Visionaire Basics for beginners
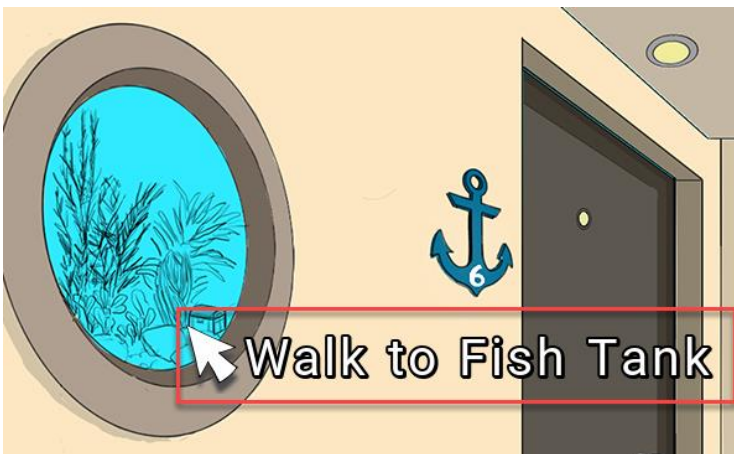
Video 3 – Fonts

Introduction

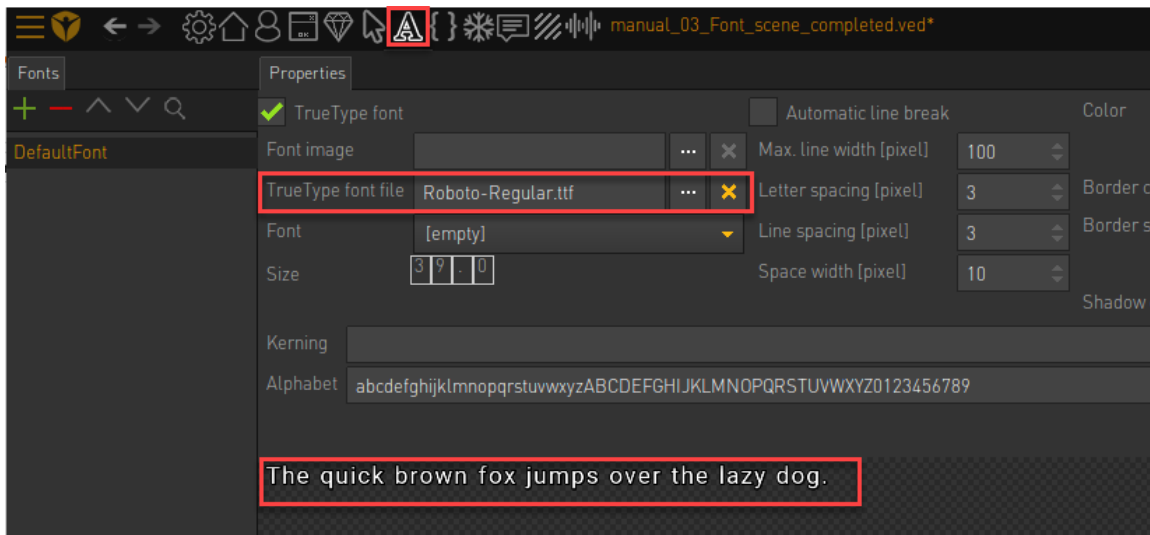In this section we will briefly discuss Font setup and placement.

Previewing area

It may be that you do not see text onscreen as per below example when you run your game. If this is the case then there are a few items you need to check.
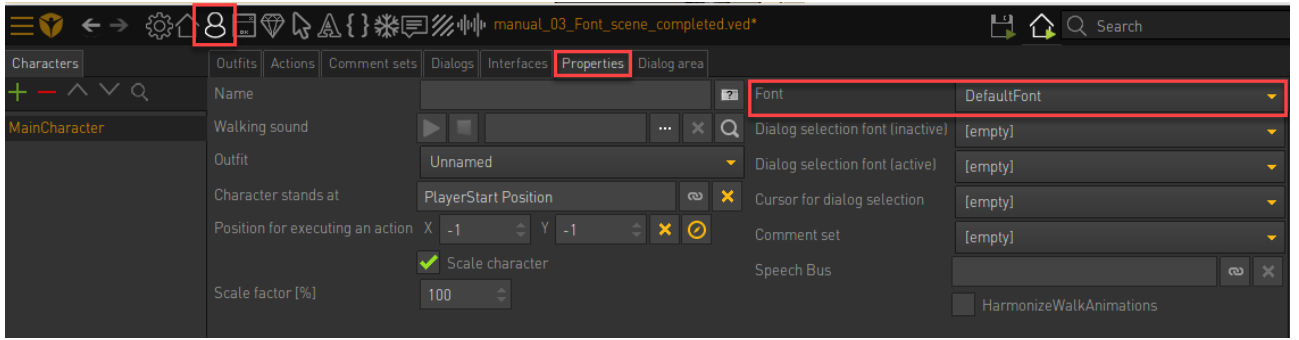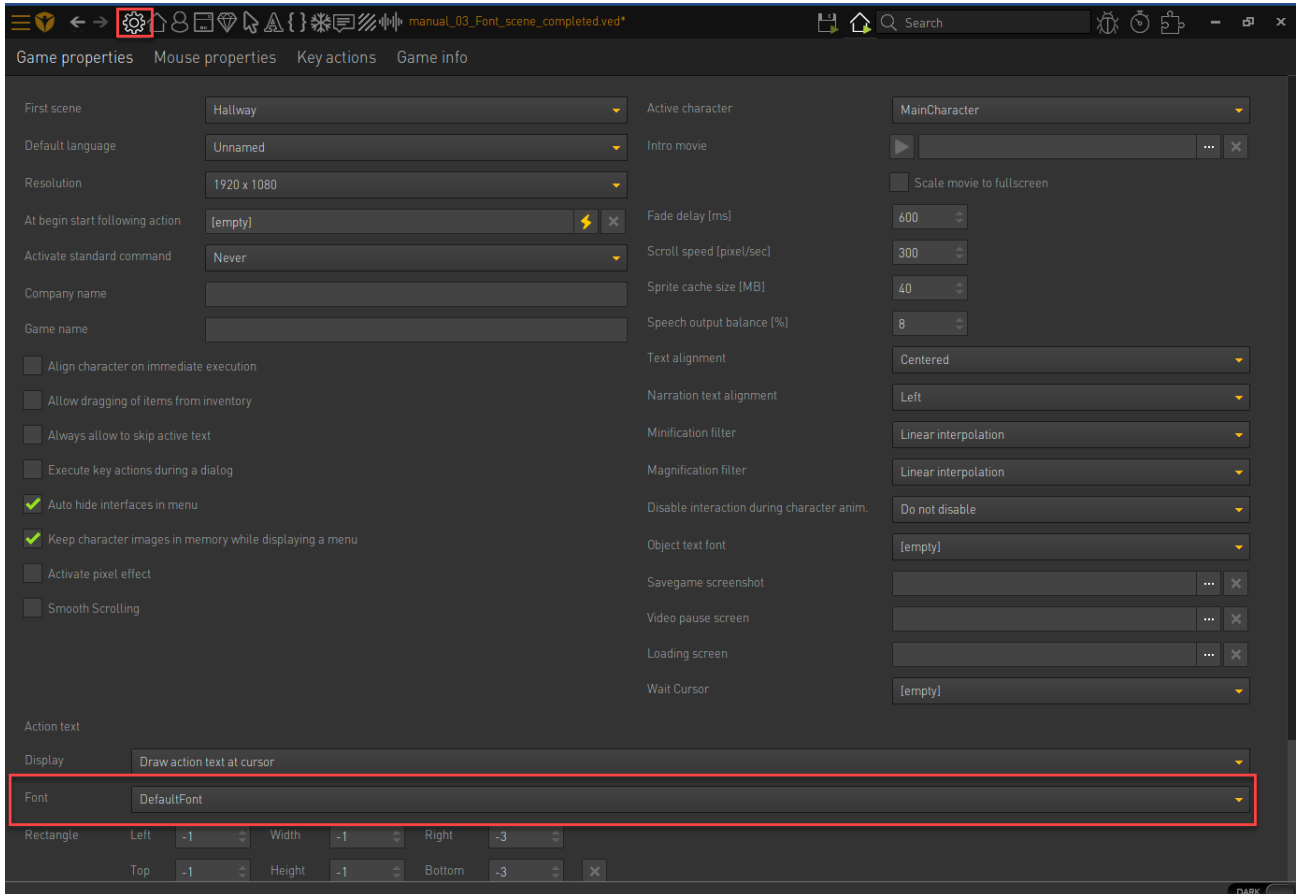

Items to check

1. Ensure that is font is assigned and loaded in the font area.

2. Ensure that your character has a font assigned.

3. Ensure that your Action Text Font is set under your GAME PROPERTIES area.

4. If this is set then the text should appear as expected.

Object names

Always ensure to set your object name for each object in your scene. If this is not done then no value will be displayed when your mouse moves over a hotspot.

1. Ensure to select your object in your scene

2. Enter the object name in the OBJECT NAME field.
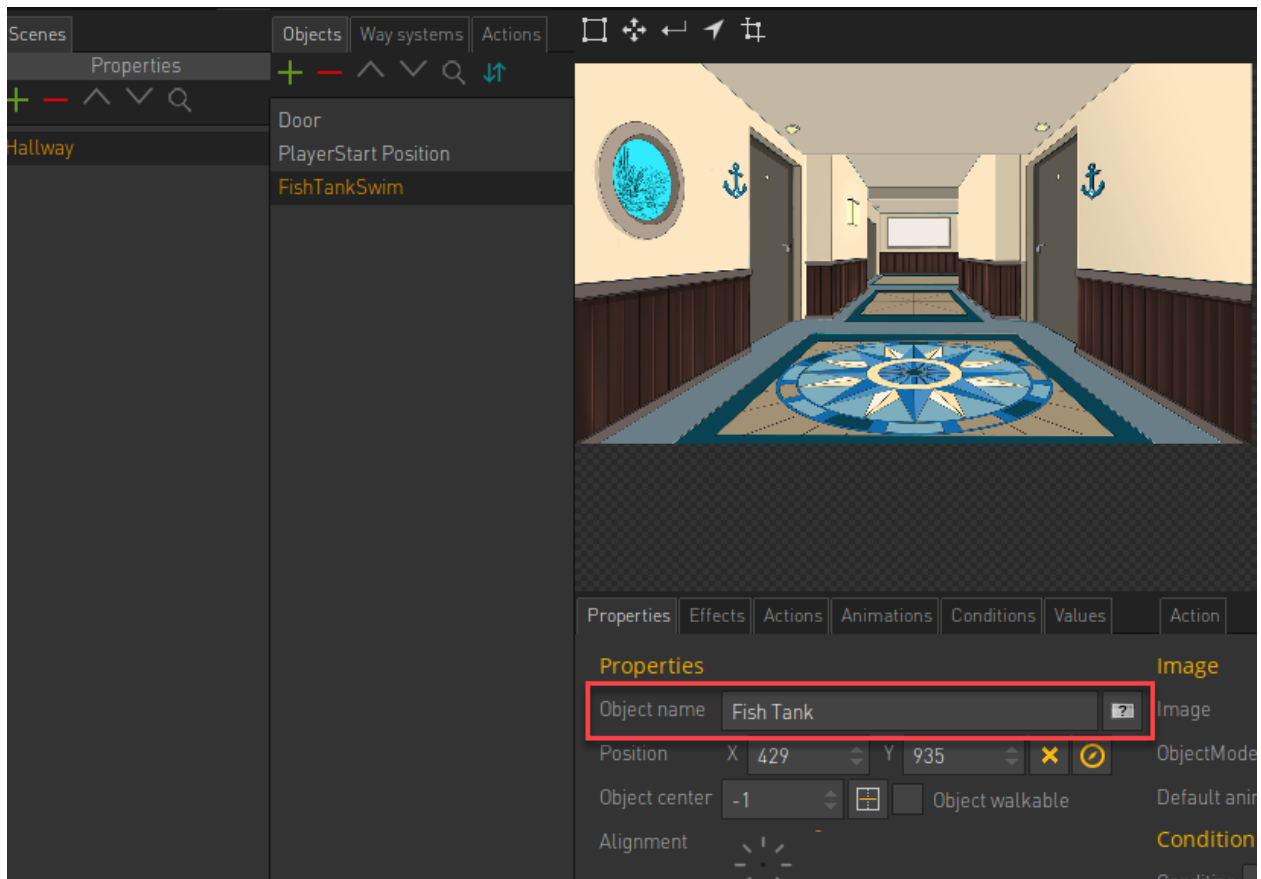
Below we display the difference between not adding an OBJECT NAME and having it entered.
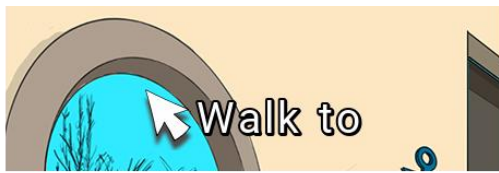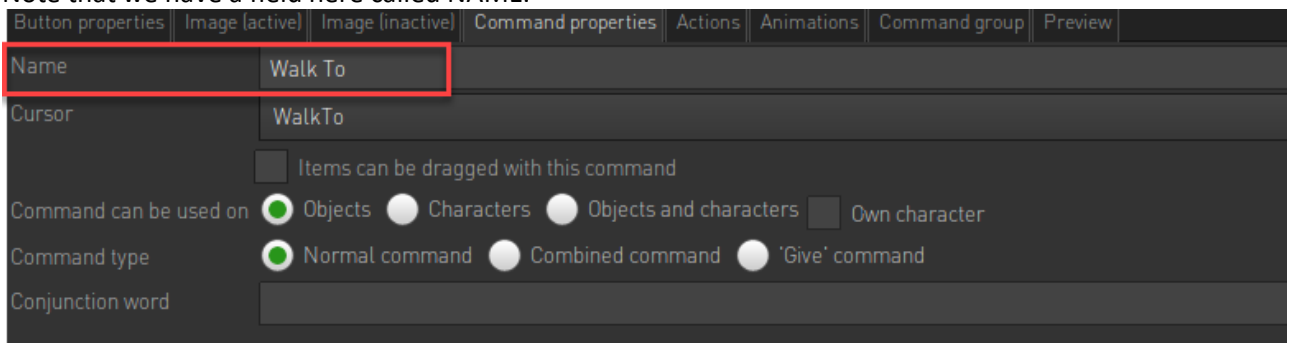

3. Conversely you can also eliminate the icon action text like 'Walk To', 'Look at' etc. To do this access the Interfaces area

4. Choose the relevant interface

5. Then choose the button you wish to change.
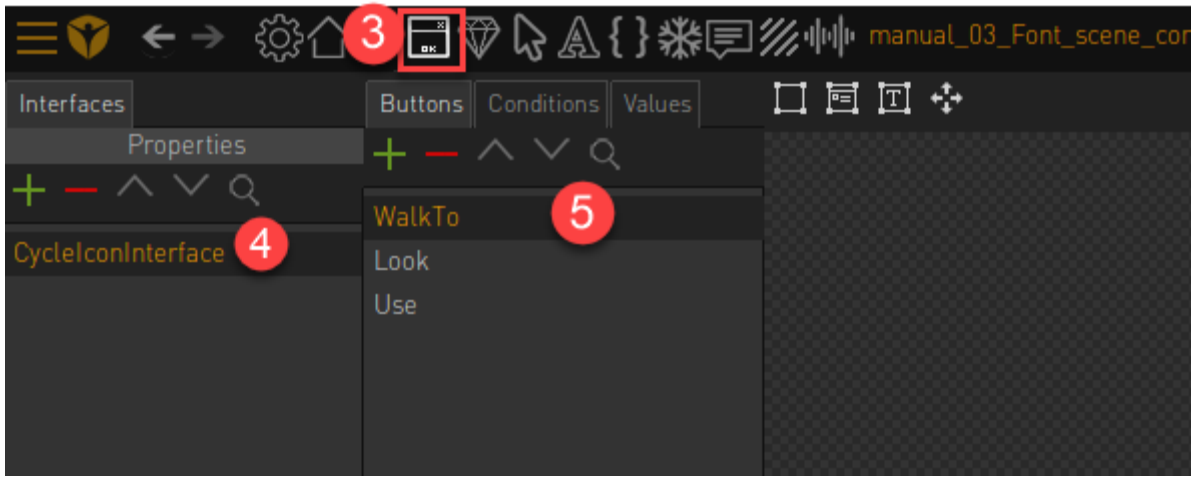
6. Now access the COMMAND PROPERTIES area

7. Note that we have a field here called NAME.

8. If I remove this then the text "Walk to" will note be displayed on screen. Below is an example of how the "Look at" icon will be displayed with a name value entered here and an example without.
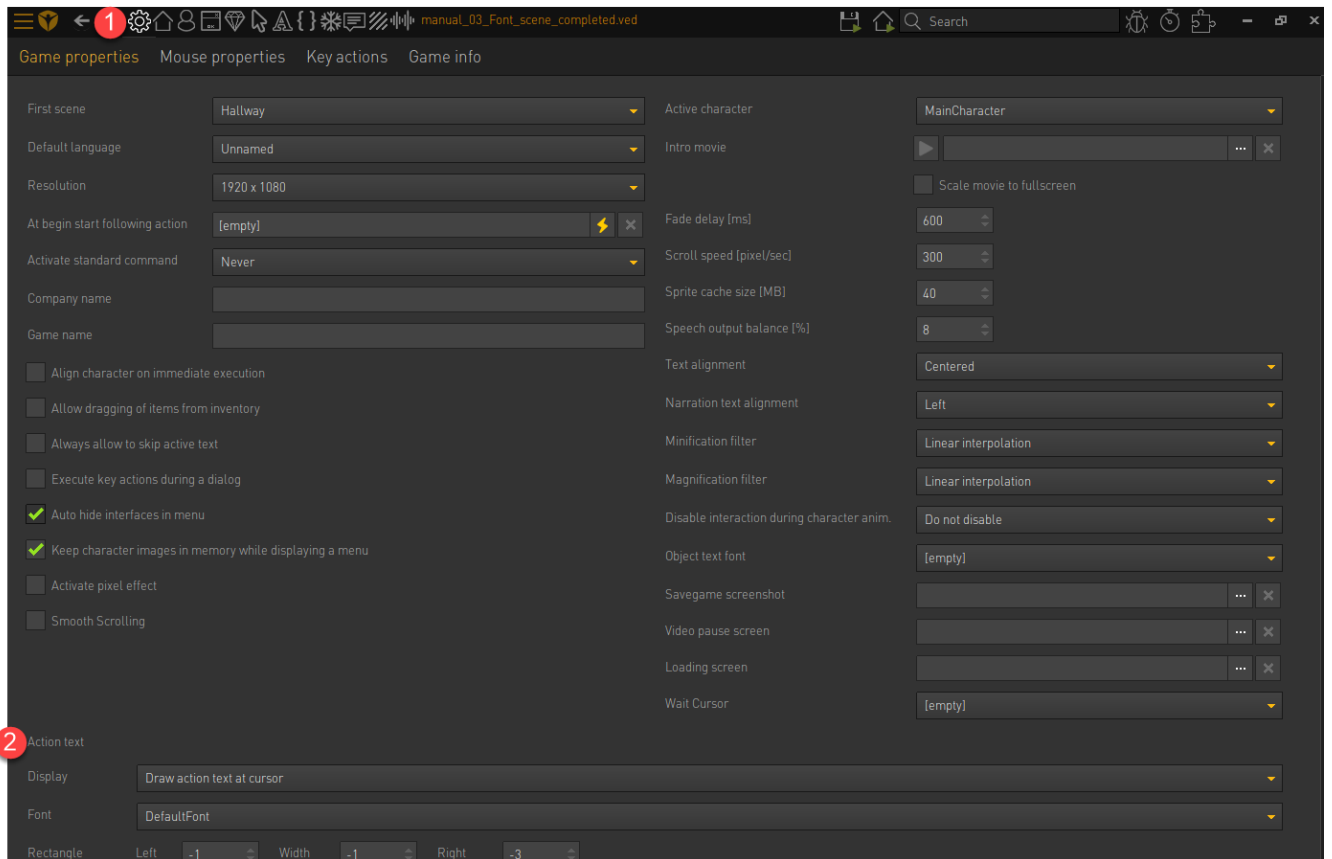

Changing the location of the displayed text

You can change the location of the hotspot text if you so wish. Perhaps you want it at the top of the screen as an example instead of right next to your cursor icon.

To do so follow the below steps.

1. Access the GAME PROPERTIES area

2. Focus on the ACTION TEXT area, specifically the DISPLAY dropdown.

3. We have three options in the DISPLAY dropdown

   a. Do not draw Action Text
      This will not draw any action text onscreen

   b. Draw Action Text at cursor
      This will draw action text next to your cursor. This is the default behaviour.

   c. Draw Action Text inside Rectangle
      Here you define that the text will be displayed in a specific rectangle area, so a static area at the top of the screen.

      Note that the area to be used is defined in the rectangle parameters (see below)
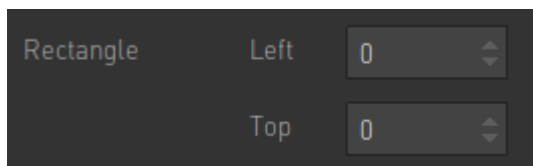
      Change this to Draw Action Text inside Rectangle. When you do this you note that the text is placed incorrectly when the game is run.

4. We fix the above by changing our RECTANGLE settings.
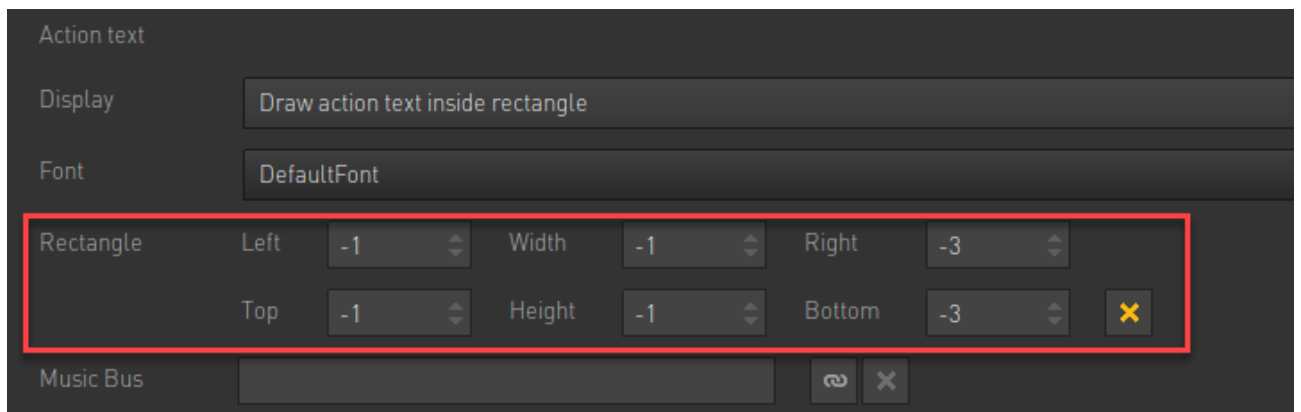
5. The first step is to zero out all LEFT and RIGHT values.

6. The options and what they define are detailed below;

    a. LEFT
       Offsets the text value to the left

    b. TOP
       Offsets the text value from the top

    c. WIDTH
       This is the width of the screen

    d. HEIGHT
       This is the height of the screen

    e. RIGHT
       Offsets the text value to the left

    f. BOTTOM
       Offsets the text value from the bottom

7. Now let's enter the width and height of the screen in the WIDTH and HEIGTH value.
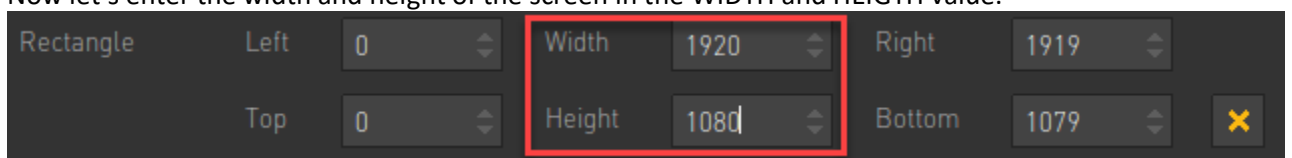
This value is the value you defined in the Resolution setting
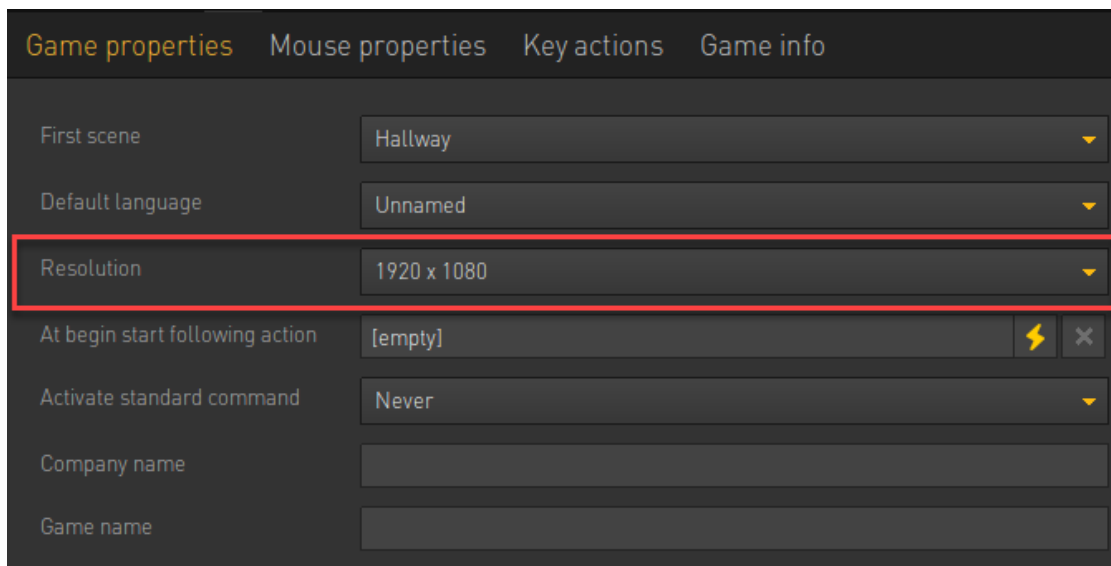
8. Your display text will then be displayed at the top of the screen.