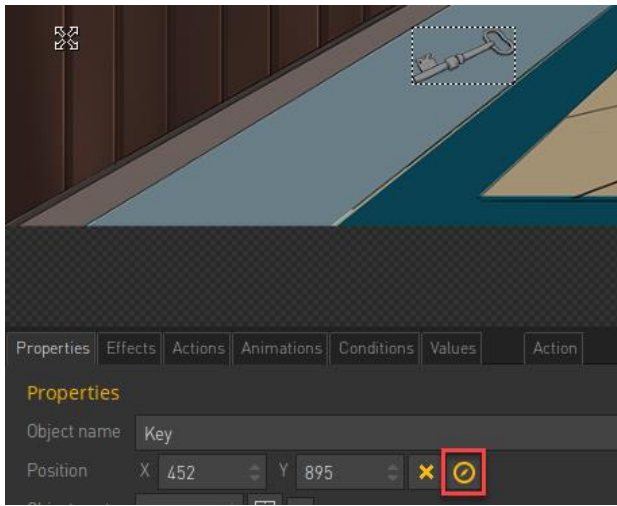
- b. Allocate an image in the Image field. This will load the image and it will then appear on your canvas area.



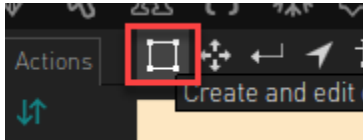
- c. Use the Move tool to place your inventory object where appropriate in the scene.



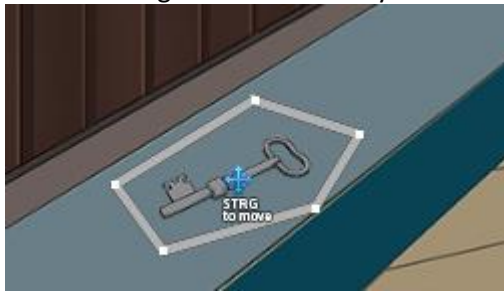
- d. Next set the position of the object. This will define where the character needs to walk to when you interact with this object.



- e. Next use the 'Create and Edit Object area' to create the hotspot area for your object.



Click and drag the area around your inventory object in the scene

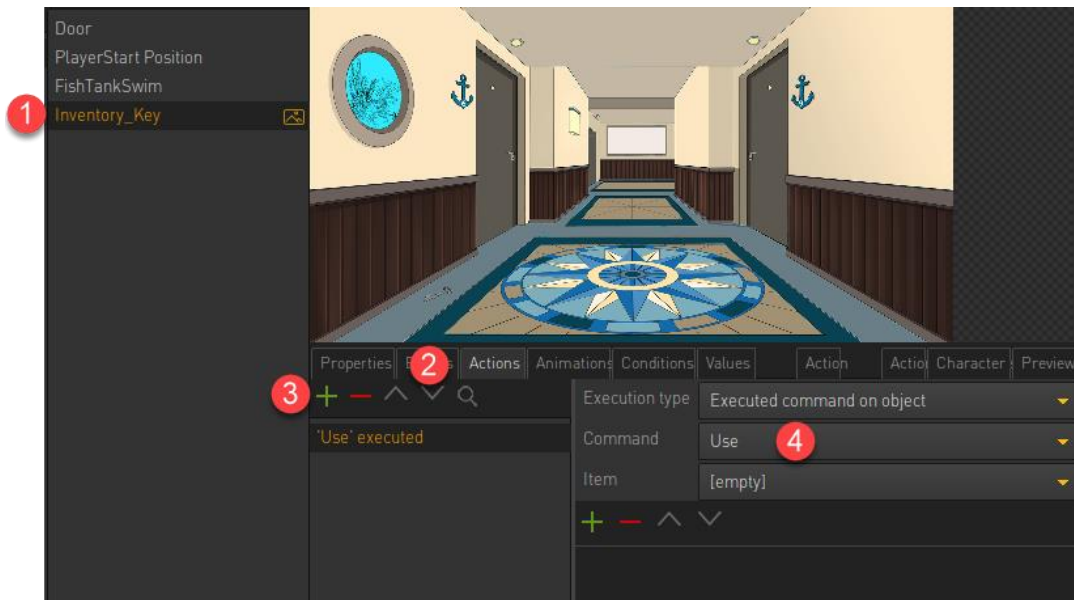


Adding an item to your inventory

In this section we will do the first part necessary to get an object from the game world into your inventory. To do this we will create an action to pickup the object and add it into your inventory. We will not yet deal with removing the item from the game world as this will be covered in the Conditions section later.

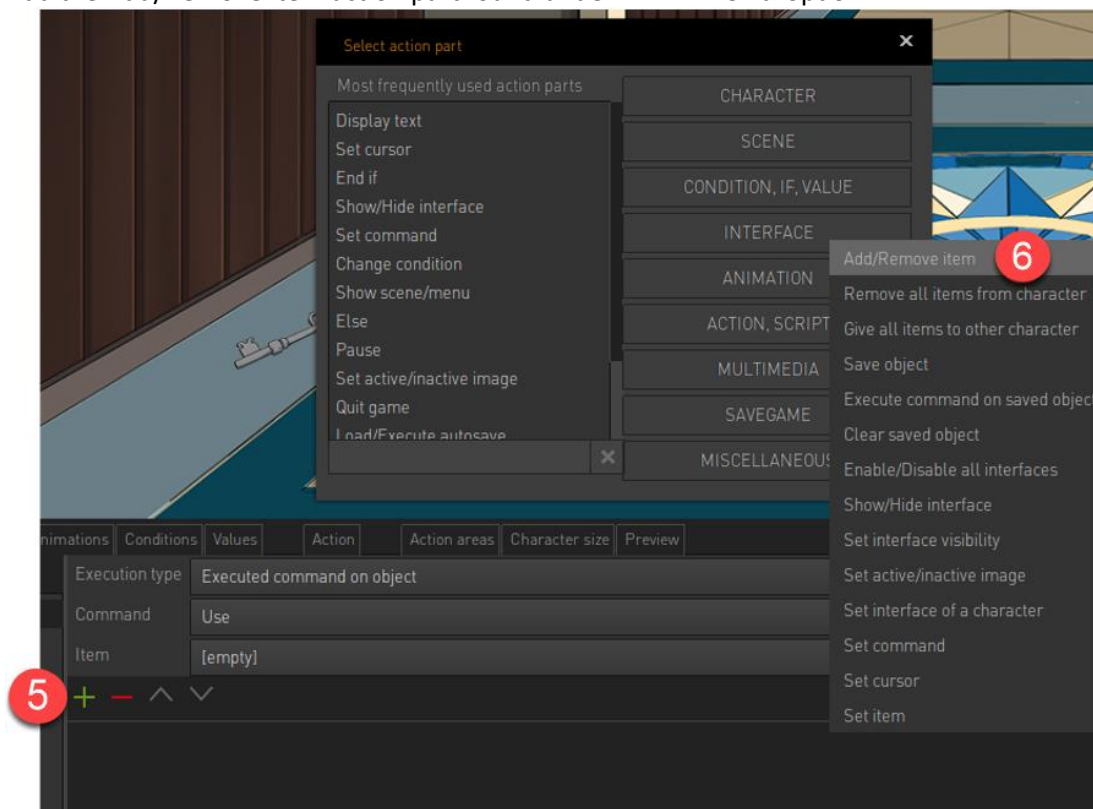
So to add the object to your inventory do the following;

1. Select your key object first in your scene
2. Click on the Actions page
3. Add a new action
4. Set the Command to 'USE'

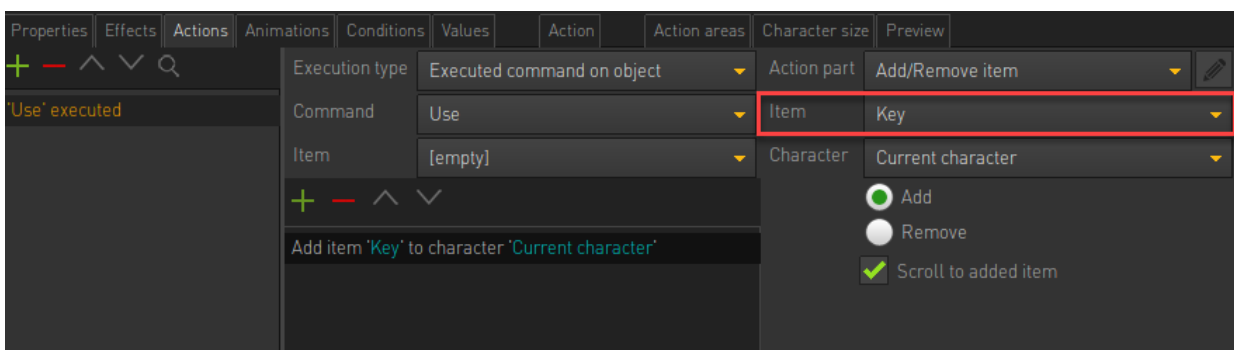


5. Add a new action part

6. Add the Add/Remove item action part found under INTERFACE dropdown



7. Now set the ITEM parameter to Key. This means that when a character executes the 'USE' command on this object, the key inventory object will be added to the characters inventory.



8. Play the scene and click USE on the key object. Note we still have a problem!

The key was added into our inventory with no issue BUT it still exists in the game world. We need to change this behaviour, and this is done through the use of conditions to be discussed next.