



Ya3dag

Other tips

What you always wanted to know about Ya3dag.

Based on V1.35 release of February 1, 2012

Edition history

14.11.2004 RR: First edition.
16.12.2004 RR: Picture of the level during loading.
11.01.2005 RR: TravelOverland Level description reworked.
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Introduction

This document describes some of Ya3dag things for which any other documentation is not the right place.

To get access to game scripts and other files from the project, unzip the game data in [Ya3dag\RRGame\Q2T_RRGame.pkz](#). Rename [Q2T_RRGame.pkz](#) to [Q2T_RRGame.zip](#) and unzip it into [Ya3dag\RRGame](#).

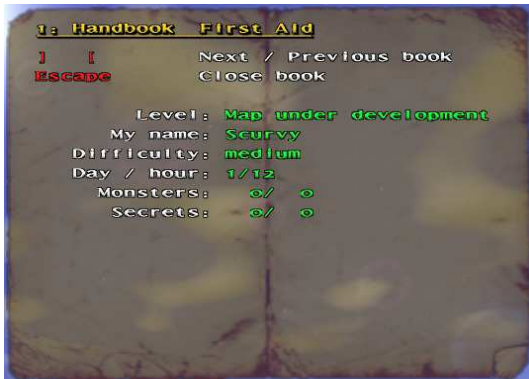
About books

- Books will be picked up by the players or will be given to the player. Books will be stored in the inventory.
- Activate the book in the inventory or press the **b** key to read the books. Navigate through the books with the **[**, **]**, **Enter** and **Escape** keys. Also the mouse wheel is usable here.
- Add books to the level with the editor action:
[Objects/Add object/Item/Other/Book](#)

Select [Objects/Selected object](#)

With the property [message](#) you choose one of the book files from the sub-directory [scripts](#). Book file names begin with [Book](#) and have the file extension [txt](#). The default for the property message is [BookDefault.txt](#).

- Example for a book file:



```
; BookFirstHelp.txt
;
; Handbook for the adventurer
;
; Max. 17 lines of the following with.
;123456789012345678901234567890123456
;
; The first line is used as header line.
;
;123456789012345678901234567890123456
Handbook First Aid
^1#   +^r           Next / Previous book
^1Escape^r         Close book

      Level: ^2$Level
      My name: ^2$Name
      Difficulty: ^2$Skill
      Day / hour: ^2$DayNr/$HourNr
      Monsters: ^2$Monsters
      Secrets: ^2$Secrets
[End Of File]
```

Lines starting with ; are comment lines. The first line is as the book title. Lines can. A line can have a maximum of 37 characters. A book has up to 17 lines. Note the colored text (see Ya3dag_Scripting_Language.PDF, chapter „Text attributes for dialog texts“).

Books have their own set of \$-variables:

\$HourNr	Days since begin of the game.
\$DayNr	Hour of the day.
\$Skill	Easy, medium or hard.
\$Name	The name of the player.
\$Level	Name of the level.
\$Monsters	Number of killed/total monsters in the level.
\$Secrets	Number of found/total secrets in the level.

About rolls

- Rolls are activated when they are touched by the player.
- Rolls show its text only once on the screen.
- Add books to the level with the editor action:
[Objects/Add object/Item/Other/Roll](#)

Select [Objects/Selected object](#)

With the property [message](#) you choose one of the roll files from the sub-directory [scripts](#). Roll file names begin with [Roll](#) and have the file extension [txt](#). The default for the property message is [RollDefault.txt](#).

- Use rolls for hints, tips or explanations.

Example for a roll file:



```
; RollDefault.txt
;
; Max. 24 lines.
; The first line is used as header line.
;
;xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
^5^yA roll
This roll is not
important for the
upcoming tasks.
[End Of File]
```

Lines starting with ; are comment lines. The first line is as the roll title. Lines can. A line can have a maximum of 27 characters. A book has up to 24 lines. Note the colored text (see Ya3dag_Scripting_Language.PDF, chapter „Text attributes for dialog texts“).

Time length of the day

The length of the day is 24 minutes for Ya3dag.

For testing the value of 24 can be changed as follows:

- Press the tilde key (~) or the (^) key to pull down the Console window.
- Type ,DayLengthInMinutes` to get the current value.
- Type ,set DayLengthInMinutes XX` to set a the new value.

Notice of a level in the travel agency TravelOverland

Put a file ,TravelOverlandXXXXXXXX.txt` in the subdirectory maps, in addition to the Level XXXXXXXX.qtr.

Following an example for the contents of this file:

```
;
; TravelOverlandWGFireland.txt
;
; Description of level for TravelOverland
;
;
; line 1: Name of level
; line 2: cost of a ticket
; line 3: minimum points player skills
; line 4: type of level: Single Multi
; line 5: short description of level
; line 6: Author
; line 7: spare, keep empty
; line 8: long description of level, lines until [EndOfFile]
;
;
;
WGFireland
600
Magic 30 nTreasures 5
Single
"&level_wgfireland_sname=Hadal"
R. Reinhard

;123456789012345678901234567890
"&level_wgfireland_lname="
"A trip with claims. This is"
"something for the experienced"
"adventurer. Please check your"
"equipment before you begin"
"this journey."
[EndOfFile]
```

Comments on entries:

- Lines starting with ; are comment lines.
- **line 3: minimum points player skills**

Here are skills of the player listed and the minimum values, which must have these skills so that the level is offered by the travel agency. All listed skills must have the named minimum number of points. If this line is empty

the level is always offered by the travel agency (if type of level is Single). The skills are described in the manual [,Ya3dag_Scripting_Language.PDF`](#), chapter [,PlayerSkills@...`](#).

In addition, these names can be used:

nTreasures	Number of treasures found until now
nVisitsMaze	Number of visits to the labyrinth

- **line 4: type of level**

Single	This level is offered by the travel agency
Multi	This level is enumerated for multiplayer games

- **line 5: short description of level**

The text in this line may not be more than 22 characters. The optional text [&level_wgfireland_sname=](#) is a multi-language reference. See on another place for this.

- **line 8: long description of level, lines until [EndOfFile]**

Up to 6 lines of text. A single line can not be longer than 30 characters. `,\n`` can be used as line separator. The optional text [&level_wgfireland_lname=](#) is a multi-language reference. See on another place for this.

Displaying a level-image while loading

Level-images are displayed during the load a level. The offers by travel agency „TravelOverland“ also use these pictures.

- Put a [jpg](#)-image with the name of level in the subdirectory [levelshots](#) (for example: [WGCastle1.jpg](#)).
- Give the image a size of 732 * 576. If necessary, use an image-processing software for the task to resize the image.
- The F12 key stores a new screenshot in the subdirectory [screenshot](#). These screenshots are a good starting point for your level-images.
- Prepare the screen for screenshots
 - Press the tilde key (~) or the (^) key to pull down the Console window.
 - Type `,hud`` to toggle the Head-Up-Display or status-bar.
 - Type `,noclip`` to fly around in the level.
 - Press the tilde key (~) or the (^) key to remove the Console window.
 - Press the minus key on the number-block until you have the ego-view mode.

Support of multiple languages

Multi language reference looks like `„&tag=text“`. Virtually anywhere that a text is output, this reference can be used.

[Tag](#) is an identification used in language files. [Text](#) will be output if no such an identification is found in any language file.

See the subdirectory [languages](#) for language files. The subdirectories you see there are listed in the language selection of Ya3dag's Options/interface menu.

There is also a tool called [Ya3dag_LanguageExtract.exe](#) and [Ya3dag_LanguageInitial.bat](#) to extract language references from files and to build initial language files. See in the language subdirectory of a Ya3dag source download.