KermaScript Manual

v3.0

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ADDHUDIMAGE

Description

Adds the specified image to the player's HUD.

Usage

ADDHUDIMAGE hudimagename set imagename x y close

Parameters

HUDImageName – Name of the new HUD image
Set – HUD number
ImageName – The name of the image to place
X, Y - The position of the image on the screen
Close - Close on click (optional)

Example

```
ADDHUDIMAGE warningSign 0 triangleimage 300 500
```

ADDPOSITIONMODIFIER

Description

Adds a position change modifier to the specified object. When you add a modifier you define the minimum and the maximum position relative to the actual position. The modifier will change the position between these values. One cycle is moving the object from the minimum xyz to the maximum xyz position.

Usage

ADDPOSITIONMODIFIER name object xmin ymin zmin xmax ymax zmax steps action

Parameters

Name – Name of the new modifier
Object –Name of the object
XYZ Min - Minimum XYZ position
XYZ Max - Maximum XYZ position
Steps - Number of steps for one cycle
Action - Action at the end of the cycle: 0:Stop, 1:Loop (start again), 2:PingPong (reverse)

Example

```
ADDPOSITIONMODIFIER floatingCube MyCube 0 0 0 0 20 0 30 2
STARTMODIFIER floatingCube
```

ADDROTATIONMODIFIER

Description

Adds a rotation change modifier to the specified object. When you add a modifier you define the minimum and the maximum rotation relative to the actual rotation. The modifier will change the rotation between these values. One cycle is rotating the object from the minimum xyz to the maximum xyz rotation.

Usage

ADDROTATIONMODIFIER name object xmin ymin zmin xmax ymax zmax steps action

Parameters

Name – Name of the new modifier
Object –Name of the object
XYZ Min - Minimum XYZ rotation
XYZ Max - Maximum XYZ rotation
Steps - Number of steps for one cycle
Action - Action at the end of the cycle: 0:Stop, 1:Loop (start again), 2:PingPong (reverse)

Example

```
ADDROTATIONMODIFIER rotatingCube MyCube 0 0 0 0 360 0 30 1
STARTMODIFIER rotatingCube
```

ADDSCALEMODIFIER

Description

Adds a scale change modifier to the specified object. When you add a modifier you define the minimum and the maximum scale relative to the actual scale. The modifier will change the scale between these values. One cycle is scaling the object from the minimum xyz to the maximum xyz scale.

Usage

ADDSCALEMODIFIER name object xmin ymin zmin xmax ymax zmax steps action

Parameters

Name – Name of the new modifier
Object –Name of the object
XYZ Min - Minimum XYZ scale
XYZ Max - Maximum XYZ scale
Steps - Number of steps for one cycle
Action - Action at the end of the cycle: 0:Stop, 1:Loop (start again), 2:PingPong (reverse)

Example

```
ADDSCALEMODIFIER heartEffect MyCube 0 0 0 20 30 20 20 2
```

```
STARTMODIFIER heartEffect
```

ATTACHOBJECT

Description

Attaches the specified object to the player at the given position.

Usage

ATTACHOBJECT object X Y Z

Parameters

Object - Name of the object to attach
X, Y, Z - Shifting values relative to the camera

Example

```
ATTACHOBJECT torch 3 -5 6
```

CHECKINTERSECT

Description

Checks if two objects are intersecting and stores the result in a variable.

Usage

CHECKINTERSECT object1 object2 variable

Parameters

Object1 - Name of the first object
Object2 - Name of the second object
Variable - Name of the variable to store the result

Example

```
CHECKINTERSECT mycube zone15 testvariable
```

CREATEANIMATION

Description

Creates a new user defined animation sequence by extracting frames from an existing model.

Usage

CREATEANIMATION objectName animationName start end mode

Parameters

ObjectName - Name of the game object
AnimationName - Name of the animation
Start - The first frame number of the sequence
End - The last frame number of the sequence
Mode - Playing mode (1:loop, 2:ping-pong, 3:one shot)

Example

```
CREATEANIMATION myHero Running 0 18 1
PLAYANIMATION Running
```

CREATEFONT

Description

Creates a new system font.

Usage

CREATEFONT variable family size bold italic

Parameters

Variable - Variable name
Family - Name of the font
Size - Size of the font
Bold - Font style setting (0: not bold, 1: bold)
Italic - Font style setting (0: not italic, 1: italic)

Example

```
CREATEFONT myFont Arial 14 1 0
USEFONT myFont
SETDRAWCOLOR 255 255 0
PRINT score AT 100 100
```

CREATERANDOM

Description

Creates a random value.

Usage

CREATERANDOM variable min max

Parameters

Variable - Variable name
Min - Minimum value
Max - Maximum value (optional)

Example

```
CREATERANDOM myDice 1 6
IF myDice > 5
    PLAYSOUND bell
ENDIF
```

DEBUG

Description

Displays the debugger window.

Usage

DEBUG status

Parameters

Status - 1: show, 0:hide

Example

```
DEBUG 1
```

DEC

Description

Decrements the value of the specified variable by the given amount.

Usage

DEC variable BY amount

Parameters

Variable - Variable name
Amount - Amount

Example

```
DEC score BY 10
SETFONT myFont
SETDRAWCOLOR 255 255 0
PRINT score AT 100 100
```

DELETESCREENSHOT

Description

Deletes the specified (saved) screenshot from the HardDisk.

Usage

DELETESCREENSHOT filename

Parameters

FileName - Name of the file

Example

```
DELETESCREENSHOT myScreen5
```

DESTROY

Description

Delete the specified game object.

Usage

DESTROY objectName

Parameters

Objectname - Name of the object to delete or empty for self

Example

```
IF key = 1
    SET key AS 0
    DESTROY mainDoor
ENDIF
```

DETACHOBJECT

Description
Detaches the specified object from the player.

Usage
DETACHOBJECT object

Parameters
Object - Name of the object to detach

Example

```
DETACHOBJECT torch
```

DIVIDE

Description
Divides the value of the specified variable by the given amount.

Usage
DIVIDE variable BY amount

Parameters
Variable - Variable name
Amount - Amount

Example

```
DIVIDE health BY 2
SETFONT myFont
SETDRAWCOLOR 255 255 0
PRINT health AT 100 100
```

DISPLAYSCREENSHOT

Description
Puts the previously stored screenshot on the screen. When this option is turned on, no 3D content is visible. Useful for pause screens.

Usage
DISPLAYSCREENSHOT

Parameters

None

Example

```
DISPLAYSCREENSHOT
```

DRAWIMAGE

Description

Draws an image at the specified position.

Usage

DRAWIMAGE image x y

Parameters

Image - Name of the image
X, Y - Position in the screen

Example

```
DRAWIMAGE myImage 100 100
```

DRAWLINE

Description

Draws a line between two points.

Usage

DRAWILINE x1 y1 x2 y2

Parameters

X1, Y1 - Start point
X2, Y2 - End point

Example

```
SETDRAWCOLOR 0 0 255
DRAWLINE 10 10 150 75
```

DRAWOVAL

Description

Draws an oval at the specified position.

Usage

DRAWOVAL x1 y1 x2 y2 solid

Parameters

X1, Y1 - Start coordinate
X2, Y2 - End coordinate
Solid - Style setting (0: unfilled, 1:filled)

Example

```
SETDRAWCOLOR 0 255 0
DRAWOVAL 10 10 200 220 1
```

DRAWPLOT

Description

Draws a dot at the specified position

Usage

DRAWPLOT x y

Parameters

X, Y - Position

Example

```
SETDRAWCOLOR 255 255 0
DRAWPLOT 20 60
```

DRAWRECT

Description

Draws a rectange at the specified position.

Usage

DRAWRECT x1 y1 x2 y2 solid

Parameters

X1, Y1 - Start coordinate
X2, Y2 - End coordinate
Solid - Style setting (0: unfilled, 1:filled)

Example

```
SETDRAWCOLOR 255 255 0
DRAWRECT 20 60 120 400 1
```

DROPLIGHT

Description
Detaches the specified light from the player.

Usage
DROPLIGHT lightname

Parameters
Lightname - Name of the light

Example

```
DROPLIGHT torch
```

ELSE

Description
Commands in the ELSE branch are executed when the IF statement is *False*.

Usage
ELSE

Parameters
None

Example

```
IF score > 100
    SETDRAWCOLOR 255 255 0
    DRAWRECT 10 10 140 170 1
ELSE
```

```
    PLAYSOUND warning
ENDIF
```

ENDGAME

Description
Ends the game and quit.

Usage
ENDGAME

Parameters
None

Example

```
IF health < 0

    ENDGAME

ENDIF
```

ENDIF

Description
Closes the IF statement block.

Usage
ENDIF

Parameters
None

Example

```
IF score > 100
    SETDRAWCOLOR 255 255 0
    DRAWRECT 10 10 140 170 1
ENDIF
```

EXIT

Description
Exits from the actual script and stops executing commands.

Usage
EXIT

Parameters
None

Example

```
IF score < 0
    EXIT
ENDIF

// NO COMMANDS WILL BE EXECUTED BELOW THIS LINE
PLAYSOUND click
INC health BY 25
```

GETPLAYERDISTANCE

Description
Gets and stores the distance of the player from the actual object.

Usage
GETPLAYERDISTANCE varname

Parameters
VarName - Name of the variable to store the distance

Example

```
GETPLAYERDISTANCE pDist
```

GETPLAYERPOSITION

Description
Gets and stores the position of the player in 3 global variables.

Usage

GETPLAYERPOSITION name1 name2 name3

Parameters

Name1 - Name of the variable to store the X
Name2 - Name of the variable to store the Y
Name3 - Name of the variable to store the Z

Example

```
GETPLAYERPOSITION XPos YPos ZPos
```

GOSUB

Description

Execute a predefined set of commands.

Usage

GOSUB commandSetName

Parameters

CommandSetName – Name of the command set

Example

```
GOSUB mycommands
```

GOTONEXTSCENE

Description

Changes the current scene to the next scene.

Usage

GOTONEXTSCENE

Parameters

None

Example

```
IF score > 100
    GOTONEXTSCENE
```

```
ENDIF
```

GOTOPREVIOUSSCENE

Description
Changes the current scene to the previous scene.

Usage
GOTOPREVIOUSSCENE

Parameters
None

Example

```
IF score > 100
    GOTOPREVIOUSSCENE
ENDIF
```

GOTOSCENE

Description
Changes the scene to the specified scene.

Usage
GOTOSCENE scene

Parameters
Scene - Name of the new scene

Example

```
IF score > 100
    GOTOSCENE level47
ENDIF
```

GOTOLASTSCENE

Description
Changes the scene to the previously visited scene.

Usage
GOTOLASTSCENE

Parameters
None

Example

```
GOTOLASTSCENE
```

GRABLIGHT

Description
Attaches the specified light to the player.

Usage
GRABLIGHT lightname

Parameters
Lightname - Name of the light

Example

```
GRABLIGHT torch
```

HIDEDIALOG

Description
Hides the specified dialog. If no dialog name is specified it hides all dialogs.

Usage
HIDEDIALOG dialogname

Parameters
Dialogname - The dialog to hide

Example

```
HIDEDIALOG warningText
```

HIDEFOG

Description
Hides the fog effect in the current scene.

Usage
HIDEFOG

Parameters
None

Example

```
IF eyeglass = 1
    HIDEFOG
ENDIF
```

HIDEGROUP

Description
Sets objects in specified group to invisible.

Usage
HIDEGROUP group

Parameters
Group - The name of the group to hide

Example

```
HIDEGROUP mygroup1
```

HIDEHUDIMAGE

Description
Sets the specified HUD image to invisible.

Usage
HIDEHUDIMAGE name

Parameters
Name - The name of the HUD image to hide

Example

```
HIDEHUDIMAGE myItem
```

HIDELIGHT

Description
Hides (turn off) the specified light.

Usage
HIDELIGHT light

Parameters
Light - The name of the light

Example

```
IF battery = 0
    HIDELIGHT torch
ENDIF
```

HIDEMOUSE

Description
Hides the mouse pointer.

Usage
HIDEMOUSE

Parameters
None

Example

```
HIDEMOUSE
```

HIDEOBJECT

Description
Hides the specified object.

Usage
HIDEOBJECT object

Parameters

Object - Name of the object

Example

```
IF flower = 0
    HIDEOBJECT vase
ENDIF
```

HIDESCREENSHOT

Description

Removes the previously stored screenshot from the screen.

Usage

HIDESCREENSHOT

Parameters

None

Example

```
HIDESCREENSHOT
```

IF

Description

Starts an IF statement. This evaluates an expression and commands within this IF block will be executed only if the IF statement is true. No nested IF statements are available.

Usage

IF variable operator value

Parameters

Variable - Name of the variable
Operator - Math operator (<, >, =, !=)
Value - Value

Example

```
IF health < 0
    GOTOSCENE gameover
```

```
ENDIF
```

IFKEYDOWN

Description

Checks if the specified key is held down. No nested IF statements are available.

Usage

IFKEYDOWN keycode

Parameters

Keycode -Keycode to check (see appendix 1)

Example

```
IFKEYDOWN 57
    DRAWRECT 10 10 100 100 1
ENDIF
```

IFKEYPRESSED

Description

Checks if the specified key is pressed. No nested IF statements are available.

Usage

IFKEYPRESSED keycode

Parameters

Keycode -Keycode to check (see appendix 1)

Example

```
IFKEYPRESSED 57
    PLAYSOUND bell
ENDIF
```

IFKEYSDOWN

Description

Checks if all of the specified keys are held. You can add multiple keycodes to check.

Usage

IFKEYSDOWN keycode [keycode] [keycode] [...]

Parameters

Keycode -Keycode to check (see appendix 1)

Example

```
IFKEYSDOWN 56 62
    ENDGAME
ENDIF
```

IFKEYSFREE

Description

Checks if all of the specified keys are released. You can add multiple keycodes to check.

Usage

IFKEYSFREE keycode [keycode] [keycode] [...]

Parameters

Keycode -Keycode to check (see appendix 1)

Example

```
IFKEYSFREE 57 200 203 205 1
    PLAYANIMATION HeroIdle
ENDIF
```

IFSCREENSHOTEXIST

Description

Checks if the specified screenshot is saved.

Usage

IFSCREENSHOTEXISTS filename

Parameters

FileName -Name of the file

Example

```
IFSCREENSHOTEXISTS myScreen5
    OPENSCREENSHOT myScreen5
    DISPLAYSCREENSHOT
ENDIF
```

INC

Description

Increments the value of the specified variable by the given amount.

Usage

INC variable BY amount

Parameters

Variable - Name of the variable
Amount - Amount

Example

```
IF key = 1
    INC score BY 25
ENDIF
```

KILLTIMER

Description

Clears the time of the specified timer. Once the timer is cleared, the timer event will not be triggered.

Usage

KILLTIMER index

Parameters

Index - Timer index 1,2,3

Example

```
KILLTIMER 1
```

LADDER

Description
Turns on/off ladder mode. In ladder mode player can climb upwords.

Usage
LADDER mode

Parameters
Mode - 0: off, 1: on

Example

```
LADDER 1
```

LOADGAME

Description
Loads a saved game.

Usage
LOADGAME file

Parameters
File - Name of the game file

Example

```
LOADGAME mygame
```

LOCKMOUSE

Description
Locks the mouse horizontally and vertically.

Usage
LOCKMOUSE state

Parameters
State - 0: Unlock, 1: Lock

Example

```
LOCKMOUSE 1
```

LOCKMOUSEX

Description
Locks the mouse horizontally.

Usage
LOCKMOUSEX state

Parameters
State - 0: Unlock, 1: Lock

Example

```
LOCKMOUSEX 1
```

LOCKMOUSEY

Description
Locks the mouse vertically.

Usage
LOCKMOUSEY state

Parameters
State - 0: Unlock, 1: Lock

Example

```
LOCKMOUSEY 1
```

LOOKAT

Description
Points the player to the specified object

Usage
LOOKAT object

Parameters
Object - Name of the object

Example

```
LOOKAT goldenBall
```

LOOPSOUND

Description
Plays a looped sound.

Usage
LOOPSOUND sound

Parameters
Sound - Name of the sound

Example

```
LOOPSOUND backgroundMusic
```

MOUSESENSITIVITY

Description
Sets the sensitivity of the mouse movement. The less the value the slower the movement.

Usage
MOUSESENSITIVITY value

Parameters
Value - Sensitivity value

Example

```
MOUSESENSITIVITY 0.1
```

MOVETO

Description
Moves towards the specified object.

Usage
MOVETO object speed rotate callback

Parameters
Object - Name of the target object

Speed - Number of steps to reach the target
Rotate - 1:Rotate towards the target, 0: don't rotate just move
CallBack - CommandSet name to execute when the target is reached (optional).

Example

```
MOVETO pivotpoint15 120 1 myCommand
```

MULTIPLY

Description

Multiplies the value of the specified variable by the given amount.

Usage

MULTIPLY variable BY amount

Parameters

Variable - Name of the variable
Amount - Amount

Example

```
IF gold = 1
    MULTIPLY score BY 2
ENDIF
```

OPENSCREENSHOT

Description

Opens a saved screenshot image and stores it for further usage
(e.g.: DISPLAYSCREENSHOT).

Usage

OPENSCREENSHOT filename

Parameters

FileName - Name of the file

Example

```
OPENSCREENSHOT myScreen5
```

PAUSE

Description
Pauses the game for the specified milliseconds.

Usage
PAUSE milliseconds

Parameters
Milliseconds - Milliseconds

Example

```
IF doorkey = 1
    SETDRAWCOLOR 0 255 0
    SHOWDIALOG keyfound
    PAUSE 2000
ENDIF
```

PAUSEMODIFIER

Description
Pauses the specified modifier.

Usage
PAUSEMODIFIER name

Parameters
Name - Name of the modifier

Example

```
PAUSEMODIFIER floatingCube
```

PLAYANIMATION

Description
Plays a custom animation created with CREATEANIMATION command.

Usage
PLAYANIMATION animationName speed

Parameters

AnimationName - Name of the animation
Speed - Speed of the animation (optional)

Example

```
CREATEANIMATION myHero Running 0 18 1
PLAYANIMATION Running
```

PLAYSOUND

Description

Plays the specified sound.

Usage

PLAYSOUND sound

Parameters

Sound - Name of the sound

Example

```
IF health < 50
    PLAYSOUND warningSound
ENDIF
```

PRINT

Description

Prints the value of the specified variable at the given position.

Usage

PRINT variable AT x y

Parameters

Variable - Name of the variable
X, Y - Position

Example

```
IF health < 20
```

```
    SETDRAWCOLOR 0 0 255
    SETFONT minifont
    SET warningText AS You are dying!
    PRINT warningText AT 100 100
ENDIF
```

REMOVEHUDIMAGE

Description

Removes the specified image from the player's HUD.

Usage

REMOVEHUDIMAGE imagename

Parameters

Imagename - Name of the image

Example

```
REMOVEHUDIMAGE warningSign
```

RESUMEMODIFIER

Description

Continues applying the specified object modifier.

Usage

RESUMEMODIFIER name

Parameters

Name - Name of the modifier

Example

```
RESUMEMODIFIER floatingCube
```

ROTATETEXTURE

Description

Rotates the texture with the specified amount.

Usage

ROTATETEXTURE texture degree

Parameters

Texture - Name of the texture
Degree - Rotation amount

Example

```
ROTATETEXTURE radar 0.5
```

RUNEVENT

Description

Fires an event of the specified object.

Usage

RUNEVENT object event

Parameters

Object - Name of the object
Event - Name of the event:

CREATION
STEP
DESTROY
COLLISION
COLLECT
MOUSECLICK
USE
ANIMATIONSTART
ANIMATING
ANIMATIONEND
ENTERZONE
INSIDEZONE
LEAVEZONE
TIMER1
TIMER2
TIMER3

Example

```
RUNEVENT mycube TIMER1
```

RUNPROGRAM

Description
Executes an external program.

Usage
RUNPROGRAM program

Parameters
Program - Name of the program

Example

```
IF score > 2000
    RUNPROGRAM notepad.exe
ENDIF
```

SAVEGAME

Description
Saved the current game state.

Usage
SAVEGAME file

Parameters
File - Name of the file

Example

```
SAVEGAME myGame
```

SAVESCREENSHOT

Description
Saves the current screenshot image previosly created with SCREENSHOT command.

Usage
SAVESCREENSHOT filename

Parameters
FileName - Name of the file

Example

```
SAVESCREENSHOT myScreen5
```

SCREENSHOT

Description

Stores the actual 3D screen in the memory for further usage. Optionally it saves the screenshot.

Usage

SCREENSHOT FileName

Parameters

FileName - OPTIONAL filename

Example

```
SCREENSHOT
```

SCROLLTEXTURE

Description

Shifts the texture horizontally and/or vertically with the specified amount.

Usage

SCROLLTEXTURE texture h v

Parameters

Texture - Name of the texture
H - Horizontal amount
V - Vertical amount

Example

```
SCROLLTEXTURE waterfall 0 0.01
```

SET

Description

Sets the value of the specified variable. Both integers and strings can be set with this command.

Usage

SET variable AS value

Parameters

Variable - Name of the variable
Value - Value

Example

```
// This is an integer
SET score AS 0

// This is a string
SET name AS Chuck Norris

SETDRAWCOLOR 255 255 0
PRINT score AT 10 10
PRINT name AT 10 40
```

SETAMBIENTLIGHT

Description

Sets the ambient light color of the current scene.

Usage

SETAMBIENTLIGHT red green blue

Parameters

R, G, B - RGB color

Example

```
SETAMBIENTLIGHT 10 10 200
```

SETCAMERARANGE

Description

Sets the range of the player camera.

Usage

SETCAMERARANGE near far

Parameters

Near - The minimum range
Far - The maximum range

Example

```
SETCAMERARANGE 0 2000
```

SETCAMERASTATUS

Description
Sets the status of the specified camera.

Usage
SETCAMERASTATUS camera status

Parameters
Camera - The name of the camera
Status - 0: hide camera, 1: show camera

Example

```
SETCAMERASTATUS cam1 1
```

SETCAMERAZOOM

Description
Sets the zoom of the player camera.

Usage
SETCAMERAZOOM zoom

Parameters
Zoom - Zoom value

Example

```
SETCAMERAZOOM 0.5
```

SETCONTROLLERSTATUS

Description
Enables or disables the player controller.

Usage

SETCONTROLLERSTATUS status

Parameters

Status - 0: disable controller, 1: enable controller

Example

```
SETCONTROLLERSTATUS 1
```

SETDRAWCOLOR

Description

Sets the color for the 2D drawing commands.

Usage

COMMAND

Parameters

PARAM - Text

Example

```
IF health < 20
    SETDRAWCOLOR 0 0 255
    SETFONT minifont
    SET warningText AS You are dying!
    PRINT warningText AT 100 100
ENDIF
```

SETEMITTERALPHAINC

Description

Sets the speed of the alpha change.

Usage

SETEMITTERALPHAINC object value

Parameters

Object - Name of the object

Value - Value of the change

Example

```
SETEMITTERALPHAINC snow 0.1
```

SETEMITTERALPHAMINMAX

Description

Sets the random Min and Max value of the alpha value.

Usage

SETEMITTERALPHAMINMAX object min max

Parameters

Object - Name of the object
Min - Minimum value
Max - Maximum value

Example

```
SETEMITTERALPHAMINMAX snow 0.1 0.9
```

SETEMITTERFREQUENCY

Description

Sets the frequency of the particle creation. Higher value means particles are created in longer delay. Value of 0 means there are no particles created.

Usage

SETEMITTERFREQUENCY object frequency

Parameters

Object - Name of the object
Frequency - Frequency value or 0 for pause

Example

```
SETEMITTERFREQUENCY snow 5
```

SETEMITTERROTATIONINC

Description

Sets the speed of the rotation change.

Usage

SETEMITTERROTATIONINC object value

Parameters

Object - Name of the object
Value - Value of the change

Example

```
SETEMITTERROTATIONINC snow 5
```

SETEMITTERROTATIONMINMAX

Description

Sets the random Min and Max value of the rotation value.

Usage

SETEMITTERROTATIONMINMAX object min max

Parameters

Object - Name of the object
Min - Minimum value
Max - Maximum value

Example

```
SETEMITTERROTATIONMINMAX snow 5 10
```

SETEMITTERSCALEMINMAX

Description

Sets the random Min and Max value of the scale value.

Usage

SETEMITTERSCALEMINMAX object min max

Parameters

Object - Name of the object
Min - Minimum value
Max - Maximum value

Example

```
SETEMITTERSCALEMINMAX snow 0.5 3
```

SETEMITTERXMINMAX

Description

Sets the random Min and Max value of the X position value.

Usage

SETEMITTERXMINMAX object min max

Parameters

Object - Name of the object
Min - Minimum value
Max - Maximum value

Example

```
SETEMITTERXMINMAX snow -20 20
```

SETEMITTERXSPEEDINC

Description

Sets the value of the X speed change.

Usage

SETEMITTERXSPEEDINC object value

Parameters

Object - Name of the object
Value - Value of the change

Example

```
SETEMITTERXSPEEDINC snow 0.1
```

SETEMITTERXSPEEDMINMAX

Description

Sets the random Min and Max value of the X speed value

Usage

SETEMITTERXSPEEDMINMAX object min max

Parameters

Object - Name of the object
Min - Minimum value
Max - Maximum value

Example

```
SETEMITTERXSPEEDMINMAX snow 2 5
```

SETEMITTERYMINMAX

Description

Sets the random Min and Max value of the Y position value.

Usage

SETEMITTERYMINMAX object min max

Parameters

Object - Name of the object
Min - Minimum value
Max - Maximum value

Example

```
SETEMITTERYMINMAX snow -20 20
```

SETEMITTERYSPEEDINC

Description

Sets the value of the Y speed change.

Usage

SETEMITTERYSPEEDINC object value

Parameters

Object - Name of the object
Value - Value of the change

Example

```
SETEMITTERYSPEEDINC snow 0.1
```

SETEMITTERYSPEEDMINMAX

Description

Sets the random Min and Max value of the Y speed value

Usage

SETEMITTERYSPEEDMINMAX object min max

Parameters

Object - Name of the object
Min - Minimum value
Max - Maximum value

Example

```
SETEMITTERYSPEEDMINMAX snow 2 5
```

SETEMITTERZMINMAX

Description

Sets the random Min and Max value of the Z position value.

Usage

SETEMITTERZMINMAX object min max

Parameters

Object - Name of the object
Min - Minimum value
Max - Maximum value

Example

```
SETEMITTERZMINMAX snow -20 20
```

SETEMITTERZSPEEDINC

Description

Sets the value of the Z speed change.

Usage

SETEMITTERYSPEEDINC object value

Parameters

Object - Name of the object

Value - Value of the change

Example

```
SETEMITTERZSPEEDINC snow 0.1
```

SETEMITTERZSPEEDMINMAX

Description

Sets the random Min and Max value of the Z speed value.

Usage

SETEMITTERZSPEEDMINMAX object min max

Parameters

Object - Name of the object
Min - Minimum value
Max - Maximum value

Example

```
SETEMITTERZSPEEDMINMAX snow 2 5
```

SETEMITTERTEXTURE

Description

Sets the texture of the specified particle emitter.

Usage

SETEMITTERTEXTURE object texture

Parameters

Object - Name of the object
Texture - Name of the texture

Example

```
SETEMITTERTEXTURE snow WhiteText
```

SETEXITSCENE

Description

Sets the scene name of the exit point. Player continues the gameplay at the given scene when touches the exit point.

Usage

SETEXITSCENE exit scene

Parameters

Exit - Name of the exit point
Scene - Name of the scene

Example

```
IF key = 1
    SETEXITSCENE blueDoor level3
ENDIF

IF key = 2
    SETEXITSCENE blueDoor level6
ENDIF
```

SETFOGCOLOR

Description

Sets the color of the fog effect in the current scene.

Usage

SETFOGCOLOR red green blue

Parameters

R, G, B - RGB Color

Example

```
IF sunglasses = 1
    SETFOGCOLOR 10 10 10
ENDIF
```

SETFOGRANGE

Description

Sets the range of the fog in the current scene.

Usage

SETFOGRANGE start end

Parameters

Start - Start of the fog
Endt - End of the fog

Example

```
IF sunglasses = 1
    SETFOGRANGE 10 500
ENDIF
```

SETFONT

Description

Sets the font for the 2D drawing commands.

Usage

SETFONT font

Parameters

Font - Name of the font

Example

```
SETFONT miniFont
```

SETHUDIMAGECLICKREMOVE

Description

Sets if the specified HUD image is removed when player clicks it.

Usage

SETHUDIMAGECLICKREMOVE image remove

Parameters

Image - Name of the HUD image
Remove - 1: remove, 0: do not remove

Example

```
SETHUDIMAGECLICKREMOVE item2 1
```

SETHUDIMAGECLICKSCRIPT

Description

Sets a new script for the click action of the specified HUD image.

Usage

SETHUDIMAGECLICKSCRIPT image script

Parameters

Image - Name of the HUD image
Script - Name of the Command Set

Example

```
SETHUDIMAGECLICKSCRIPT item2 ClickScript1
```

SETHUDIMAGEHUDNUMBER

Description

Sets a new HUD number of the specified HUD image.

Usage

SETHUDIMAGEHUDNUMBER image number

Parameters

Image - Name of the HUD image
Number - HUD number

Example

```
SETHUDIMAGEHUDNUMBER item2 18
```

SETHUDIMAGEIMAGE

Description

Sets a new image for the specified HUD image.

Usage

SETHUDIMAGEIMAGE image sourceimage

Parameters

Image - Name of the HUD image
SourceImage -Image name to use

Example

```
SETHUDIMAGEIMAGE item2 keyimage
```

SETHUDIMAGEMOUSEOVERIMAGE

Description

Sets a new mouse over image of the specified HUD image.

Usage

SETHUDIMAGEMOUSEOVERIMAGE image mouseimage

Parameters

Image - Name of the HUD image
MouseImage - Name of the image to use

Example

```
SETHUDIMAGEMOUSEOVERIMAGE item2 newMouseImage
```

SETHUDIMAGEPOSITION

Description

Sets a new XY position of the specified HUD image.

Usage

SETHUDIMAGEPOSITION image X Y

Parameters

Image - Name of the HUD image
XY - XY position on the screen

Example

```
SETHUDIMAGEPOSITION item2 10 40
```

SETHUDIMAGEOUTSCRIPT

Description
Sets a new script for the mouse out action of the specified HUD image.

Usage
SETHUDIMAGEOUTSCRIPT image script

Parameters
Image - Name of the HUD image
Script - Name of the Command Set

Example

```
SETHUDIMAGEOUTSCRIPT item2 OutScript8
```

SETHUDIMAGEOVERSCRIPT

Description
Sets a new script for the mouse over action of the specified HUD image.

Usage
SETHUDIMAGEOVERSCRIPT image script

Parameters
Image - Name of the HUD image
Script - Name of the Command Set

Example

```
SETHUDIMAGEOVERSCRIPT item2 OverScript3
```

SETLIGHTCOLOR

Description
Sets the color of the specified light

Usage
SETLIGHTCOLOR light red green blue

Parameters
Light - Name of the light
R, G, B - RGB Color

Example

```
IF score > 100
    SETLIGHTCOLOR light4 0 0 255
    SETLIGHTRANGE light4 50
ENDIF
```

SETLIGHTRANGE

Description

Sets the range of the specified light.

Usage

SETLIGHTRANGE light range

Parameters

Light - Name of the light
Range - Range of light

Example

```
IF score > 100
    SETLIGHTCOLOR light4 0 0 255
    SETLIGHTRANGE light4 50
ENDIF
```

SETOBJECTALPHA

Description

Sets the opacity of the specified game object.

Usage

SETOBJECTALPHA object percent

Parameters

Object - Name of the object
Percent - Percentage of the opacity (0: not visible, 100: full opaque)

Example

```
SETOBJECTALPHA fountain 40
```

SETOBJECTCOLLISION

Description

Sets if the specified object has collision detection.

Usage

SETOBJECTCOLLISION object collision

Parameters

Object - Name of the object
Collision - 0: no collision, 1: has collision

Example

```
SETOBJECTCOLLISION holobox 0
```

SETOBJECTCOLOR

Description

Sets the color of the specified game object.

Usage

SETOBJECTCOLOR object red green blue

Parameters

Object - Name of the object
R, G, B - RGB Color

Example

```
SETOBJECTCOLOR myBox 10 200 10
```

SETOBJECTDIRECTION

Description

Sets the direction of the specified game object. The new direction is relative to the actual direction.

Usage

SETOBJECTDIRECTION object x y z

Parameters

Object - Name of the object
X, Y, Z - Direction (0 - 360)

Example

```
SETOBJECTDIRECTION myBox 0 145 0
```

SETOBJECTDRAWORDER

Description

Sets the drawing order of the specified object. A value less than 0 will mean the entity is drawn last, in front of everything else. 0 means object is drawn normally.

Usage

SETOBJECTDRAWORDER object value

Parameters

Object - Name of the object
Value - 0: normal, Negative value: object is drawn last

Example

```
SETOBJECTDRAWORDER torch -100
```

SETOBJECTEVENTSCRIPT

Description

Sets a new event script for the specified object. With this command you can overwrite the existing eventscript in realtime. Event names:
CREATION, STEP, COLLECT, COLLISION, ENTER, INSIDE, LEAVE, ANIMATIONSTART, ANIMATING, ANIMATIONEND, DESTROY, TIMER1, TIMER2, TIMER3, CLICK, USE

Usage

SETOBJECTEVENTSCRIPT object eventname scriptname

Parameters

Object - Name of the object
EventName - Name of the event to overwrite
ScriptName - Name of the Command Set

Example

```
SETOBJECTEVENTSCRIPT cube STEP stepscript25
SETOBJECTEVENTSCRIPT cube CLICK clickscript1
```

SETOBJECTIGNORELIGHTS

Description

Sets if the specified object is affected by the point lights.

Usage

SETOBJECTIGNORELIGHTS object affect

Parameters

Object - Name of the object
Affect - 0: no light shades, 1: use light shading

Example

```
SETOBJECTIGNORELIGHTS myHologram 0
```

SETOBJECTCOLLECTABLE

Description

Sets the specified game object as collectable or uncollectable. Collectable objects are collected when collided with the player.

Usage

SETOBJECTCOLLECTABLE object state

Parameters

Object - Name of the object
State - 0: not collectable, 1:collectable

Example

```
IF health < 20
    SETOBJECTCOLLECTABLE medicine 1
ENDIF
```

SETOBJECTGROUP

Description

Sets the groupname of the specified object.

Usage

SETOBJECTGROUP object group

Parameters

Object - Name of the object
Group - Name of the group

Example

```
SETOBJECTCOLLECTABLE door mygroup1
```

SETOBJECTPOSITION

Description

Sets the position of the specified game object. The new position is relative to the actual position.

Usage

SETOBJECTPOSITION object x y z

Parameters

Object - Name of the object
X, Y, Z - New position

Example

```
IF key = 1
    SETOBJECTPOSITION mybox 20 40 100
ENDIF
```

SETOBJECTPUSHABLE

Description

Sets if the specified game object can be push around by the player.

Usage

SETOBJECTPUSHABLE object state mass

Parameters

Object - Name of the object
State - 0: not pushable, 1:pushable
Mass - Emulates the weight of the object relative to the player speed.

Mass emulation: This amount sets how many times the object is heavier than the player. The more the mass is the slower the object can be pushed.

Example:

Mass = 2: object can be pushed with the half speed of the player.
Mass = 1: object can be pushed with the speed of the player.
Mass = 0.3 : object is lighter than the player, can be pushed with the speed of the player.

Example

```
IF playerEnergy > 50
    SETOBJECTPUSHABLE myBox 1 1
ENDIF

IF playerEnergy < 50
    SETOBJECTPUSHABLE myBox 1 2
ENDIF
```

SETOBJECTSCALE

Description

Sets the size of the object. The new scale is relative to the actual scale.

Usage

SETOBJECTSCALE object x y z

Parameters

Object - Name of the object
X, Y, Z - New scale

Example

```
SETOBJECTSCALE blueBox 0 2 0
```

SETOBJECTSOUND

Description

Sets the sound of the specified game object. This is 3D sound emitted the the game object.

Usage

SETOBJECTSOUND object sound

Parameters

Object - Name of the object
Sound - Name of the sound

Example

```
IF key = 0
    SETOBJECTSOUND computer lockedSound
ENDIF

IF key = 1
    SETOBJECTSOUND computer workingSound
ENDIF
```

SETOBJECTTEXTURE

Description

Sets the texture of the specified game object.

Usage

SETOBJECTTEXTURE object texture

Parameters

Object - Name of the object
Texture - Name of the texture

Example

```
IF key = 0
    SETOBJECTTEXTURE computer lockedTexture
ENDIF

IF key = 1
    SETOBJECTTEXTURE computer unlockedtexture
ENDIF
```

SETPLAYERCONTROLBACKWARD

Description

Sets the 'backward' movement control key of the player.

Usage

SETPLAYERCONTROLBACKWARD key

Parameters

Key - Name of the key

Example

```
SETPLAYERCONTROLBACKWARD S
```

SETPLAYERCONTROLCROUCH

Description

Sets the 'crouch' movement control key of the player.

Usage

SETPLAYERCONTROLCROUCH key

Parameters

Key - Name of the key

Example

```
SETPLAYERCONTROLCROUCH LeftControl
```

SETPLAYERCONTROLFORWARD

Description

Sets the 'forward' movement control key of the player.

Usage

SETPLAYERCONTROLFORWARD key

Parameters

Key - Name of the key

Example

```
SETPLAYERCONTROLFORWARD W
```

SETPLAYERCONTROLJUMP

Description
Sets the 'jumping' movement control key of the player.

Usage
SETPLAYERCONTROLJUMP key

Parameters
Key - Name of the key

Example

```
SETPLAYERCONTROLJUMP Space
```

SETPLAYERCONTROLLEFT

Description
Sets the 'left' movement control key of the player.

Usage
SETPLAYERCONTROLLEFT key

Parameters
Key - Name of the key

Example

```
SETPLAYERCONTROLLEFT A
```

SETPLAYERCONTROLRIGHT

Description
Sets the 'right' movement control key of the player.

Usage
SETPLAYERCONTROLRIGHT key

Parameters
Key - Name of the key

Example

```
SETPLAYERCONTROLRIGHT D
```

SETPLAYERCONTROLSPRINT

Description

Sets the 'running' movement control key of the player.

Usage

SETPLAYERCONTROLSPRINT key

Parameters

Key - Name of the key

Example

```
SETPLAYERCONTROLSPRINT D
```

SETPLAYERCONTROLTYPE

Description

Sets the control type of the player.

Usage

SETPLAYERCONTROLTYPE type

Parameters

Type - Type of the controller (“FPS”, “Fixed”)

Example

```
SETPLAYERCONTROLTYPE FPS
```

SETPLAYERCONTROLUSE

Description

Sets the 'use' movement control key of the player.

Usage

SETPLAYERCONTROLUSE key

Parameters

Key - Name of the key

Example

```
SETPLAYERCONTROLUSE E
```

SETPLAYERGRAVITY

Description

Sets the gravity (acceleration) of the player.

Usage

SETPLAYERGRAVITY value

Parameters

Value - Value of the acceleration

Example

```
SETPLAYERGRAVITY 0.2
```

SETPLAYERJUMPPOWER

Description

Sets the jumping force of the player.

Usage

SETPLAYERJUMPPOWER force

Parameters

Force - Amount of jump power

Example

```
SETPLAYERJUMPPOWER 2
```

SETPLAYERPOSITION

Description

Sets the position of the player.

Usage

SETPLAYERPOSITION X Y Z

Parameters

X, Y, Z - Position

Example

```
SETPLAYERPOSITION 100 120 40
```

SETPLAYERSPEED

Description
Sets the speed of the player.
Usage
SETPLAYERSPEED speed

Parameters
Speed - Speed value

Example

```
SETPLAYERSPEED 1
```

SETSCENEBACKGROUND

Description
Sets the background color of the current scene.

Usage
SETSCENEBACKGROUND red green blue

Parameters
R, G, B - RGB Color

Example

```
SETSCENEBACKGROUND 100 100 255
```

SETSCENEHUD

Description
Sets the HUD of the player. The HUD index specifies a set of images defined in the game editor.

Usage
SETSCENEHUD hudindex

Parameters

HudIndex - The index of the HUD

Example

```
IF key = 0
    SETSCENEHUD 3
ENDIF

IF key = 1
    SETSCENEHUD 5
ENDIF
```

SETZONESTATUS

Description

Sets the status of the specified zone. Disabled zones have no events.

Usage

SETZONESTATUS zone status

Parameters

Zone - The name of the zone
Status - 0: enables zone, 1: disables zone

Example

```
SETZONESTATUS doorzone 1
```

SHOWDIALOG

Description

Displays a dialog.

Usage

SHOWDIALOG dialog

Parameters

Dialog - Name of the dialog

Example

```
IF key = 1
    SHOWDIALOG blueKeyFound
ENDIF

IF key = 2
    SHOWDIALOG yellowKeyFound
ENDIF
```

SHOWFOG

Description
Shows (turn on) the fog effect in the current scene.

Usage
SHOWFOG

Parameters
None

Example

```
SHOWFOG
```

SHOWGROUP

Description
Sets objects in specified group to visible.

Usage
SHOWGROUP group

Parameters
Group - The name of the group to hide

Example

```
SHOWGROUP mygroup1
```

SHOWHUDIMAGE

Description
Sets the specified HUD image to visible.

Usage
SHOWHUDIMAGE name

Parameters
Name - The name of the HUD image to show

Example

```
SHOWHUDIMAGE myItem
```

SHOWLIGHT

Description
Displays (turn on) the specified light.

Usage
SHOWLIGHT light

Parameters
Light - Name of the light

Example

```
IF switch = 1
    SHOWLIGHT blueLamp
ENDIF

IF switch = 2
    SHOWLIGHT redLamp
ENDIF
```

SHOWMOUSE

Description
Displays the mouse pointer.

Usage
SHOWMOUSE

Parameters
None

Example

```
SHOWMOUSE
```

SHOWOBJECT

Description
Displays the specified game object (if it was previously hidden)

Usage
SHOWOBJECT object

Parameters
Object - Name of the game object

Example

```
IF key > 2
    SHOWOBJECT computerKeyboard
ENDIF
```

STARTANIMATION

Description
Starts playing the animation sequence of the specified game object.

Usage
STARTANIMATION object speed

Parameters
Object - Name of the game object
Speed - Speed of the animation (optional)

Example

```
STARTANIMATION door 0.5
```

STOPANIMATION

Description
Stops playing the animation sequence of the game object.

Usage
STOPANIMATION object

Parameters
Object - Name of the game object

Example

```
STOPANIMATION door
```

STOPSOUND

Description
Stops playing the specified sound.

Usage
STOPSOUND sound

Parameters
Sound - Name of the sound

Example

```
STOPSOUND levelMusic
```

SWIM

Description
Turns on/off swim mode. Swim mode allows you to emulates swimming or floating in air.

Usage
SWIM mode

Parameters
Mode - 0: off, 1: on

Example

```
SWIM 1
```

TIMER1

Description

Sets the time of Timer1. The time is decreased by 1 in each step. When the timer reaches 0 it triggers the Timer1 event.

Usage

TIMER1 steps

Parameters

Steps - Number of step to countdown

Example

```
TIMER1 60
```

TIMER2

Description

Sets the time of Timer2. The time is decreased by 1 in each step. When the timer reaches 0 it triggers the Timer1 event.

Usage

TIMER2 steps

Parameters

Steps - Number of step to countdown

Example

```
TIMER2 60
```

TIMER3

Description

Sets the time of Timer3. The time is decreased by 1 in each step. When the timer reaches 0 it triggers the Timer1 event.

Usage

TIMER3 steps

Parameters

Steps - Number of step to countdown

Example

```
TIMER3 60
```

APPENDIX 1: KEYCODES

KEY	CODE
NUMBERS	
0	11
1	2
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10
ALPHABET	
A	30
B	48
C	46
D	32
E	18
F	33
G	34
H	35
I	23
J	36
K	37
L	38
M	50
N	49
O	24
P	25
Q	16
R	19
S	31
T	20
U	22
V	47
W	17
X	45
Y	21
Z	44
SPECIAL	
Apostrophe	40
Backslash	43
Backspace	14
Capital	58
Colon	146
Comma	51
Delete	211
Down	208
End	207
Enter	28
Equals	13
Esc	1
Grave	41
Home	199
Insert	210
Left	203
Left Alt	56
Left Bracket	26
Left Control	29
Left Shift	42
Minus	12
Mute	160
PageDown	209
PageUp	201
Pause	197
Period	52
Right	205
Right Alt	184
Right Bracket	27
Right Control	157
Right Shift	54
Scroll Lock	70
SemiColon	39
Slash	53
Space	57
Tab	15
Underline	147
Up	200
FUNCTION KEYS	
F1	59
F2	60
F3	61
F4	62
F5	63
F6	64
F7	65
F8	66
F9	67
F10	68
F11	87
F12	88
NUMPAD	
NumLock	69
NumPad 0	82
NumPad 1	79
NumPad 2	80
NumPad 3	81
NumPad 4	75
NumPad 5	76
NumPad 6	77
NumPad 7	71
NumPad 8	72
NumPad 9	73
Numpad Add	78
Numpad Comma	179
Numpad Decimal	83
Numpad Divide	181
Numpad Enter	156
Numpad Equals	141
Numpad Multiply	55
Numpad Subtract	74