

# Silent Walk FPS Creator 2 User's Manual



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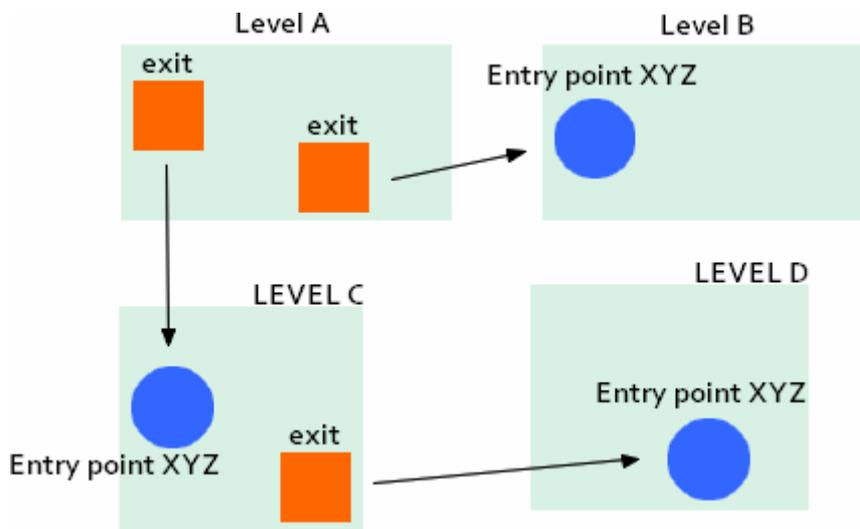
**CREATING A BASIC TITLE SCREEN ..... 76**

## General overview

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To create a standard FPS game you need to build your game area and place actors in it. A game area is a physical space where you can walk around and actors are living creatures e.g.: soldiers, monsters, gangsters or machines like turrets, helicopters. When you create your game area it is easier to build it up from smaller pieces, called levels. Different levels are usually different sections of the game area. For example, if your game area is a city, then it is logical to split your area to streets. Each street can be a different level. It also makes the game faster and takes less time to build up the game, since it only loads the parts you really need.

When you design your game, you should also design how you can split your area to several smaller levels. Levels are not independent from each other. They can be linked easily. All you have to do is place an (or more) EXIT POINT element at the point where you want to continue game play on a different level.



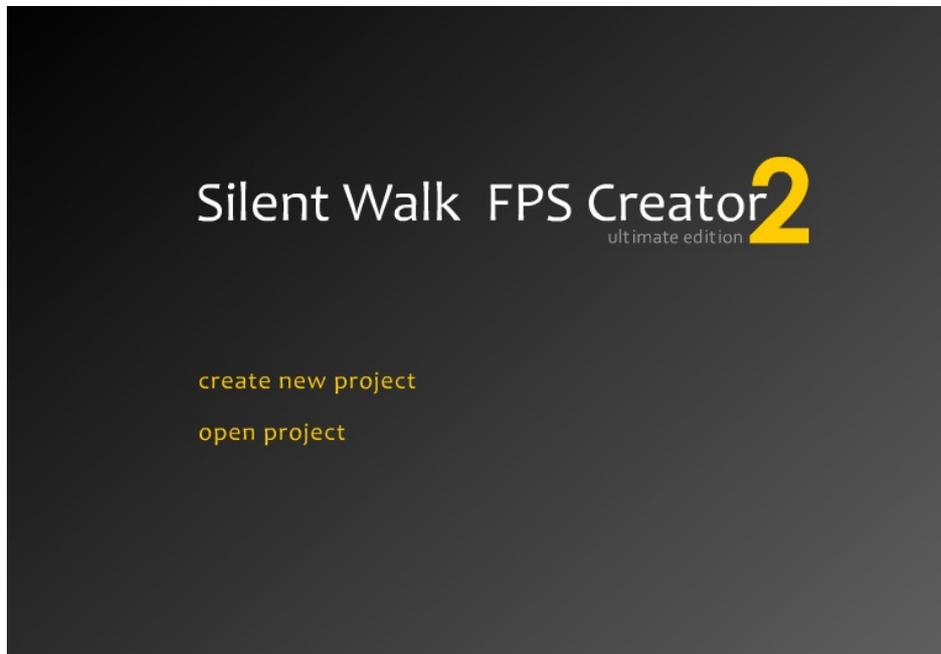
Silent Walk will automatically handle entry and exit points and load the next level. You can also define the entry point of the next level, so it is possible to arrive to a level from different other levels.

You can also define the point where you want to start the whole game by placing a START POINT element.

## Starting the program

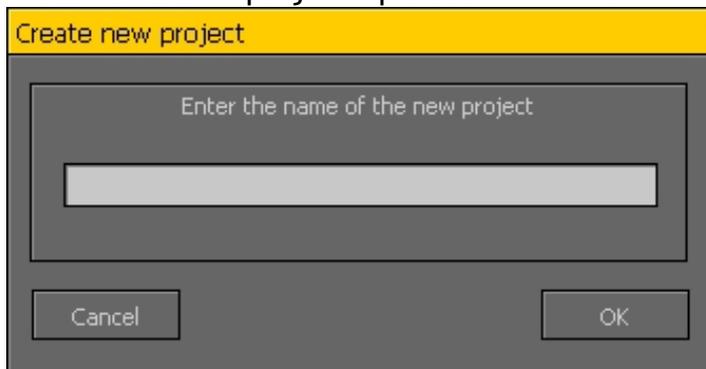
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When you start the program, you have two options to choose from.

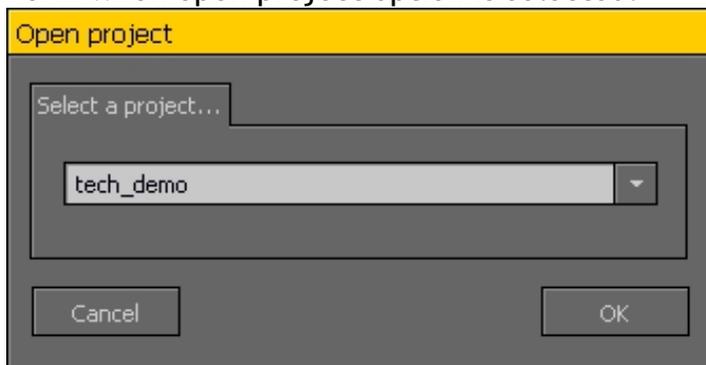


You can start creating a new project or you can open a saved project.

Form when new project option is selected:

The image shows a dialog box titled "Create new project". It has a yellow header bar. Below the header, there is a text input field with the placeholder text "Enter the name of the new project". At the bottom of the dialog, there are two buttons: "Cancel" and "OK".

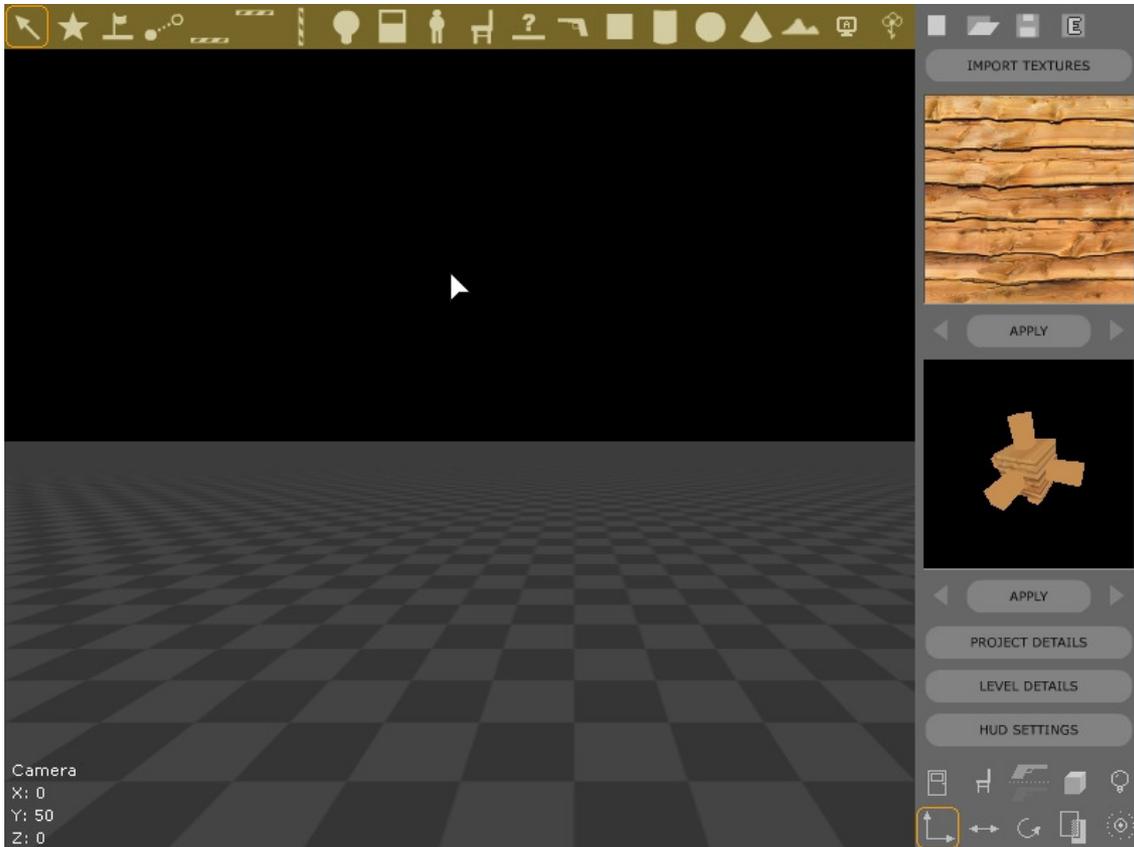
Form when open project option is selected:

The image shows a dialog box titled "Open project". It has a yellow header bar. Below the header, there is a text input field with the placeholder text "Select a project...". The input field contains the text "tech\_demo" and a dropdown arrow. At the bottom of the dialog, there are two buttons: "Cancel" and "OK".

If it is the first time you are starting the program, create a new project.

## The editor

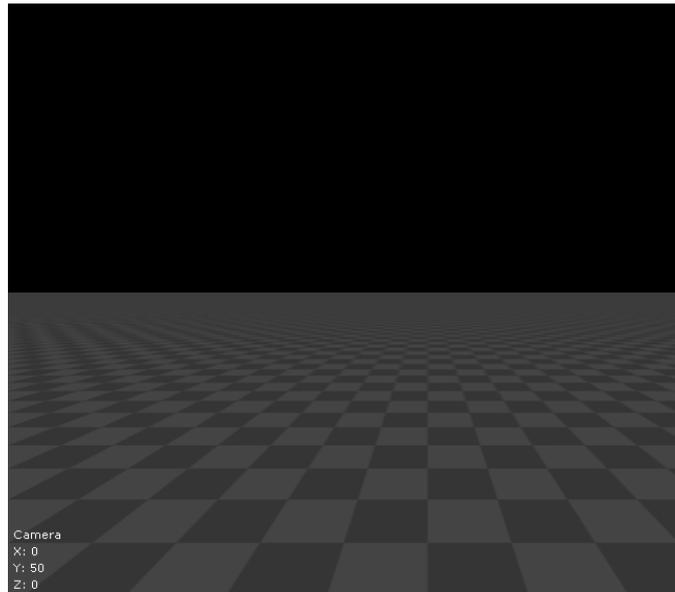
Once you have created or opened your project, you can start building your game.



The editor consists of three areas. On the top there is a toolbar with the available game element icons.



Under the toolbar you can see the 3D display, where you create your levels by placing elements.



On the right side of the screen is the property selector panel:



There are different sub-panels on this panel. Icons for new, open and save level, and export game:



### New icon

Start a new empty level. Use this button if you want to create a new level.

### Open icon

Open a level. Choose a level from the dropdown list.

### Save level

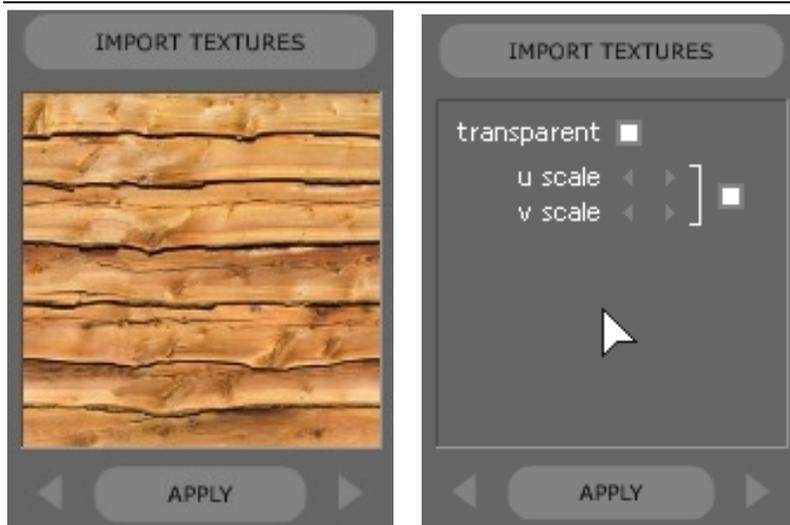
Save the current level. Enter the file name of the current level.

### Export game

If you want to test your game in real mode you need to export it as if it was your final game. Enter the name of the folder, where you want to place your game. The game will be placed in the *finished\_games/yourfolder* directory.

## Texture preview, importer and selector

---



### Texture preview

The texture preview shows all available textures. You can select which texture you want to work with, using the next/previous buttons under the preview. When you click on the APPLY button, all selected elements will be covered with the selected texture.

If you want to import more textures, click on the image. Silent Walk starts collecting the textures from the *elements/textures* folder and displays all of them. You can place your own textures in this directory. You can select as many new textures as you want. A red rectangle will show you which textures are selected. Use the mouse wheel to scroll up/down on the page. When you have finished your selection, press the **enter** key to import the selected textures to your project. The imported textures will be available in the

texture preview. You can import new textures any time you need some new texture.

To modify some advanced texture properties, enter your mouse in the texture preview area. You can set a texture as transparent by checking the “transparent” checkbox. You can also multiply the texture on the surfaces by clicking on the U or V scale arrows. You will have clearer and more realistic textures; however you need perfectly seamless textures for this operation.

For fast paced games it is recommended to use 64×64 pixel textures. However for perfect results you may want to use 512×512 pixel textures - but note that these require more memory and faster processor!

Sides of textures may be of unequal length as well (e.g. 64×20, 512×50, etc.)

## Model preview and selector

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The model preview shows all available models in the *elements/models* folder. You can place your models in this directory. You do not have to import the models. Once they are in the models folder, they are ready to be used.

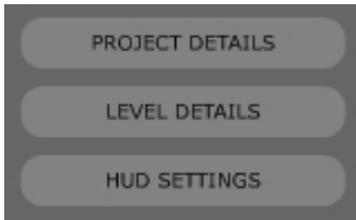
Models are important when you place one of the following elements:

- Actor
- Object
- Teleport
- Weapon

These elements do not use any build in models, you have to define them yourself. For example, when you want to place an actor, select a model from the model preview, and click on the editor grid. This tells Silent Walk which model represents the actor. It is the same for teleport, weapon or general object elements. They all use external models. If you want to change the model on an existing element, press the APPLY button, so it will be changed to the currently selected model.

## Advanced settings buttons

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### Project details

You can configure the details of the project. See below.

### Level details

You can configure the details of the current level. See below.

### HUD settings

You can configure the player's HUD. See below.

## Edit mode icons

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### Door frame selector icon

When you place a door element, it is in CLOSED state. To edit its OPEN state, you need to select the open mode icon. In the final game Silent Walk will create a smooth animation from the closed state to the open state.

### Normal / destroyed texture selector icon

When you are applying textures on objects, you apply them on the NORMAL state of the object. It means that objects can be set as they can be destroyed. When an object is set to DESTROYABLE, you can set a different image to the destroyed appearance. So you can change to destroyed look, and the selected texture will change the destroyed texture instead of the normal look.

### Weapon HUD frame selector

When a player holds a weapon in hands it can be visible on the HUD. Also, when there is an action with the weapon (shoot or attack), the weapon can be animated. See below.

### Object frame icon

When you place a general object element, it shows the first frame of its animation. If you want to edit the last frame, switch to “show last frame” by clicking on this icon.

### Lights on / off icon

Click on this icon to test how your game will look like with lights.

## Modifier icons

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- Move
- Scale
- Rotate
- Change transparency
- Change light range

When an object is selected you can change its visual properties by selecting a modifier and pressing the cursor keys or the PageUp/PageDown keys.

Cursor keys affect changes on the horizontal “X”-“Z” axis (left-right, forward-backward), and PageUp/PageDown keys affect changes on the vertical “Y” axis (up-down).

Obviously the opacity and light range properties have no axis, so only cursor keys are available for these operations.

To select a modifier click on it with the left mouse button, or alternatively you can switch between the icons using the TAB key.

## Moving around in the editor

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The game area editor displays the levels in the same way they will appear in the final game. The camera is in free mode, so you can fly and move around and you can see each part of the level. The following mouse events and movements are available:

### Rotating the camera

Hold down the RIGHT button and move you mouse

### Lift up or raise camera altitude

Turn your mouse wheels forward or backward. If you don't have a mouse wheel, you can also use the “+” or “-“ keys.

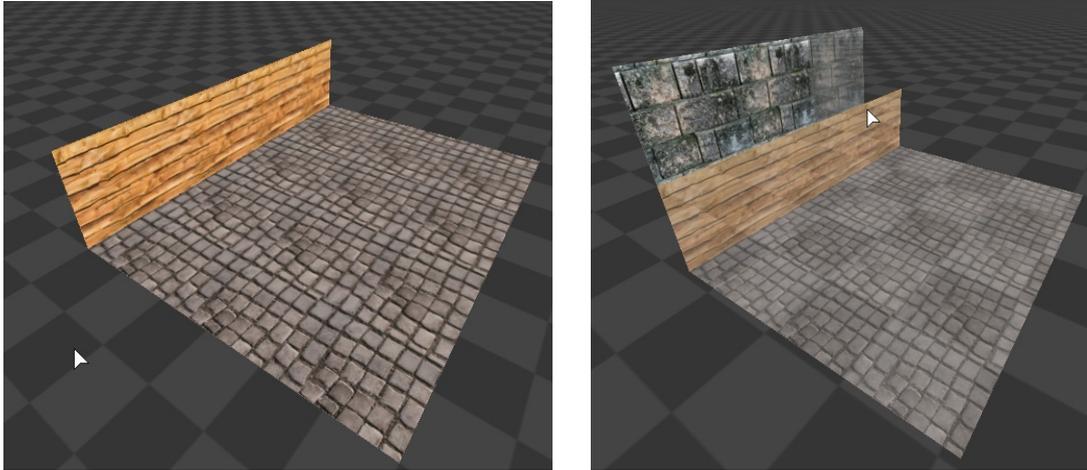
### Moving around the camera

Use the WASD keys to move around

## The editor grid

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The editor grid helps you to place your elements in a level. This is a semi transparent infinite flat surface.



Elements are placed on this grid. If you are building a multi-floor level you need to lift it up or raise it. To move the grid up or down you need to hold down the SHIFT key and turn your MOUSE WHEEL forward or backward. The grid will be lifted or raised. If you don't have a mouse wheel, you can also use the *plus* or *minus* keys.

## Building the game area

---

It is easy to create your game area. Just like in real life, you place some elements like floors, walls, lights and some objects. You can use different images for covering your elements. This is called texturing. In Silent Walk you can use hundreds of images to cover your elements. So when you want to place a floor, you select an image from the texture list and you start placing floors (or any other element) on the game area. If you want to use another texture, just select another one from the list and continue your work. Later, you can also change the textures on the elements if you want.

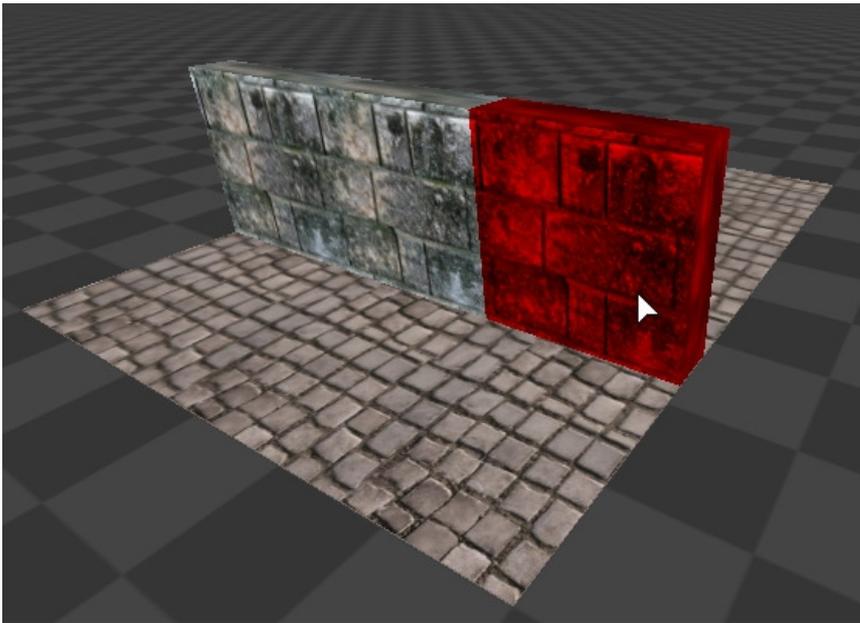
## Icon toolbar



To place an element you have to select its icon from the top toolbar. The following icons are available:

### Select icon

Many times you do not want to place a new element, only change properties of existing ones. In select mode click on elements to selected or unselect them. When an element is selected you can modify it.



The following properties can be changed:

- Texture (cover the element with a new texture)
- Model (use a 3D model as the element)
- Position (place the element anywhere in the 3D space)
- Size (resize the element in any direction)
- Angle (rotate the element in any direction)
- Opacity (set the transparency of the element)
- Light range (set the light range of a light)

Not all properties are available for all elements. For example, light range can only be changed on a light source but opacity is not available on lights.

When elements are selected, you also need to specify which property you want to change. On the bottom right panel you can choose by clicking on one of the icons. Use the cursor keys to modify the properties of the selected elements. Since we are in a 3D space, you might want to change the property in the 3rd dimension, so you can use the *PageUp* / *PageDown* keys as well.

## Property forms

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Some of the properties are numeric or text values, so you need to change them by entering a different value. You can bring up the property form of an element by holding down the "E" key and clicking on the element. When the form is displayed you can change or set different properties, and you can apply them by clicking on the OK button. Close the form without applying by pressing the CANCEL button.

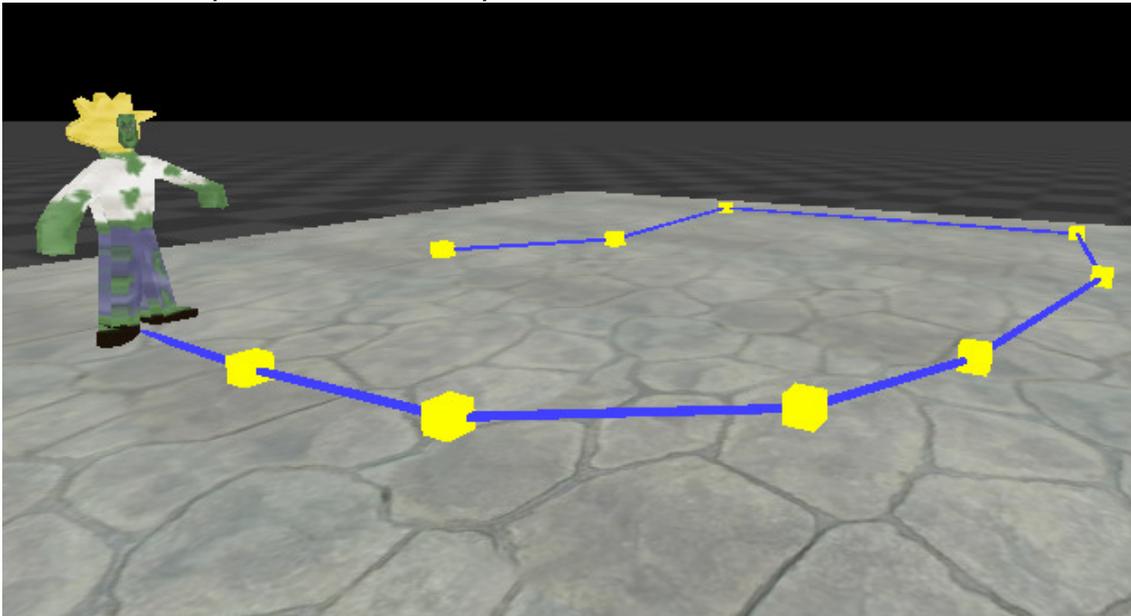
There are other actions, which can be reached through the select icon. One of them is creating a path for actors. On the final game, the actor will follow this path.

You can also set up how a weapon will look like in your HUD. See below.

## Path for actors

---

To start adding a walk path to an actor hold down the "P" key and click on the actor. This will start the path creation process, so you can place path points, which are the points of the walk path.



Click on the select icon again when your path is ready. You can select and modify each path point. If you want to change the whole path, you can create a new path by repeating the process again ("P" + click on the actor).

## **Weapon on HUD**

---

In the final game, the player can pick up different weapons. These weapons can be placed on the HUD as they were held by the player. Hold down the "H" key and click on one of the weapons. This will temporarily connect the weapon to the camera, so you can set the weapon as you want. The weapon is an animated element. When you shoot a bullet or use your axe, the weapon will move in your hands. This movement can also be defined by setting up the start and end position of the weapon. Silent Walk will generate the in-between positions, so it will create a small animation sequence. When you are editing your weapon, you can select which frame (start or end) you want to edit. On the right panel, there is a weapon frame icon, so you can select the first or the last frame. Select the first frame and edit your weapon, then select the last frame and edit your weapon at a different position.

When you are happy with the result, press the "J" key to release the weapon from the camera. The weapon will be placed on the ground to its original position.

Please note that the weapon position on the grid is different from the position of the player's HUD.

## **Duplicating an element**

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Many times you will want to create a copy of an existing element. Hold down the "C" key and click on the element. This will create a new element with the same settings.

## Working with game elements

### Start

---



The start point is the point where the player starts the game on the first level. Theoretically you need to place the start point only on the start level. New start points can be placed on every level, but their position will be ignored. The player starting position on a new level is defined by the exit point of the previous level. Technically this allows for alternative routes the player can take.

Other properties like player controls, moving speed, gravity, etc. can be changed on every level by placing a new start point and setting different parameters.

## General tab

Property	Value
Walk speed	0.6
Friction	1.2
Jump strength	1.7
Gravity	0.15
Max gravity	6.0
Camera clipping (near/far)	1 / 2000

## PROPERTIES

### Walk speed

Set the walking speed of the player during the game. Higher value means faster speed.

### Friction

Sets how fast the player should stop when you release the control keys. Higher value means faster stop.

### Jump strength

Sets how much power the player has to use to jump in the air. Higher value means greater force and higher altitude.

### Gravity

Sets how gravity pulls the player down. Higher value means faster down speed, and causes player to be unable to jump very high.

### Max gravity

Sets what is the maximum speed that player can reach when falling down from high objects.

### Camera clipping

Camera can “ignore” objects which are far from the player.

## Controls tab

Control	Scan Code
Move right	32
Move left	30
Move forward	17
Move backward	31
Jump	57
Crouch	29
Use / Open / Pick	18
Hide weapons	35
Change weapons +	16
Change weapons -	15
Invert mouse	23

These values are the scan codes for the keys of the player controls. If you want to change the standard keys, just enter another scan code.

## Action tab

Action	Value
<input type="checkbox"/> Reset health to this value	100
<input type="checkbox"/> Remove weapons	

### PROPERTIES

#### Reset health to this value

You can place a new start point on each level. Setting this value means the player's health will be changed to this value. Use this to reset player's health.

#### Remove weapons

You can also remove all collected weapons, so player won't be able to carry them over to the next level.

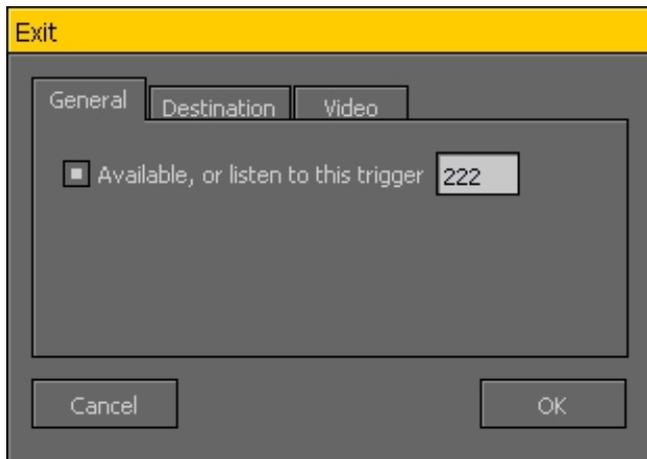
## Exit

---



The exit point is a point where the player can “jump” to another level. This is an invisible box, so you can resize it in the editor. Once the player touches this point in the final game and the exit point is in AVAILABLE MODE, a new level will open.

### General tab

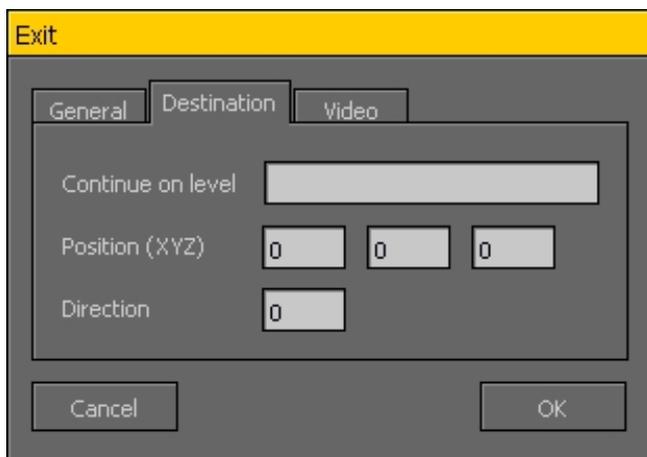


### PROPERTIES

#### Available, or listen to this trigger

The exit point can be available or unavailable. When you set the exit point unavailable, you also need to set the mode how it can be available. You can enter an existing trigger number. See details in the TRIGGER section.

### Destination tab



## PROPERTIES

### Continue on level

This is the level where the player continues the game. You can select a previously saved level from the combo box.

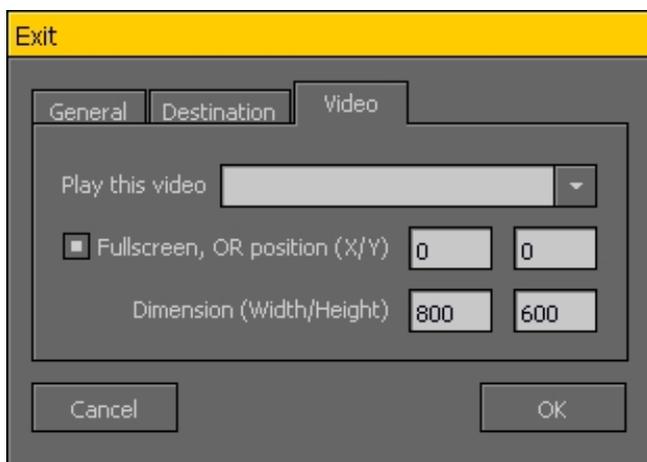
### Position

You also need to set the coordinates of the new position. This allows you to arrive at any point on the new level, even in the air.

### Direction

You can set the direction where the player will face when arriving on the new level.

### Video tab



## PROPERTIES

### Play this video

You can play a movie (file) before you actually continue on the next level. This allows you to insert in-game movies. Select a movie file from the combo box.

### Fullscreen or position, dimension

If you selected a movie file from the video combo box, you can define if it should be played in full screen mode or using a specified position and dimension. Check the Fullscreen checkbox if you want to play the video in full screen mode.

When this checkbox is unchecked, enter the position of the top-left corner of the video window relative to the screen. Also, enter the video window width and height. This allows you, for example, to play the movie file in a half-size window.

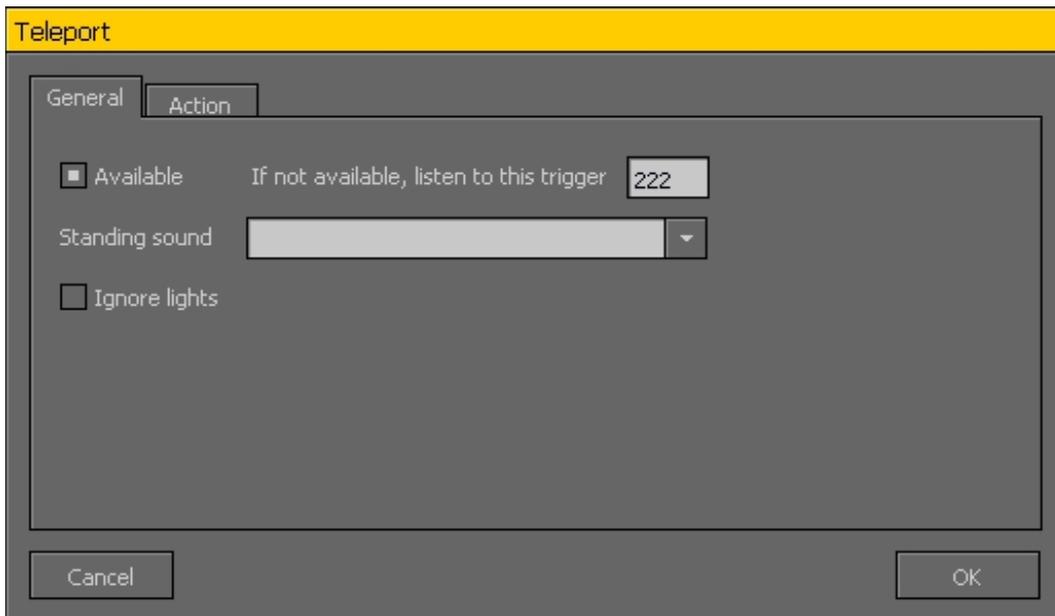
# Teleport

---



The teleport instantly moves the player to a different position within the level.

## General tab



## PROPERTIES

### Available

Similar to the exit point it can be set to available or unavailable. Enter an existing trigger number. See details in the TRIGGER section.

### Standing sound

Teleports can emit sound when they are not in use. Select a sound from the combo box.

### Ignore lights

If it is checked, this object will be visible on a dark level and there won't be any light effects on this element.

## Action tab

Teleport

General Action

Port to XYZ 0 0 0

Activate this trigger 222

Screen text

Play a video or play sound

Fullscreen OR position (X/Y) 0 0

Dimension (Width/Height) 800 600

Cancel OK

## PROPERTIES

### Port to XYZ

This is the XYZ coordinate, where the player will be teleported touching this teleport.

### Activate this trigger

When player uses this teleport a trigger can be activated. Enter an existing trigger number.

### Screen text

You can display a text on the screen when the player uses this teleport. Enter some text.

### Play a video or play a sound

You can play a movie file or a sound when player uses this teleport. Select a movie file or a sound from the combo box.

### Fullscreen or position, dimension

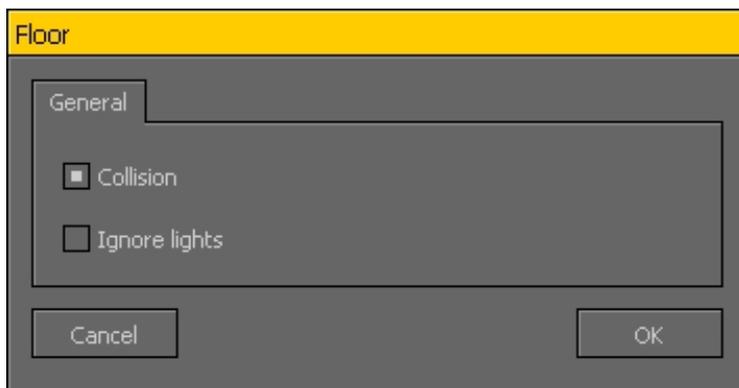
If a movie file is selected, you can define if it should be played in full screen mode, or using a specific dimension. Enter the top-left coordinates of the movie window, and also the width and height of it.

## Floor

---



This is a static element.



### PROPERTIES

#### Collision

You can uncheck this checkbox so player will not collide with this object in the game. This allows you to place design elements without collision.

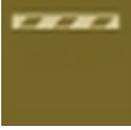
#### Ignore lights

If it is checked, this object will be visible on a dark level. There won't be any light effects on this element.

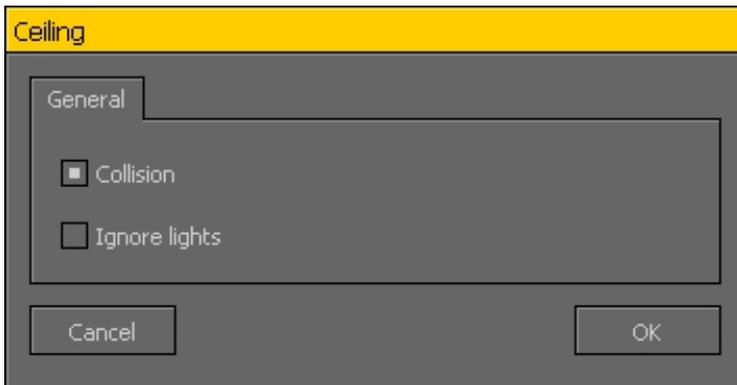
*Tip: To create a ramp, select the rotation icon from the right panel and press the PageUp/PageDown keys.*

## Ceiling

---



This is a static element.



### PROPERTIES

#### Collision

You can uncheck this checkbox so player will not collide with this object in the game. This allows you to place design elements without collision.

#### Ignore lights

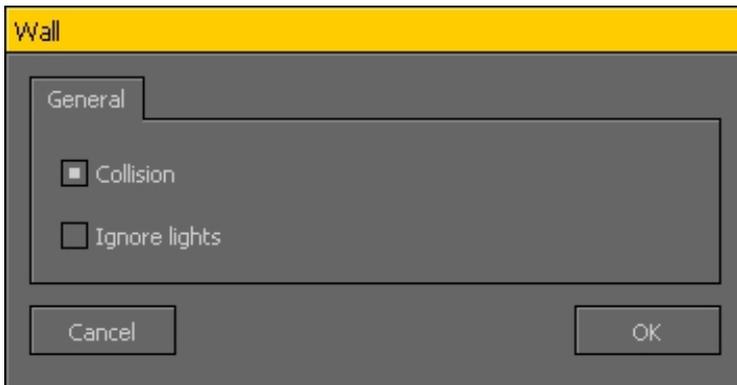
If it is checked, this object will be visible on a dark level. There won't be any light effects on this element.

## Wall

---



This is a static element.



### PROPERTIES

#### Collision

You can uncheck this checkbox so player will not collide with this object in the game. This allows you to place design elements without collision.

#### Ignore lights

If it is checked, this object will be visible on a dark level. There won't be any light effects on this element.

## Light

---



You can place up to 8 lights in a level. Each light can have different colour and light range.

A screenshot of a software dialog box titled "Light". The dialog has a yellow header bar with the title "Light". Below the header is a "General" tab. Inside the tab, there are three input fields for "Color RGB" with values "255", "255", and "255". Below these are two checkboxes: "Blink effect, delay" with a value of "100" and "Available, or listen to this trigger" with a value of "222". At the bottom of the dialog are "Cancel" and "OK" buttons.

### PROPERTIES

#### Colour RGB

This is the colour of the light source. Enter a valid RGB value.

#### Blink effect, delay

You can emulate a blinking light by checking this checkbox. Use the delay value to set the speed of the blinking.

#### Available, or listen to this trigger

Lights can be turned off by default, and turned on using triggers. Enter an existing trigger value. Please see details in the TRIGGER section.

## Door

---

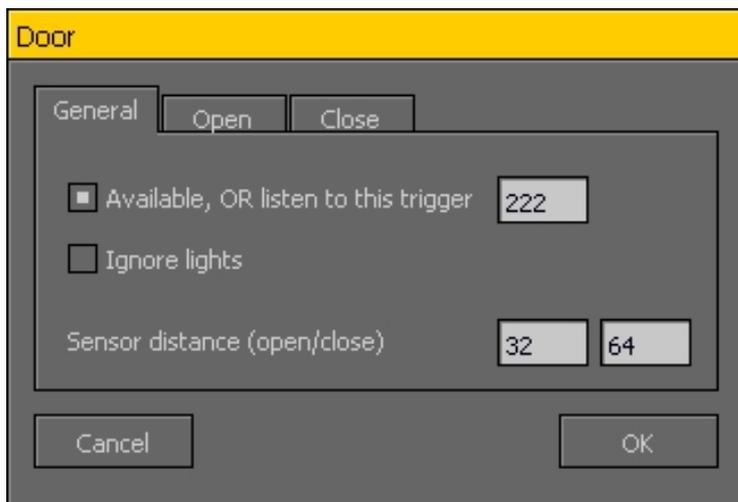


The door element is used to separate different parts of a level. For example you can build two rooms and a door between them. Player may need to find a key to open the door.

Similar to weapons, doors have a starting and an ending position. On the right panel you can select which frame (start or end) you want to edit. In the final game Silent Walk will generate a smooth animation sequence from the positions you defined with the start and end frame.

It is also possible to create moving platforms or elevators using doors. When you place a door, you can scale it to form a flat object or a cube or a block. If you set the last animation frame higher than the first one, then it will create a moving animation, so the block will move up and down simulating an elevator. This also works horizontally.

### General tab



### PROPERTIES

#### Available, or listen to this trigger

You can set a door as unavailable, so player needs to activate a trigger elsewhere in the level. Enter an existing trigger number. Please see details in the TRIGGER section.

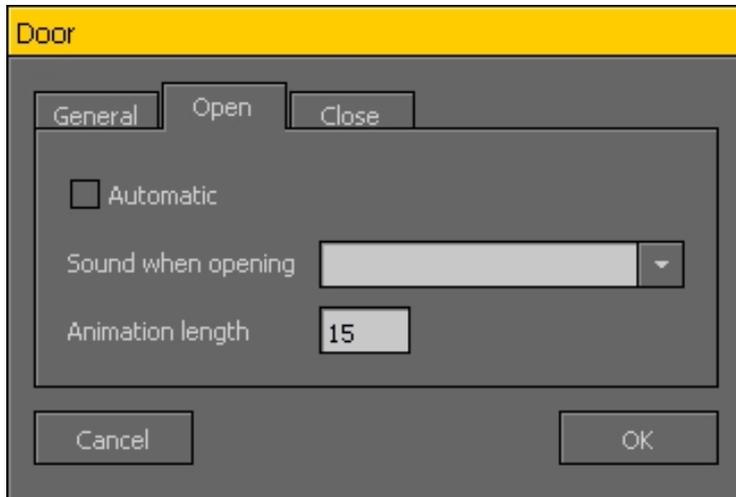
#### Ignore lights

If it is checked, this object will be visible on a dark level. There will not be any light effects on this element.

### Sensor distance (open/close)

Automatic doors detect the movement of the player. If player is closer than the “open” value, the door will open. If player is further from the door than the “close” value, the door will close.

### Open tab



### PROPERTIES

#### Automatic

Check this checkbox if you want the door to open and close automatically according to the movement of the player.

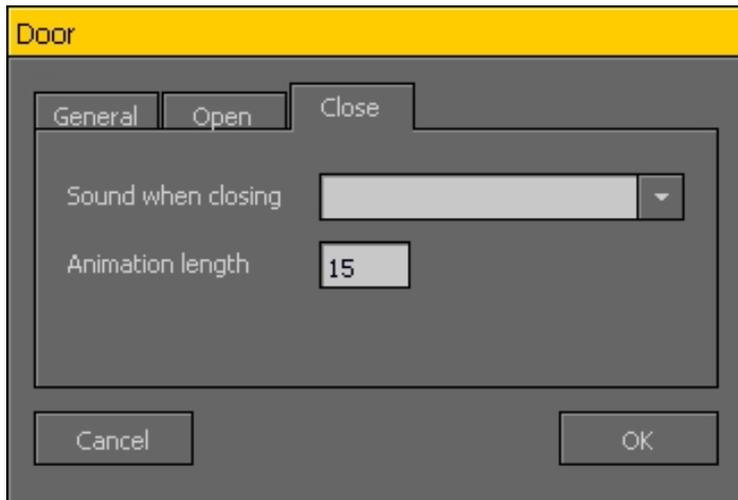
#### Sound when opening

Select a sound from the combo box. This sound will be played each time the door is opening. The sound will be played even the door is auto or manually opened.

#### Animation length

Set the number of frames used for creating the opening sequence of the door's movement. Higher value means longer animation.

## Close tab



## PROPERTIES

### Sound when closing

Select a sound from the combo box. This sound will be played each time the door is closing. The sound will be played even the door is auto or manually closed.

### Animation length

Set the number of frames used for creating the closing sequence of the door movement. Higher value means longer animation.

## Actor

---



Actors are interactive elements in the level. Actors can be enemies or friends. An enemy actor can have a weapon so it tries to hurt the player. Also the enemy can be like a monster, so it has no weapon, but the player gets hurt every time the actor touches him. You can place an actor by selecting the actor icon and select a 3D model from the model list on the right panel.

### General tab



### PROPERTIES

#### Don't attack the player

Check this checkbox if you do not want this actor to attack the player in the game. It allows you to create non armed people or creatures.

#### Sound when idle

Each actor can have its own sound which is played when the actor is idle. Select a sound from the combo box.

### Stay in place

Check this checkbox if you do not want this actor to follow the player. This allows you, for example, to create a turret gun.

### Walk speed

This is the speed of the actor in the game. Higher value means higher speed.

### Ignore lights

If it is checked, this object will be visible on a dark level. There won't be any light effects on this element.

### Attack tab



## PROPERTIES

### This actor has a gun

Check this checkbox if this actor can shoot the player. Un-checking this checkbox means the actor does not have a weapon, so it tries to catch and hurt the player. You can, for example, create a monster which follows the player but does not shoot.

### Accuracy

If this actor has a weapon, you can define its accuracy which could hurt the player. Higher value means higher percentage to hurt the player.

### Damage for player

By default the player has 100 units of health. This will be decreased by this value when player gets hurt.

### Strength

It is basically the actor's health. You can define how strong or weak this actor is. Higher value means more strength.

### Action sound

You can select a sound from the combo box which will be played when this actor makes the attack.

### Don't turn to the player

You can make this actor not to turn to the player by checking this checkbox. It allows you to create for example a static non-moving turret.

### Show blood when hurt

Check this checkbox if you want to display a blood effect when this actor gets hurt.

### Animations tab

The screenshot shows a dialog box titled "Actor" with a yellow header. It has five tabs: "General", "Attack", "Animations" (selected), "Triggers", and "Dead". In the "Animations" tab, there is a checkbox labeled "Extract motion frames" which is unchecked. Below this is a table with three columns: "[Motion]", "[From]", and "[To]". The table lists seven motion types: Stand, Walk, Run, Attack, Hurt, Die, and Dead. Each motion type has a corresponding input field in the "[From]" and "[To]" columns, all containing the value "1". At the bottom of the dialog are "Cancel" and "OK" buttons.

[Motion]	[From]	[To]
Stand	1	1
Walk	1	1
Run	1	1
Attack	1	1
Hurt	1	1
Die	1	1
Dead	1	1

## PROPERTIES

### Extract motion frames

You can use predefined animation sequences for different actions. Check this checkbox if your 3D model already has these sequences.

### Motion (from / to)

Enter the frame numbers which defines the animation sequence.

### Triggers tab



The screenshot shows a dialog box titled "Actor" with a yellow header. Below the header are five tabs: "General", "Attack", "Animations", "Triggers", and "Dead". The "Triggers" tab is selected. Inside the dialog, there are two rows of text with input fields:

Activate this trigger when actor is attacked	222
Activate this trigger when actor is dead	222

At the bottom of the dialog are two buttons: "Cancel" and "OK".

## PROPERTIES

### Activate this trigger when actor is attacked

A trigger can be activated when the player attacks this actor. The trigger is activated when the actor gets the first hit. Enter an existing trigger number.

### Activate this trigger when actor is dead

A trigger can be activated when the player kills this actor. The trigger is activated when the actor dies. Enter an existing trigger number.

## Dead tab

[Register number]	[Value added]
1	0
2	0
3	0
4	0
5	0

### PROPERTIES

#### Display this text on the screen when actor dies

You can display a text on the screen for a few seconds when this actor dies. Type some text.

#### Change the values of these registers (register number / value added)

You can change the value of some registers when this actor dies. Enter the register id and the value which will be added to the specified register.

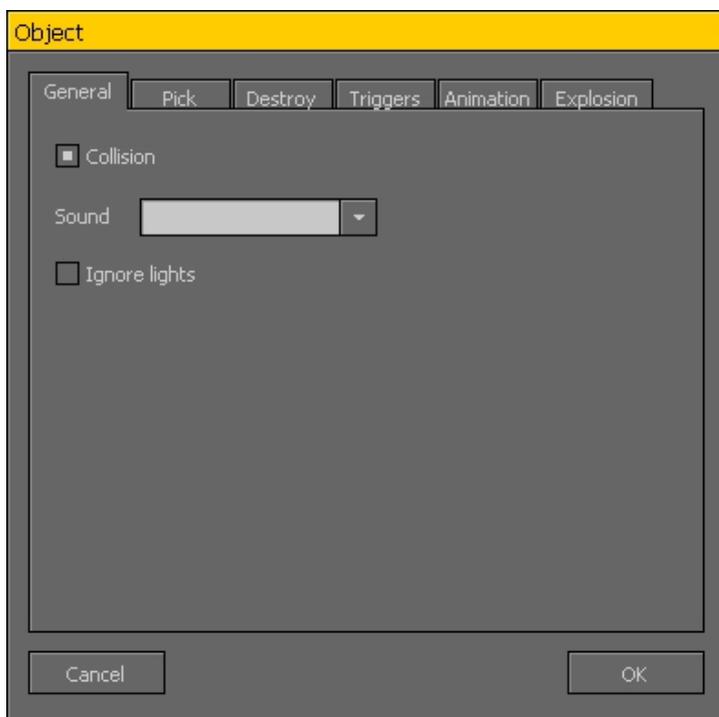
## Object

---



There are different uses of the general object element. It can be a single static model, but also it can be a health pack or ammo which can be picked up by the player. Also objects can be set as destroyable so player can destroy them. You can animate the object by setting the first and the last animation frame in a different position or direction. You can also set the animation length.

### General tab



### PROPERTIES

#### Collision

You can uncheck this checkbox so player will not collide with this object in the game. This allows you to place design elements without collision.

#### Sound

You can select a sound from the combo box which will be used as the object's standing sound.

#### Ignore lights

If it is checked, this object will be visible on a dark level. There won't be any light effects on this element.

## Pick tab

The image shows a software interface for configuring an object's 'Pick' properties. The window is titled 'Object' and has several tabs: 'General', 'Pick', 'Destroy', 'Triggers', 'Animation', and 'Explosion'. The 'Pick' tab is selected. Inside the 'Pick' tab, there is a checkbox labeled 'Pickable'. Below it are four input fields: 'Increase player's health by' (with a value of 0), 'Pick sound' (a dropdown menu), 'Increase ammo by' (with a value of 0), and 'Category of ammo' (with a value of 0). At the bottom of the dialog are 'Cancel' and 'OK' buttons.

## PROPERTIES

### Pickable

Check this checkbox if player can touch and pick up this object. This allows you to create med kits, ammos or different power-ups.

### Increase player's health by

Once this object is pickable and player picks this object, it is possible to increase the player's health by this amount. This allows you to create med kits.

### Pick sound

Once this object is pickable this sound will be played when player picks up this object. Select a sound from the combo box.

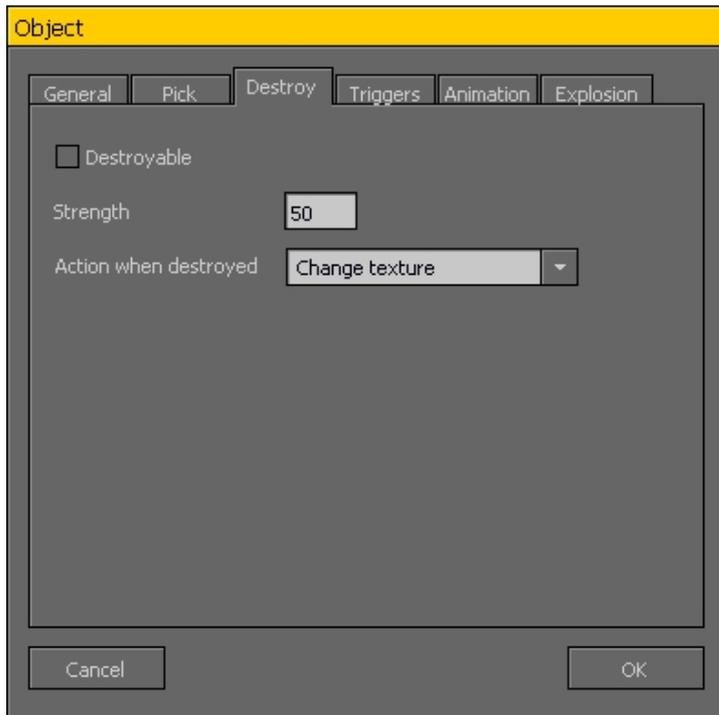
### Increase ammo by

Once this object is pickable and player picks this object, it is possible to increase the number of ammos for a specific weapon category. This allows you to create ammos for different weapons.

### Category of ammo

If this object is pickable and you specified an amount in the previous field, you need to define a weapon category for the ammo change.

## Destroy tab



## PROPERTIES

### Destroyable

Check this checkbox if player can destroy this object. An object can be destroyed by shooting it or hitting it with a melee weapon.

### Strength

Once an object is destroyable you can define its strength, which specifies how hard or easy it is to destroy it. The higher the value, the more difficult it is to destroy the object.

### Action when destroyed

Once this object is set to destroyable and it is destroyed the object needs to be changed. There are three ways of changing its status:

#### 1. Change texture

This option will change the texture on the object.

#### 2. Disappear

The object will disappear immediately without any action.

#### 3. Explode

The object will disappear and a small explosion animation is played. The explosion animation can be selected from the combo box in the Explosion tab.

## Triggers tab

Object

General Pick Destroy Triggers Animation Explosion

Change these registers and triggers when picked or destroyed

[Register]	[value added]
1	0
2	0
3	0
4	0
5	0

Activate these triggers

222	222	222	222	222
-----	-----	-----	-----	-----

Cancel OK

## PROPERTIES

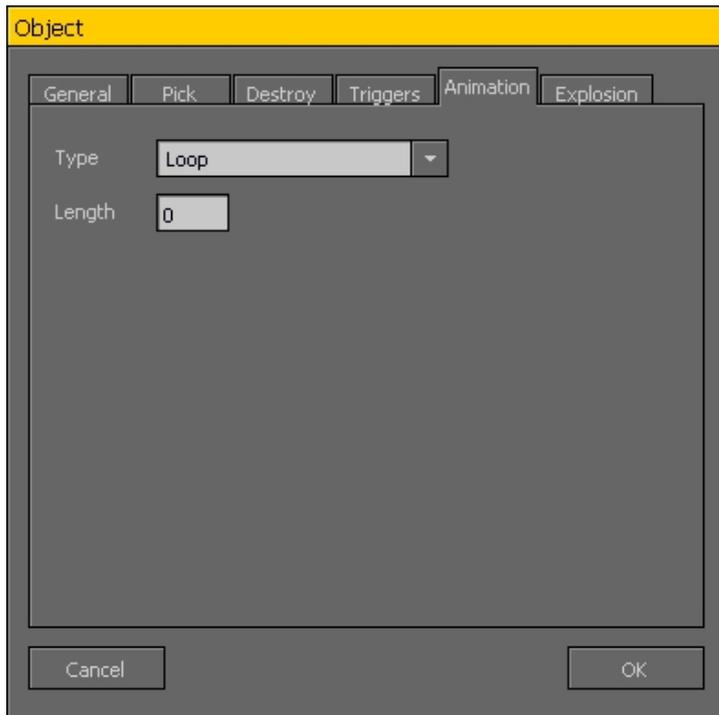
### Change these registers and triggers when picked or destroyed

You can change the values of some registers when the object is picked up or destroyed by the player. Enter the identifier of the register and a value which will be added to the register. To decrease the value of a register, enter a negative number.

### Activate these triggers

It is also possible to activate five different triggers when player picks up or destroys this object. Enter an existing trigger number in each field.

## Animation tab



## PROPERTIES

### Type

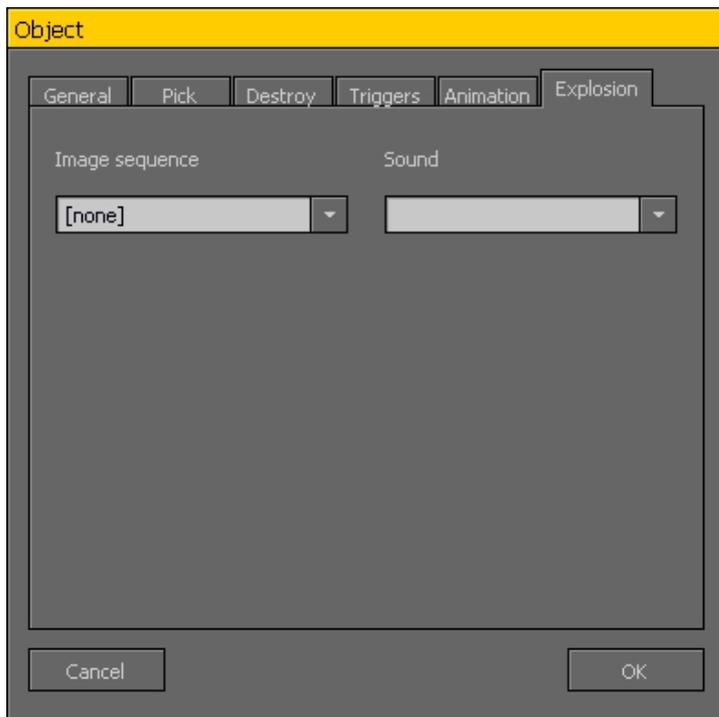
Each object can be animated. To do this you need to define the start and the end position and Silent Walk will calculate the in between frames. When the animation is played and the last frame is reached in the sequence you can define how to continue the animation:

1. Loop (start from the first frame again)
2. Ping-pong (reverse animation)

### Length

You can define how many frames should be used to create the animation sequence. Higher value means longer animation.

## Explosion tab



### PROPERTIES

#### Image sequence

If the object is set to Destroyable and the player destroys it, you can display an explosion animation sequence. Select an animation from the combo box.

#### Sound

You can also play a sound when the object explodes. Select a sound from the combo box.

# Trigger

---

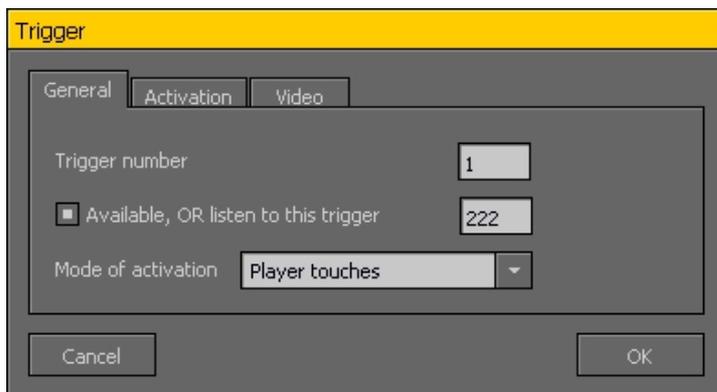


Triggers can control the interaction between elements in the level. They are invisible boxes. When you place a trigger you have to set its state, which can be off or on, like a switch. Triggers are normally placed with OFF state.

During the game, player touches a trigger. Meanwhile another element, for example a light is “listening” if this trigger is OFF or ON. If the light is set up correctly it will not be turned on if the trigger is OFF. So the light “listens” to the trigger. Once the trigger is touched by the player it switches to ON state. The light “knows” about it and turns on. To identify which trigger controls which element you need to put a number on each trigger. So in this example you place a trigger and name it trigger “37”. You also place a light and set it to unavailable, and set its listener to 37. That’s all.

You can also set up trigger controlled actors, teleports, exits and doors.

## General tab



## PROPERTIES

### Trigger number

Each trigger has a unique identifier which can be used in different events during game play. Enter a value between 1 and 255.

### Available, or listen to this trigger

Just like doors, teleports and exits, triggers also can be set as available or not available. If a trigger is not available it means that it can be activated when another trigger is activated. Enter an existing trigger number.

### Mode of activation

A trigger can be activated (triggered) by simply touching it or it can be activated when player presses the defined “USE” key. Select the method from the combo box.

## Activation tab

The screenshot shows a dialog box titled 'Trigger' with a yellow header. It has three tabs: 'General', 'Activation', and 'Video'. The 'Activation' tab is selected. Inside the dialog, there are two main sections. The first is 'Sound when activated' with a dropdown menu. The second is 'Display a text on the screen' with a text input field. At the bottom, there are 'Cancel' and 'OK' buttons.

### PROPERTIES

#### Sound when activated

This sound is played when this trigger is activated. Select a sound from the combo box.

#### Display a text on the screen

This text is displayed on the screen for a few seconds when this trigger is activated. Enter some text. The longer the text the longer it will be displayed.

## Video tab

The screenshot shows the same 'Trigger' dialog box, but with the 'Video' tab selected. It features a 'Play this video' dropdown menu. Below it is a checkbox labeled 'Fullscreen, OR position (X/Y)'. To the right of the checkbox are two input fields, both containing '0'. Below these are two more input fields labeled 'Dimension (Width/Height)', also both containing '0'. 'Cancel' and 'OK' buttons are at the bottom.

### PROPERTIES

#### Play this video

You can play a movie file when this trigger is activated. Select a movie file from the combo box.

#### Fullscreen or position, dimension

You can set if the movie should be played in full screen mode or in a specific window. Enter the top-left coordinate of the movie window and the width and height of it.

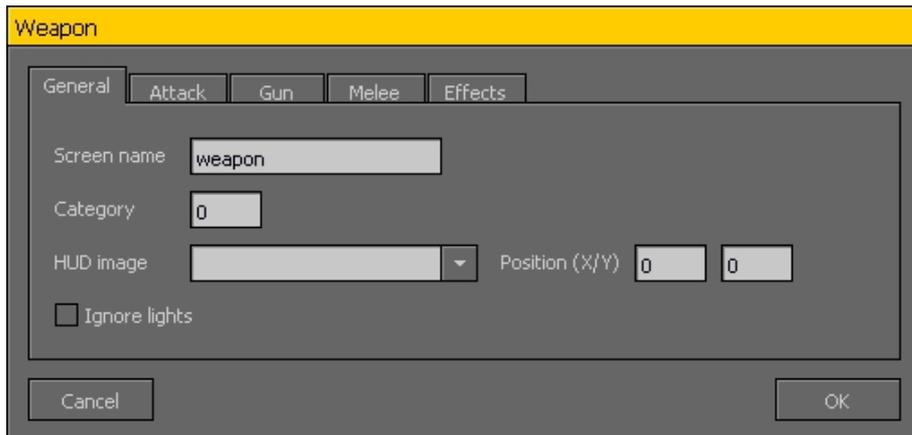
# Weapon

---



Weapons can be picked and used during the game.

## General tab



The screenshot shows a dialog box titled 'Weapon' with a yellow header. It has five tabs: 'General', 'Attack', 'Gun', 'Melee', and 'Effects'. The 'General' tab is selected. The 'Screen name' field contains the text 'weapon'. The 'Category' field contains the number '0'. The 'HUD image' field is a dropdown menu with a downward arrow. To its right, the 'Position (X/Y)' fields contain the numbers '0' and '0'. There is an unchecked checkbox labeled 'Ignore lights'. At the bottom, there are 'Cancel' and 'OK' buttons.

## PROPERTIES

### Screen name

Each weapon can have its own name which will be displayed on the screen for a few seconds when players pick it up.

### Category

Different types of weapons can be put in different categories. A higher category number for example can represent a more powerful weapon. Enter a value between 1 and 255.

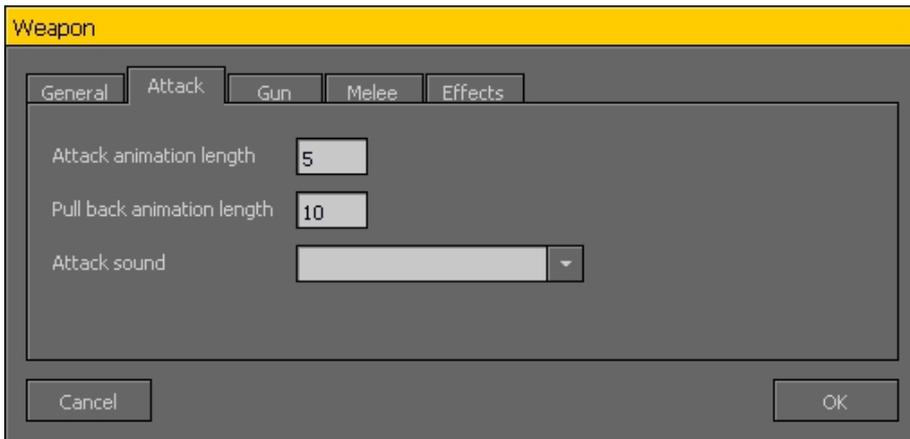
### HUD image, position

You can display an image on the screen when a weapon is picked up. Select an image from the combo box and enter its position on the screen.

### Ignore lights

If it is checked, this object will be visible on a dark level. There won't be any light effects on this element.

## Attack tab



### PROPERTIES

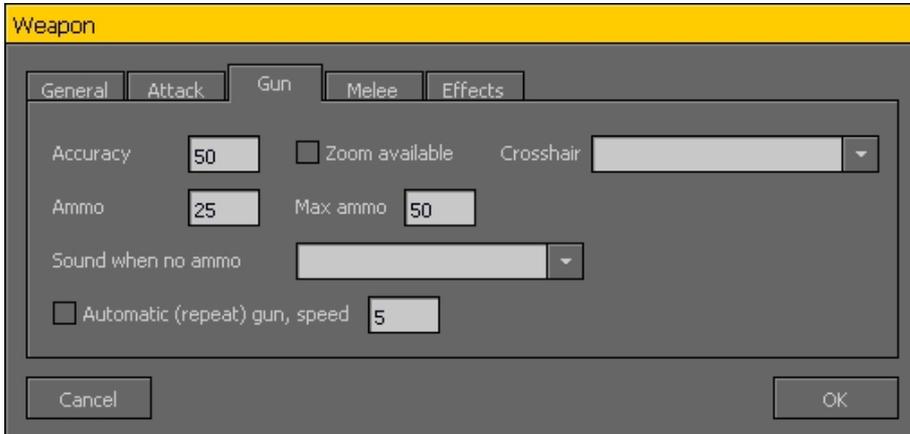
#### Attack animation length, Pull back animation length

Once you created the start and end animation frames for this weapon, you can define how many frames should be played.

#### Attack sound

You can define a sound when player uses this weapon. Select a sound from the combo box.

## Gun tab



### PROPERTIES

#### Accuracy

Set the accuracy percentage of the weapon. Higher value means better accuracy.

#### Zoom available

Check this checkbox if you want to have a sniper zoom on this weapon.

#### Crosshair

Select an image from the combo box which represents the aiming crosshair on the player's HUD.

## Ammo

Set the default ammo of this weapon.

## Max ammo

Set what is the maximum capability of ammo of this weapon.

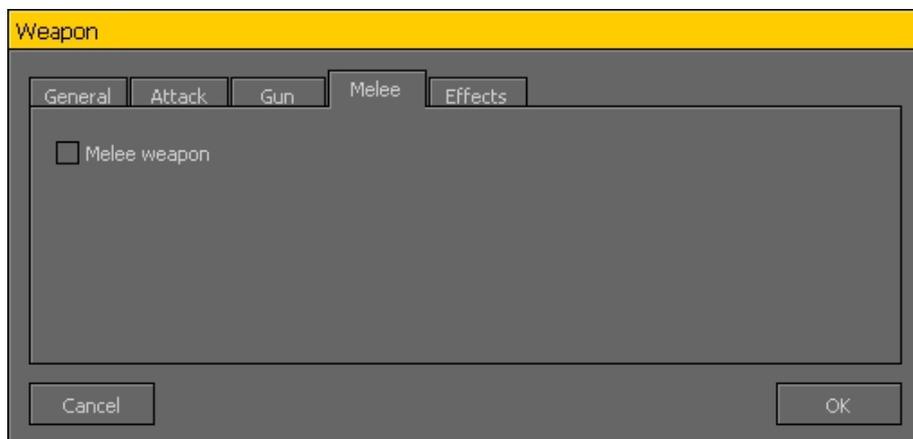
## Sound when no ammo

This sound is played when there is no more ammo for this weapon. Select a sound from the combo box.

## Automatic gun, speed

Check this checkbox if this weapon has an automatic feature. Enter the delay value between two shots.

## Melee tab

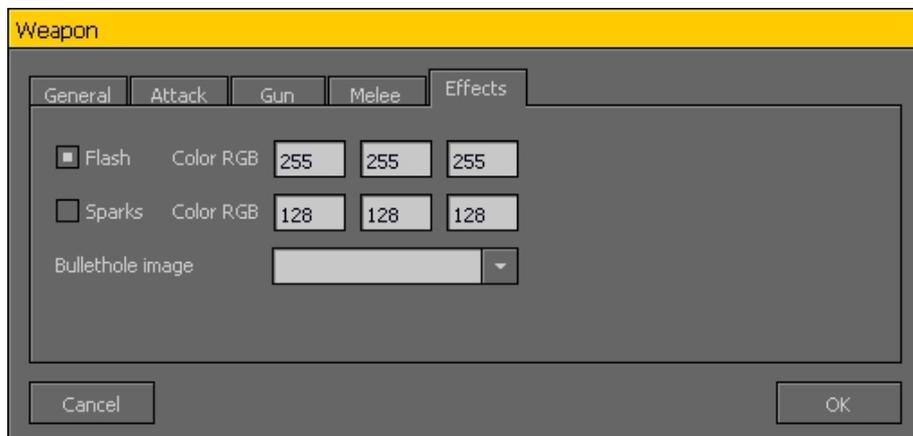


## PROPERTIES

### Melee weapon

Check this checkbox if this weapon is a melee weapon instead of a gun type weapon. Melee weapons (e.g.: knife, axe) have no ammos and can be used against enemies within a small range.

## Effects tab



## **PROPERTIES**

### **Flash color RGB**

A flash effect can be displayed when the player uses a weapon. You can emulate a flash effect by checking this checkbox. Enter a valid RGB value.

### **Sparks color RGB**

You can emulate small spark objects caused by the bullet on the surface by checking this checkbox. Enter a valid RGB value.

### **Bullethole image**

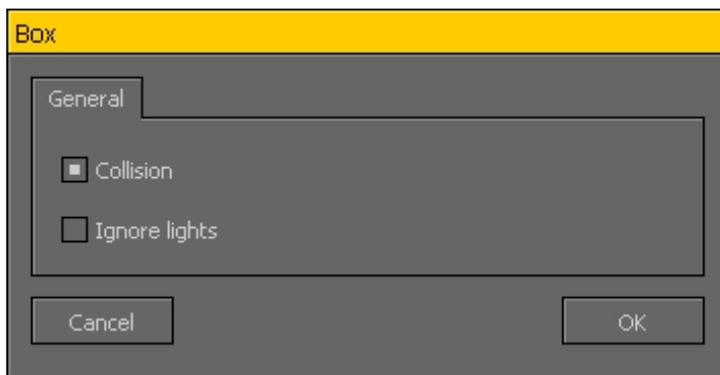
The bullet can cause a hole on the surface. Select an image from the combo box which represents the bullet hole.

## Box

---



This is a static element.



### PROPERTIES

#### Collision

You can uncheck this checkbox so player will not collide with this object in the game. This allows you to place design elements without collision.

#### Ignore lights

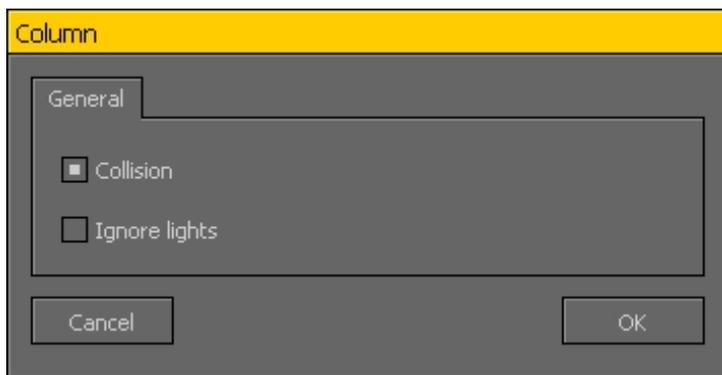
If it is checked, this object will be visible on a dark level. There won't be any light effects on this element.

## Column

---



This is a static element.



### PROPERTIES

#### Collision

You can uncheck this checkbox so player will not collide with this object in the game. This allows you to place design elements without collision.

#### Ignore lights

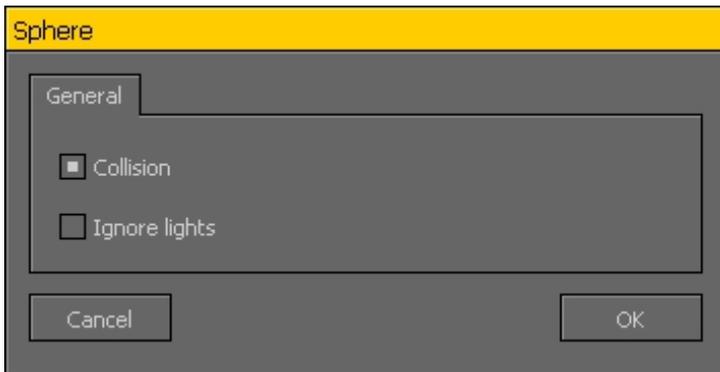
If it is checked, this object will be visible on a dark level. There won't be any light effects on this element.

# Sphere

---



This is a static element.



## PROPERTIES

### Collision

You can uncheck this checkbox so player will not collide with this object in the game. This allows you to place design elements without collision.

### Ignore lights

If it is checked, this object will be visible on a dark level. There won't be any light effects on this element.

## Cone

---



This is a static element.



### PROPERTIES

#### Collision

You can uncheck this checkbox so player will not collide with this object in the game. This allows you to place design elements without collision.

#### Ignore lights

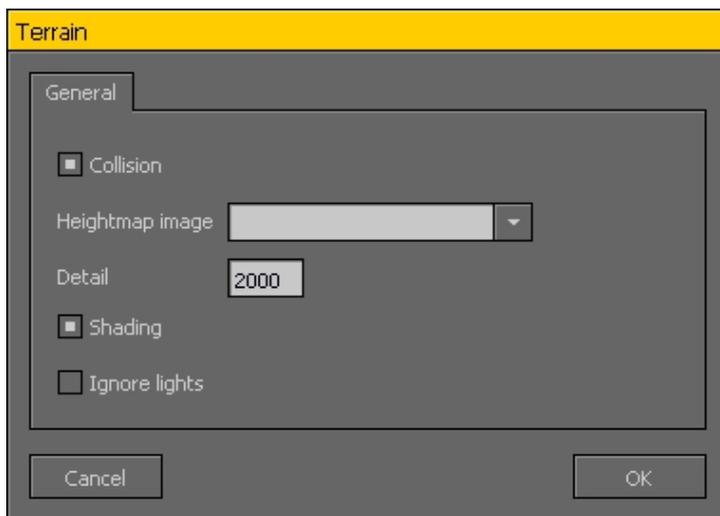
If it is checked, this object will be visible on a dark level. There won't be any light effects on this element.

## Terrain

---



Terrains are generated from a single greyscale image.



### PROPERTIES

#### Collision

You can uncheck this checkbox so player will not collide with this object in the game. This allows you to place design elements without collision.

#### Heightmap image

Select an image from the combo box. This image will be used to generate the terrain.

#### Detail

You can set the number of polygons to generate the terrain. Higher value means smoother terrain, but high polygons can easily break down the speed of the game, especially on older machines.

#### Shading

Enables or disables terrain shading.

#### Ignore lights

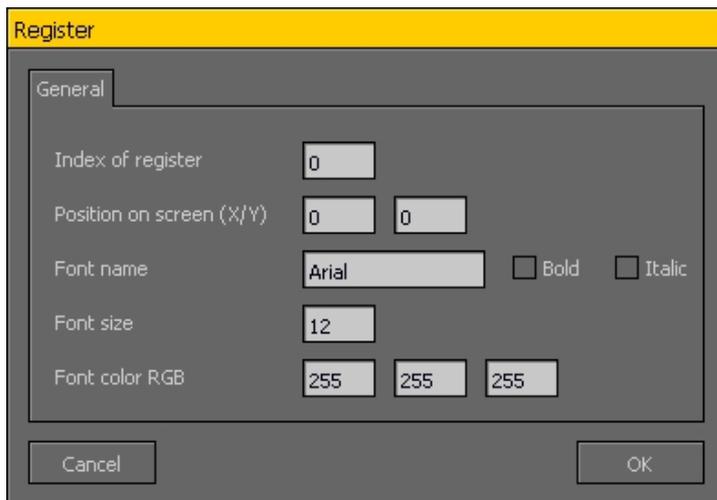
If it is checked, this object will be visible on a dark level. There won't be any light effects on this element.

## Register value

---



If you need to store different variables during your game, for example gold, money, water etc, you can define different registers where you can store the values of these elements. Registers then can be displayed on the HUD in different formats.



Register

General

Index of register: 0

Position on screen (X/Y): 0 0

Font name: Arial  Bold  Italic

Font size: 12

Font color RGB: 255 255 255

Cancel OK

### PROPERTIES

#### Index of register

This is an identifier of the register. Enter a value between 1 and 255.

#### Position on screen (X/Y)

You can define where to display the value of this register on the screen at XY coordinate.

#### Font name, size, color, bold, italic

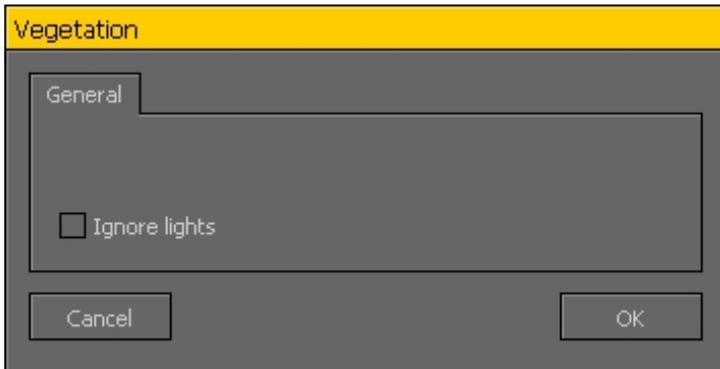
To display the text you can define which font should be used. You can also define other font properties, like size, color, and bold and italic styles.

## Vegetation

---



You can place 2D images which always face the player, so this element is good for simulating grass, trees and different green vegetation.



### PROPERTIES

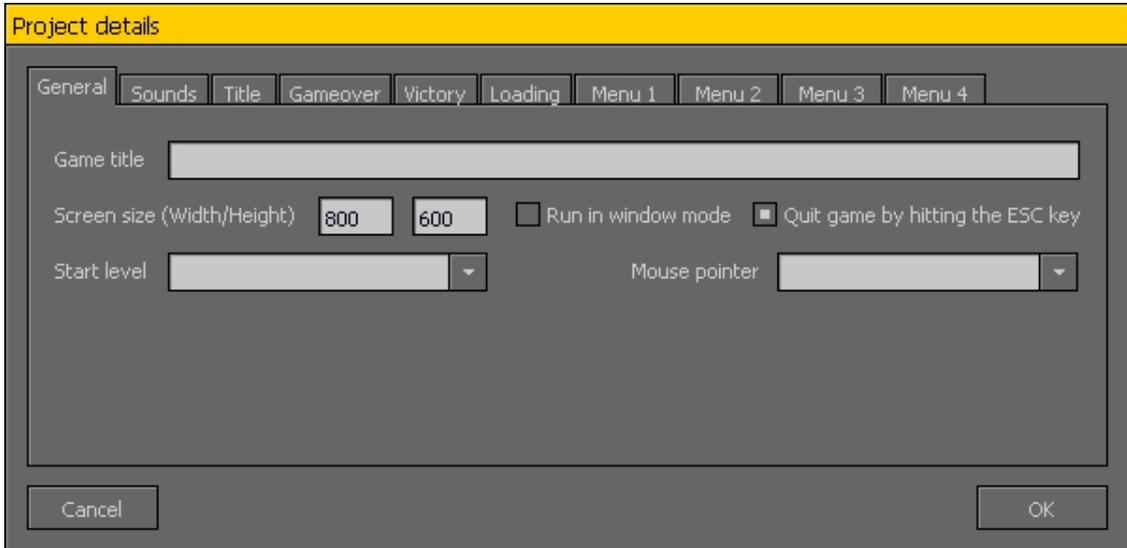
#### Ignore lights

If it is checked, this object will be visible on a dark level. There won't be any light effects on this element.

## Project details

There are some properties which must be set properly for you to be able to run the game. Some property fields however may be left blank.

### General tab



The screenshot shows a dialog box titled "Project details" with a yellow header. Below the header is a tabbed interface with the "General" tab selected. Other tabs include "Sounds", "Title", "Gameover", "Victory", "Loading", "Menu 1", "Menu 2", "Menu 3", and "Menu 4". The "General" tab contains the following fields:

- Game title:** A text input field.
- Screen size (Width/Height):** Two input fields with values "800" and "600".
- Run in window mode:** An unchecked checkbox.
- Quit game by hitting the ESC key:** A checked checkbox.
- Start level:** A dropdown menu.
- Mouse pointer:** A dropdown menu.

At the bottom of the dialog are "Cancel" and "OK" buttons.

## PROPERTIES

### Game title

This is the actual title of your game displayed in the window caption.

### Screen size

You can set the width and height of the screen.

### Run in window

If you want to run the game in window mode instead of full screen, check this box.

### Quit game by hitting ESC key

Check this box if you want to enable players to exit from the game by pressing the ESC key, instead of using the Exit menu from the title screen.

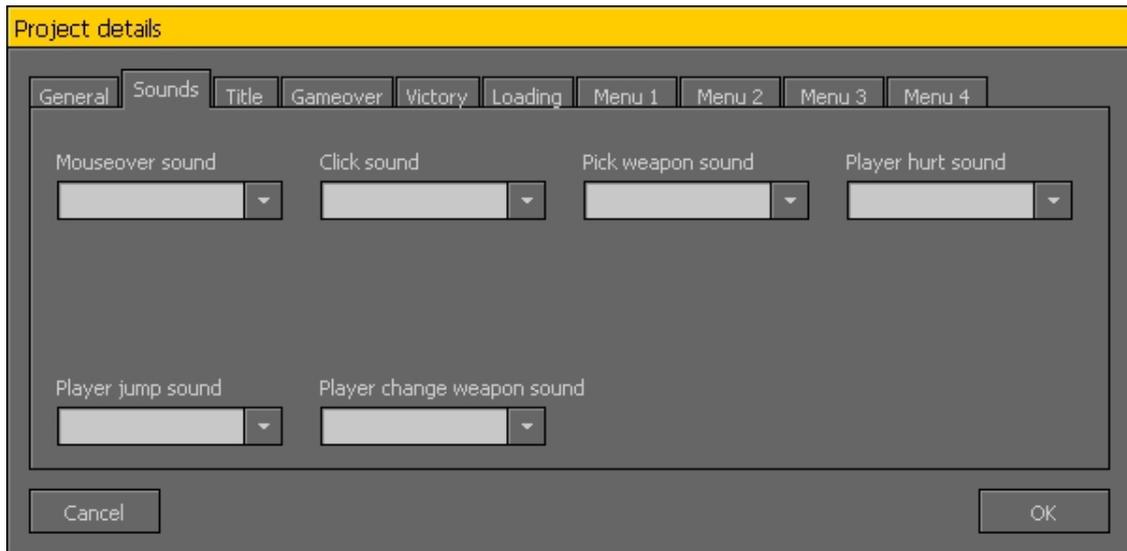
### Start level

Each game needs to have a level where the player starts the game. You need to have at least one saved level to select a level name.

### Mouse pointer

Select an image which represents the mouse pointer on the title screen.

## Sounds tab



### PROPERTIES

#### Mouseover sound

You can place buttons on the title screen. A mouse over sound is played when your mouse pointer enters the clickable area of the button.

#### Click sound

A sound will be played when the player clicks on a menu button on the title screen.

#### Pick weapon sound

This sound is played when a player picks up a weapon during game play.

#### Player hurt sound

This sound is played when a player gets hurt by an enemy or a bullet.

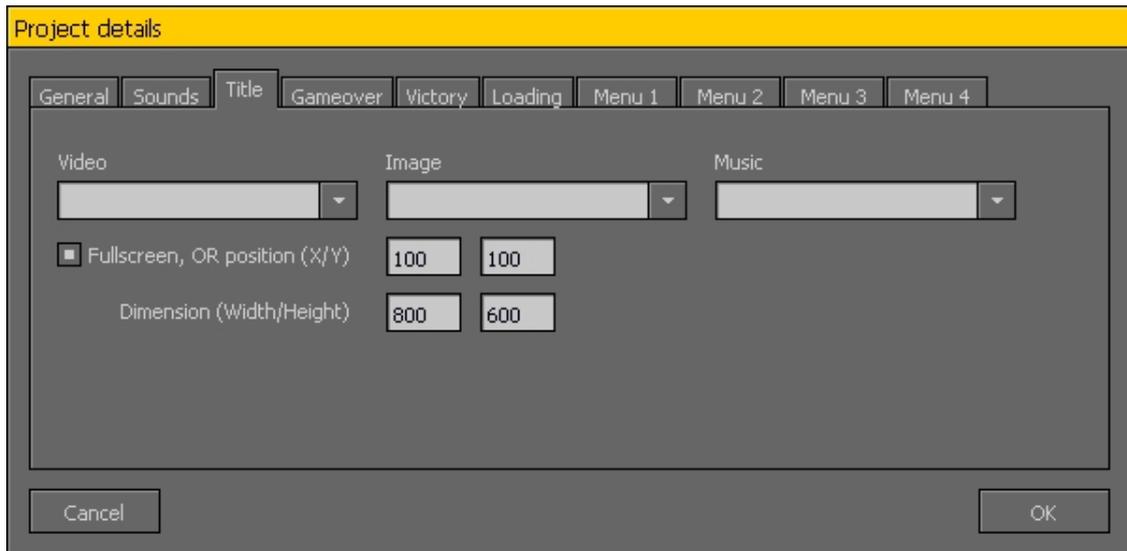
#### Player jump sound

This sound is played when player jumps.

#### Player change weapon sound

This sound is played when player changes between different weapons.

## Title tab



## PROPERTIES

### Video

This video is played once when player starts the game.

### Image

This image is displayed as a background image of the title screen. The image is resized automatically to the screen size.

### Music

This music is played when the title screen is displayed. The music is looped.

### Fullscreen

When you select a video, you can play it in full screen mode. In this case the video is resized to the screen size.

### Position

If the video is not played in full screen mode, you can set its position and size. The position is the top-left part of the movie.

## Gameover tab

Project details

General Sounds Title **Gameover** Victory Loading Menu 1 Menu 2 Menu 3 Menu 4

Video Image Music

Fullscreen, OR position (X/Y)

Dimension (Width/Height) 800 600

Cancel OK

## PROPERTIES

### Video

This video is played once when player dies.

### Image

This image is displayed as a background image of the game over screen. The image is resized automatically to the screen size.

### Music

This music is played when the game over screen is displayed. The music is looped.

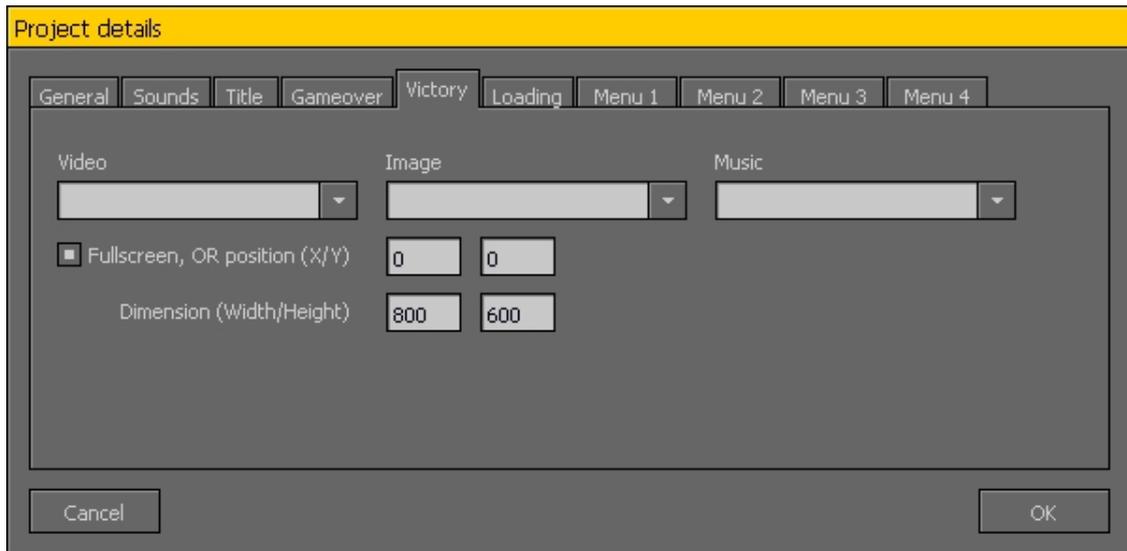
### Fullscreen

When you select a video, you can play it in full screen mode. In this case the video is resized to the screen size.

### Position

If the video is not played in full screen mode, you can set its position and its size. The position is the top-left part of the movie.

## Victory tab



## PROPERTIES

### Video

This video is played once when player reaches the last level and no more levels are specified - game is won.

### Image

This image is displayed as a background image of the victory screen. The image is resized automatically to the screen size.

### Music

This music is played when the victory screen is displayed. The music is looped.

### Fullscreen

When you select a video, you can play it in full screen mode. In this case the video is resized to the screen size.

### Position

If the video is not played in full screen mode, you can set its position and its size. The position is the top-left part of the movie.

## Loading tab

The screenshot shows the 'Loading' tab of the 'Project details' dialog box. The dialog has a yellow title bar and several tabs: General, Sounds, Title, Gameover, Victory, Loading (selected), Menu 1, Menu 2, Menu 3, and Menu 4. The 'Loading' tab contains the following controls:

- Image while loading:** A dropdown menu.
- Text while loading:** A text input field containing 'Loading...'. To its right are three input fields for 'Font color RGB' with values 255, 255, and 255.
- Font name:** A text input field containing 'Arial'. To its right are input fields for 'Font size' (16) and checkboxes for 'Bold' and 'Italic'.
- Show loading bar:** A checked checkbox.
- Bar color RGB:** Three input fields with values 128, 128, and 128.
- Position (X/Y):** Two input fields with values 0 and 590.
- Dimension (Width/Height):** Two input fields with values 800 and 100.

At the bottom of the dialog are 'Cancel' and 'OK' buttons.

## PROPERTIES

### Image while loading, position

When player starts the game, some of the resources (sounds, textures, and images) are pre-loaded. This might take a few seconds. During this time an image can be displayed at the given position.

### Text while loading, font color, name, size, bold, italic

You can also enter a text which is displayed on the centre of the screen. To display the text you can define which font should be used. You can also define other font properties, like size, color, and bold and italic styles.

### Show loading bar, bar color, position, dimension

A loading bar can be displayed on the screen during the loading process.

## Menu 1,2,3,4 tabs

You can set four different buttons on the title screen. Each menu tab is a button.

The screenshot shows the 'Menu 1' tab of the 'Project details' dialog box. The dialog has a yellow title bar and several tabs: General, Sounds, Title, Gameover, Victory, Loading, Menu 1 (selected), Menu 2, Menu 3, and Menu 4. The 'Menu 1' tab contains the following controls:

- Normal image:** A dropdown menu.
- Mouseover image:** A dropdown menu.
- Position (X/Y):** Two input fields with values 0 and 0.
- Clickable area (x1,y1,x2,y2):** Four input fields with values 0, 0, 800, and 600.
- Action when button is pressed:** Two checkboxes: 'Start the game' (checked) and 'Quit game'.
- Show an image:** A dropdown menu.
- Play music:** A checked checkbox.

At the bottom of the dialog are 'Cancel' and 'OK' buttons.

## PROPERTIES

### Normal image, position

This is the actual image of the button. This image is displayed at the given position when the mouse pointer is not within the clickable area.

### Mouseover image, position

This image is displayed at the given position when the mouse pointer is within the clickable area.

### Clickable area

This is a rectangle on the screen from x1, y1 (top left) to x2, y2 (bottom right). The button can be pressed when the mouse pointer is within this area. Note that the clickable area can be different from the actual size of the button. This allows you to define smaller or larger area than the button image size.

### Action when pressed

You can set an action (1, 2 or 3) when the button is pressed:

#### 1. Start the game

If this box is checked the start level will be loaded and player can start the game.

#### 2. Quit game

If this box is checked the game will end immediately and closes the application when the button is pressed.

#### 3. Show and image (and play music)

An image will be displayed in a new screen when the button is pressed. This image can contain texts or smaller sub-images, so this can emulate a “Credits” or “Instructions” page for example. Optionally you can select different background music for this image. If no music is selected, the title music is played.

## Level details

Each level can have its own properties, like background music, level title, background color, etc.

### General tab



The screenshot shows a dialog box titled "Level details" with a yellow header. It has four tabs: "General", "Sky", "Fog", "Water", and "Video". The "General" tab is selected. The dialog contains the following fields and options:

- Title: A text input field.
- Background music: A checkbox and a file selection dropdown menu.
- Background color RGB: Three input fields for Red, Green, and Blue, each containing the value "0".
- Ambient light color RGB: Three input fields for Red, Green, and Blue, each containing the value "0".
- Font name: A text input field containing "Arial".
- Font size: A text input field containing "18".
- Font color RGB: Three input fields for Red, Green, and Blue, each containing the value "255".
- Bold: A checkbox.
- Italic: A checkbox.

At the bottom of the dialog are "Cancel" and "OK" buttons.

## PROPERTIES

### Title

Each level can have its own title, which is displayed for a few second on the screen, when the level starts. Enter some text.

### Background music

This music will be played in the background when the level starts. Select a music file from the combo box.

### Background color RGB

This is the color of the space around the level. You can emulate a blue sky by entering the blue RGB value (e.g.: 210, 210, 247).

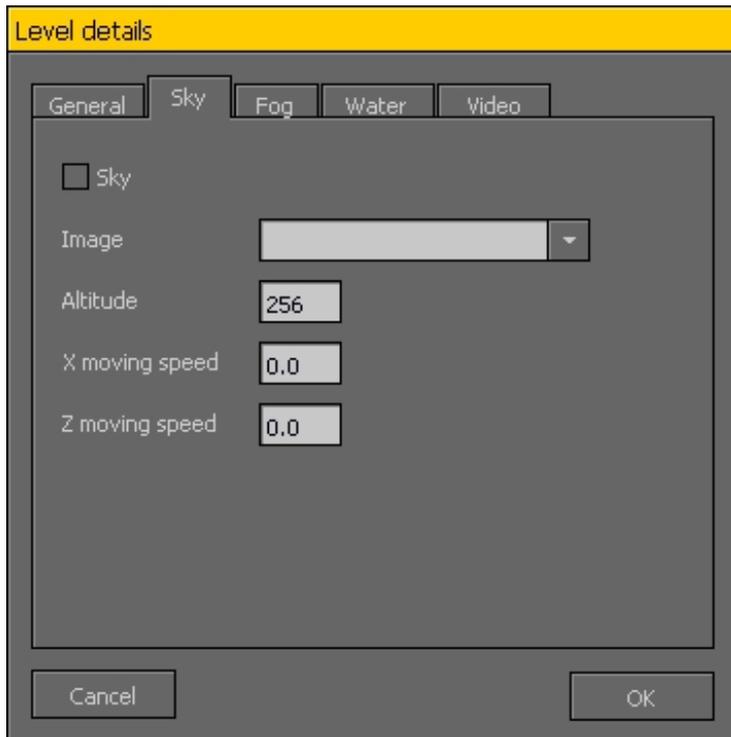
### Ambient light color RGB

You can set a constant light on the level, so it will be used even if you do not place any light source. Enter a valid RGB value.

### Font name, size, color RGB, bold, italic

To display the text you can define which font should be used. You can also define other font properties, like size, color, and bold and italic styles.

## Sky tab



## PROPERTIES

### Sky

Check this checkbox if you want to use a sky (and clouds).

### Image

Select an image from the combo box which will be used as the sky texture.

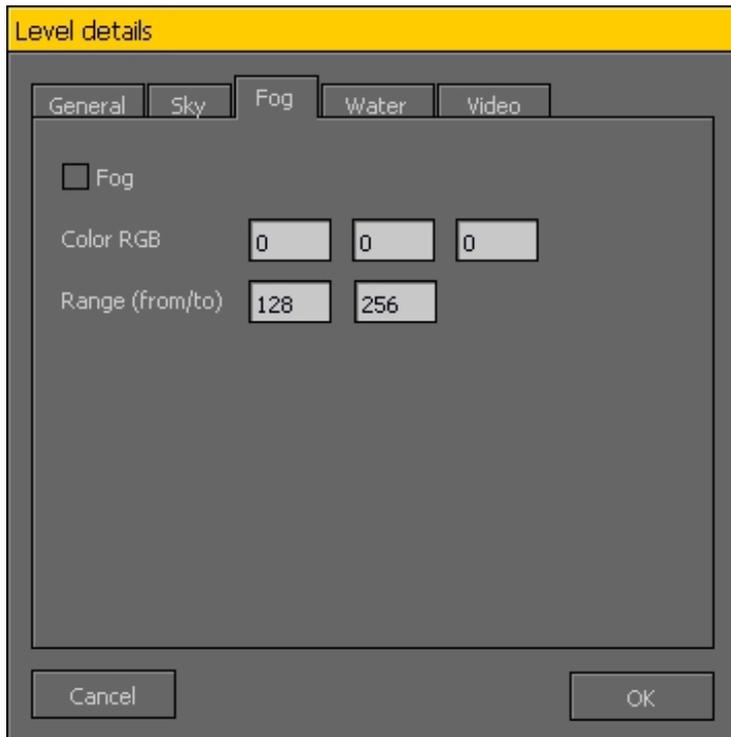
### Altitude

Enter the altitude of the sky. Higher value means higher altitude.

### X, Y moving speed

You can emulate wind effect on the sky by entering a small value.

## Fog tab



## PROPERTIES

### Fog

Check this checkbox if you want to turn on the fog effect.

### Color RGB

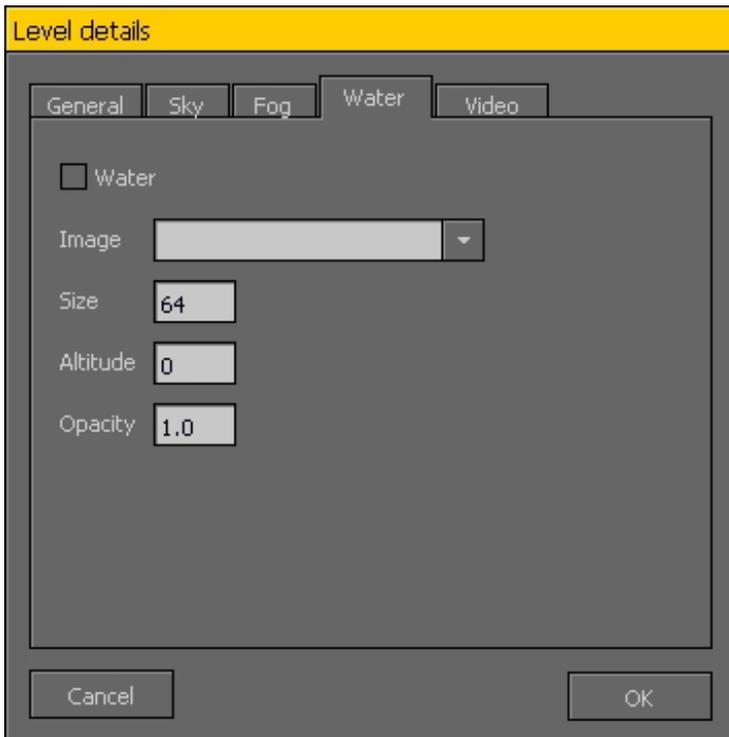
Enter a valid RGB color.

### Range (from/to)

The near parameter specifies the distance from the camera where the fogging effect will start; 3D objects before this point will not be faded.

The far parameter specifies the distance from the camera where the fogging effect will end; 3D objects beyond this point will be completely faded out.

## Water tab



## PROPERTIES

### Water

Check this checkbox if you want to display a body of water.

### Image

Select an image from the combo box which will be used as one tile of water texture.

### Size

Enter a value which will be used as the size of the texture.

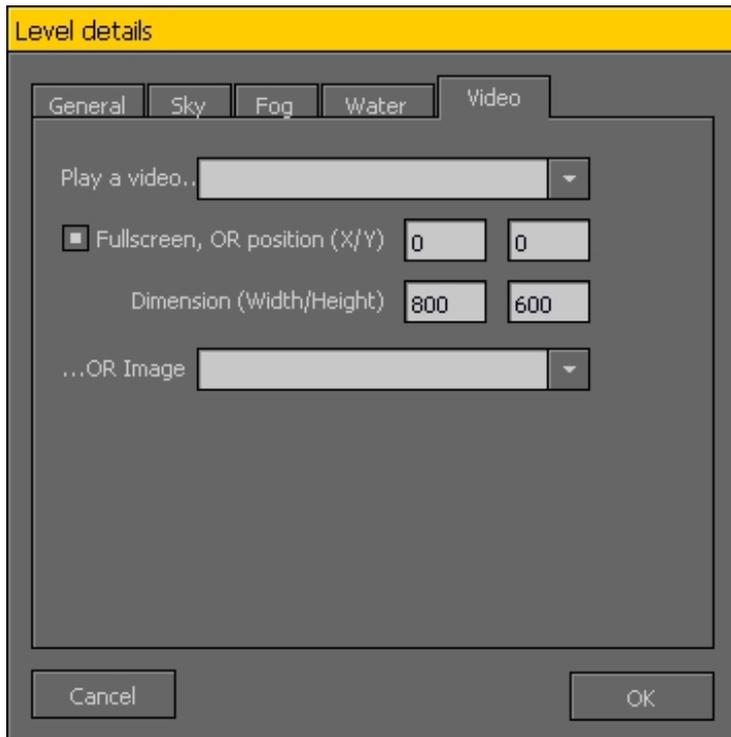
### Altitude

The water level can be defined with this value. Higher value means higher altitude.

### Opacity

The water can be semi transparent. Enter a value between 0 and 1 to set the water's transparency.

## Video tab



## PROPERTIES

### Play a video

You can play a movie file when the current level starts. Select a movie from the select box.

### Fullscreen, OR position, dimension

You can set if the movie should be played in full screen mode or in a specific window. Enter the top-left coordinate of the movie window and the width and height of it.

### ...OR image

Optionally you can display an image when the level starts. This image can for example display information about the next level or instructions. Select an image from the combo box.

## HUD settings

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### Image tab



### PROPERTIES

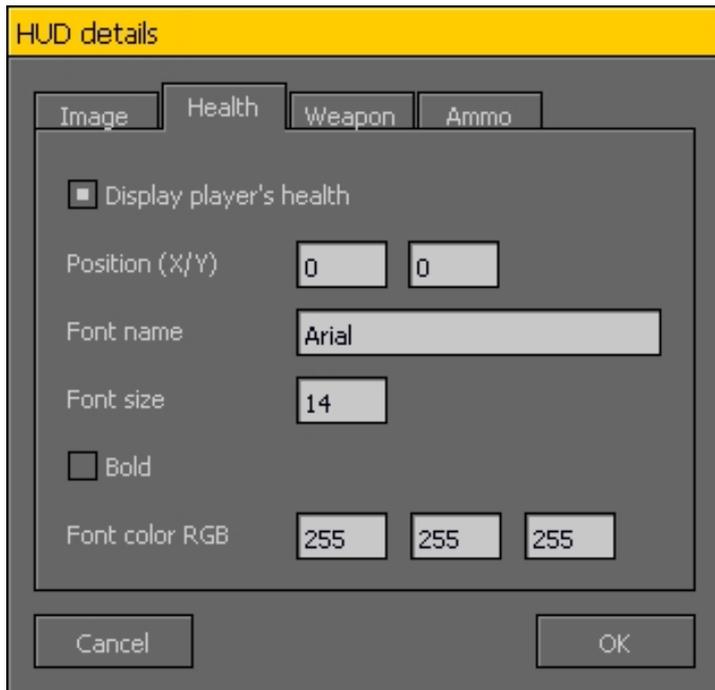
#### Display this image

You can draw an image on the screen which will be shown during game play. The black color parts (RGB 0, 0, 0) of the image will be totally transparent.

#### Position (X/Y)

Enter the position of the text on the screen.

## Health tab



### PROPERTIES

#### Display player's health

Check this checkbox if you want to display the player's health on the screen.

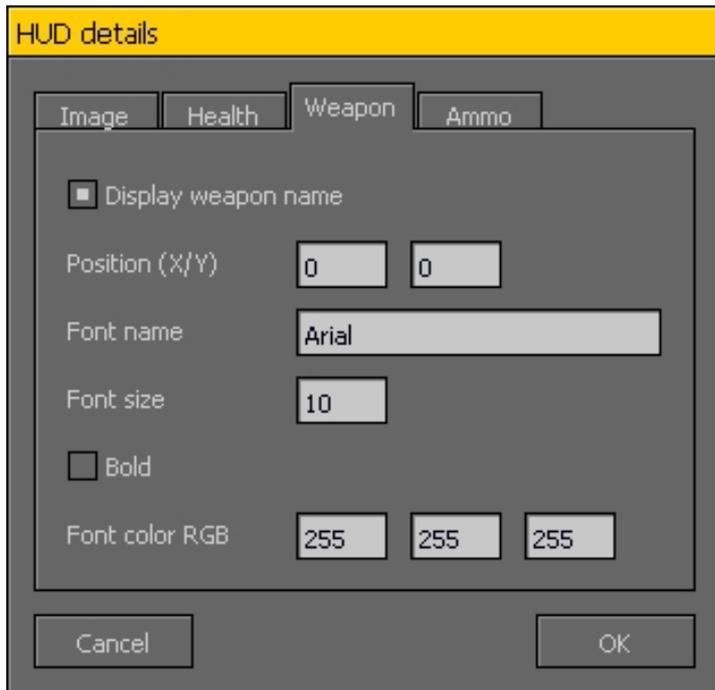
#### Position (X/Y)

Enter the position of the text on the screen.

#### Font name, size, bold, color

To display the text you can define which font should be used. You can also define other font properties, like size, color, and bold style.

## Weapon tab



## PROPERTIES

### Display weapon name

Check this checkbox if you want to display the name of the currently used weapon on the screen.

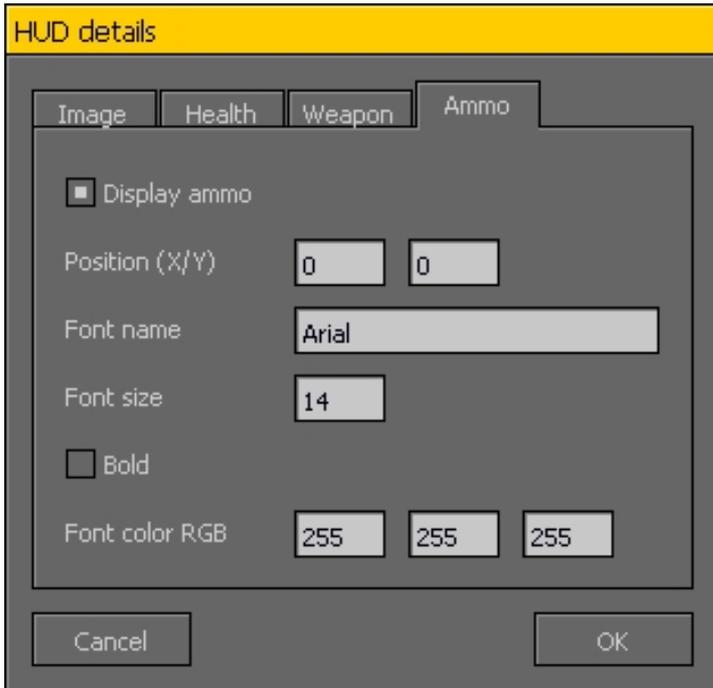
### Position (X/Y)

Enter the position of the text on the screen.

### Font name, size, bold, color

To display the text you can define which font should be used. You can also define other font properties, like size, color, and bold style.

## Ammo tab



The image shows a dialog box titled "HUD details" with a yellow header. It has four tabs: "Image", "Health", "Weapon", and "Ammo". The "Ammo" tab is selected. Inside the dialog, there is a checkbox labeled "Display ammo" which is checked. Below it are two input boxes for "Position (X/Y)" with the value "0" in each. Then there is a text box for "Font name" containing "Arial", a text box for "Font size" containing "14", a checkbox for "Bold" which is unchecked, and three input boxes for "Font color RGB" with the value "255" in each. At the bottom, there are "Cancel" and "OK" buttons.

## PROPERTIES

### Display ammo

Check this checkbox if you want to display the number of ammos on the screen.

### Position (X/Y)

Enter the position of the text on the screen.

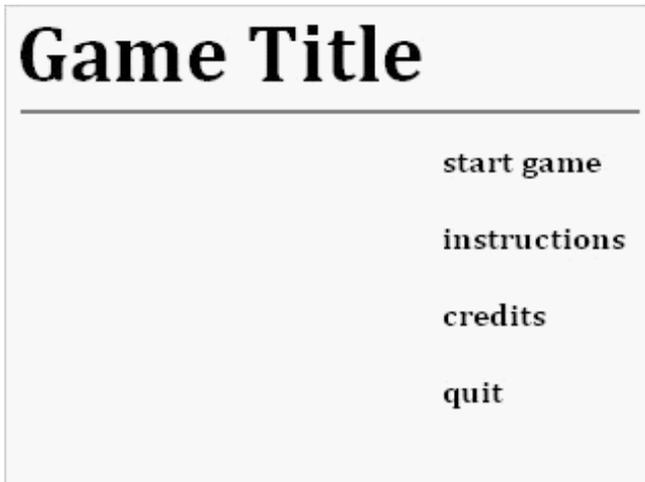
### Font name, size, bold, color

To display the text you can define which font should be used. You can also define other font properties, like size, color, and bold and italic styles.

## Creating a basic title screen

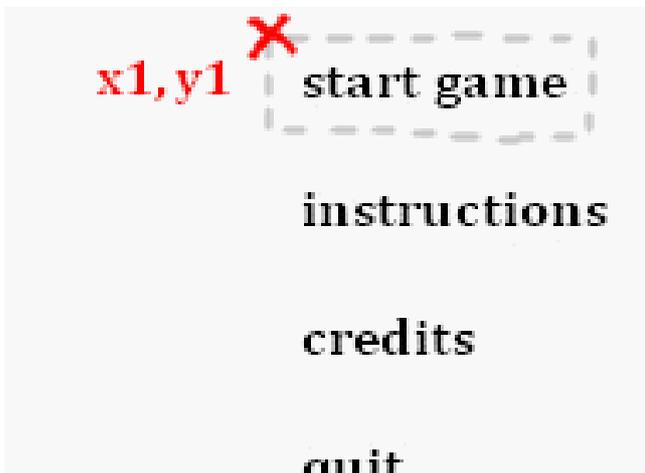
Using only an image and the click area options is an easy and simple method of creating the title screen with menu buttons. All you need is your favourite image editor.

Draw a nice image with all visible graphical elements including game title and the menu buttons, something, like this:

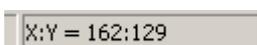


Silent Walk 2 allows you to define different rectangles on the title background image, and they will act as buttons.

Go back to your image editor and place your mouse pointer on the top left corner of your first button:

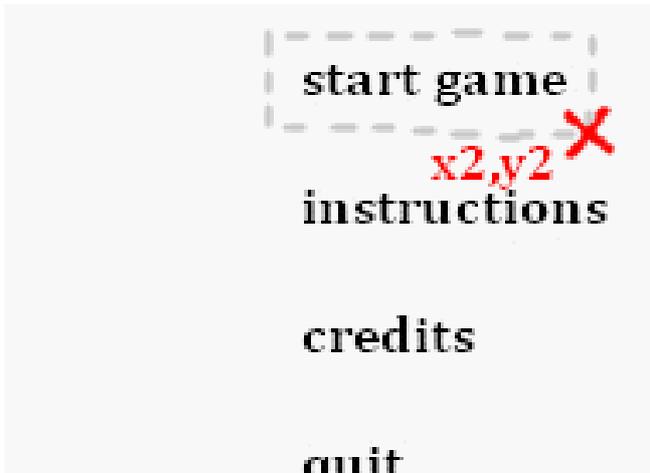


There should be a status bar in your image editor displaying the mouse XY coordinates:



Write down these two numbers, like: x1=something, y2=something.

Then place your mouse on the bottom right corner of the first button and write down these two values as well,  $x_2 = \text{something}$ ,  $y_2 = \text{something}$ :



Do the same process with all of your buttons. At the end you should have four pairs of values:

- Button 1:  $x_1 = \text{value}$ ,  $y_1 = \text{value}$ ,  $x_2 = \text{value}$ ,  $y_2 = \text{value}$
- Button 2:  $x_1 = \text{value}$ ,  $y_1 = \text{value}$ ,  $x_2 = \text{value}$ ,  $y_2 = \text{value}$
- Button 3:  $x_1 = \text{value}$ ,  $y_1 = \text{value}$ ,  $x_2 = \text{value}$ ,  $y_2 = \text{value}$
- Button 4:  $x_1 = \text{value}$ ,  $y_1 = \text{value}$ ,  $x_2 = \text{value}$ ,  $y_2 = \text{value}$

Next, open Silent Walk and use the project details form, where you can define these buttons. Select the background image as the title image, and then go to the menu tabs.



Each tab has a clickable area input, where you can enter the previously written  $x_1$ ,  $y_1$ ,  $x_2$ ,  $y_2$  values:



You do not need to specify any mouse event graphics (Normal image, Mouseover image), since your background image already contains the virtual buttons. You can however set the action for each button:

The image shows a configuration panel for a button's action. It is divided into three sections. The first section, titled "Action when button is pressed", contains two checkboxes: "Start the game" and "Quit game". The second section, titled "Show an image", contains a dropdown menu. The third section, titled "Play music", contains a checkbox and a dropdown menu for selecting a music file.

- A. start the game
- B. display another screen
- C. quit from the game

A. If you want the button to start the game, then switch on the “Start the game” checkbox.

B. If you want the button to display another screen (for example: instructions), then uncheck “Start the game” and “Quit game” checkboxes and select an image from the “Show an image” combo box. Additionally you can select a music file from the “Play music” combo box. If the “Play music” checkbox is checked, then the selected music will be played on the new screen instead of playing the music selected for the title screen.

C. If you want the button to quit from the game, then switch on the “Quit game” checkbox.