



IGM Tutorial V: Adding Features

by Kain Vinosec

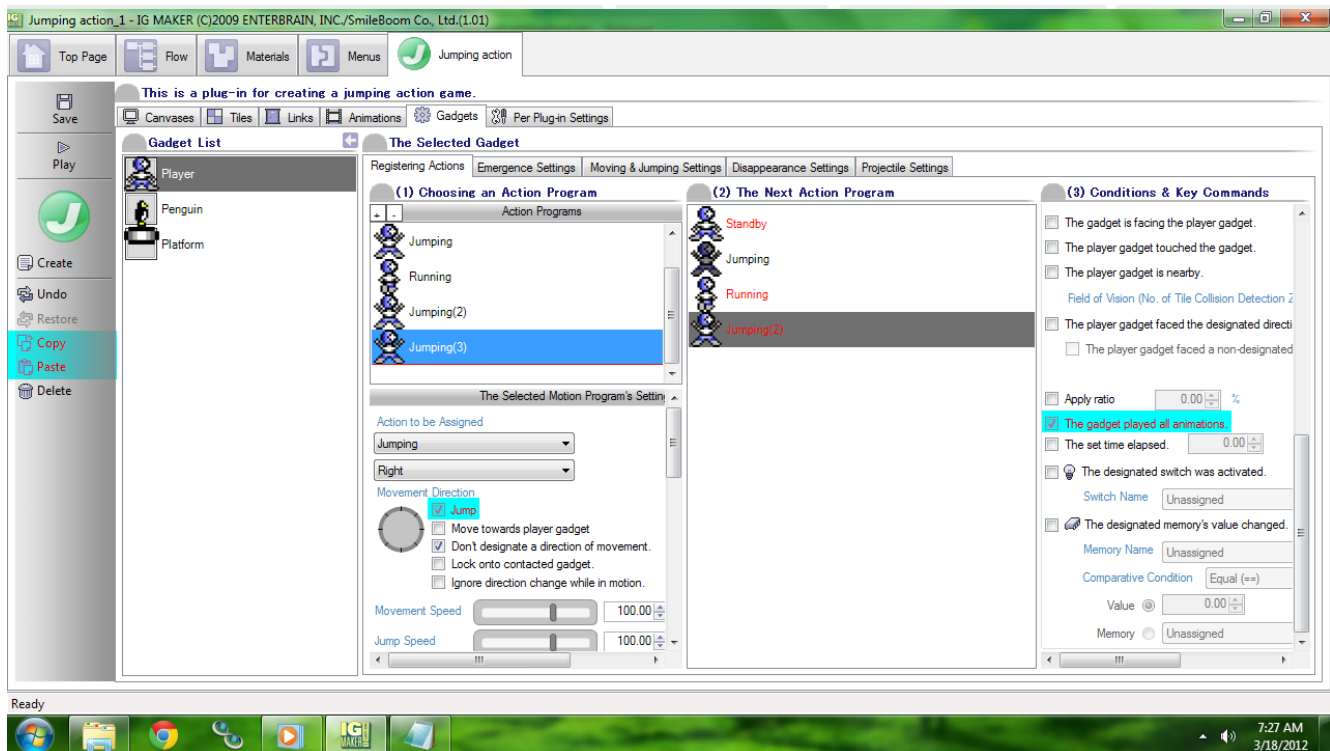
Let's take the jumping action game we've made in the last two tutorials and add a couple of features to it. The first we'll add is the ability to double jump. Load up your project and head to the Gadgets sub-tab.

Start by copying the Jumping(2) "Action Program" and paste it to create Jumping(3). On Jumping(3), go ahead and check the box to make this a jump. Under "The Next Action Program" Standby and Running should both already be red so select Jumping(2), scroll down, and check the box for "The Gadget Played All Animations". Now select the Jumping "Action Program" and select Jumping(2) as "The Next Action Program". Scroll down and uncheck the box for "The Gadget Played All Animations".

Then, select Jumping(3) as "The Next Action Program" and set it up for B – Upon Pressing. That's all there is to it. Now you can test out your double jump, or add more and link them together to create triple or quadruple jumps! You can also set it up so that Jumping only goes to Jumping(3) after a switch has been turned on or off to 'unlock' the ability, or set it up for memories so that you can only double jump a limited number of times or in correlation to an amount of some kind.



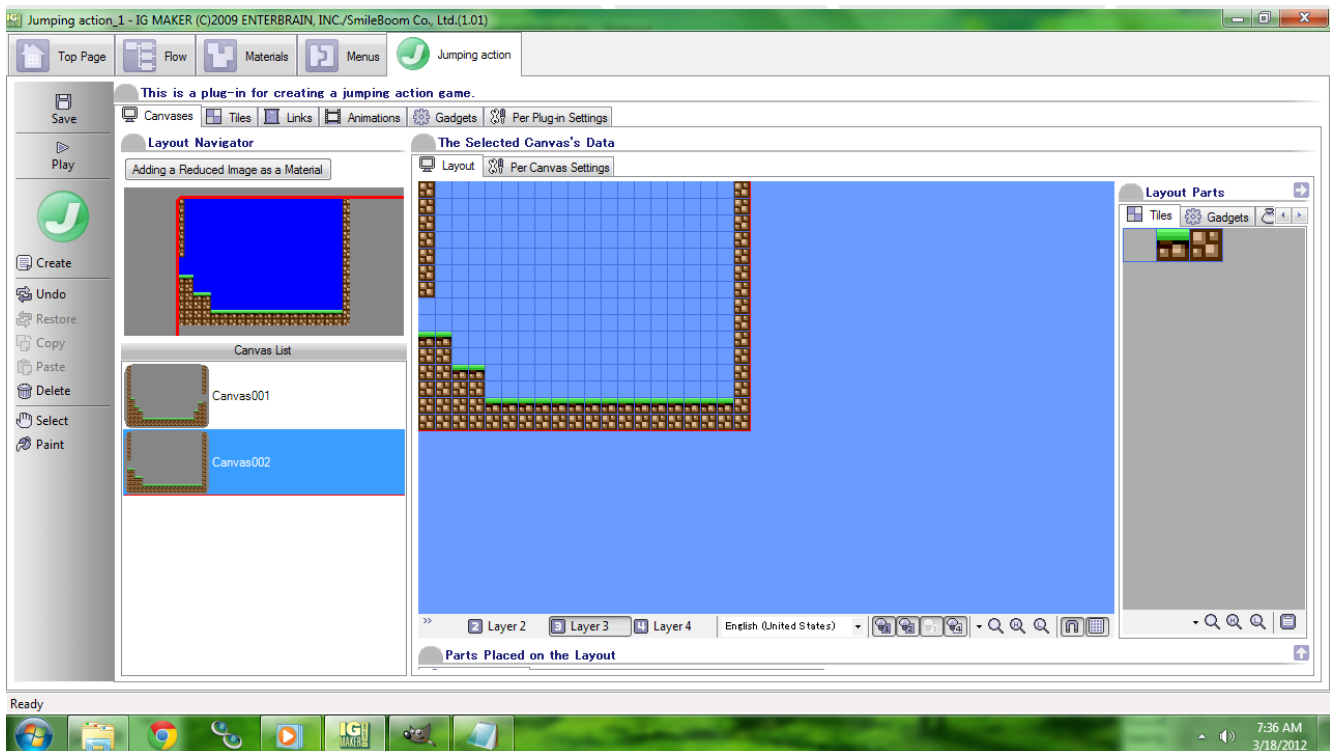
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Next we'll create a new canvas and link it to our first canvas. Start by heading to the "Canvases" sub-tab, and hit "Create". I've been over how to create a canvas before, so set this one up just like the first one for now. Feel free to use a different tile layout and change the first canvas to set up where you want the transition to take place. I created a hole in the wall and lined it up with an opening in the second canvas.



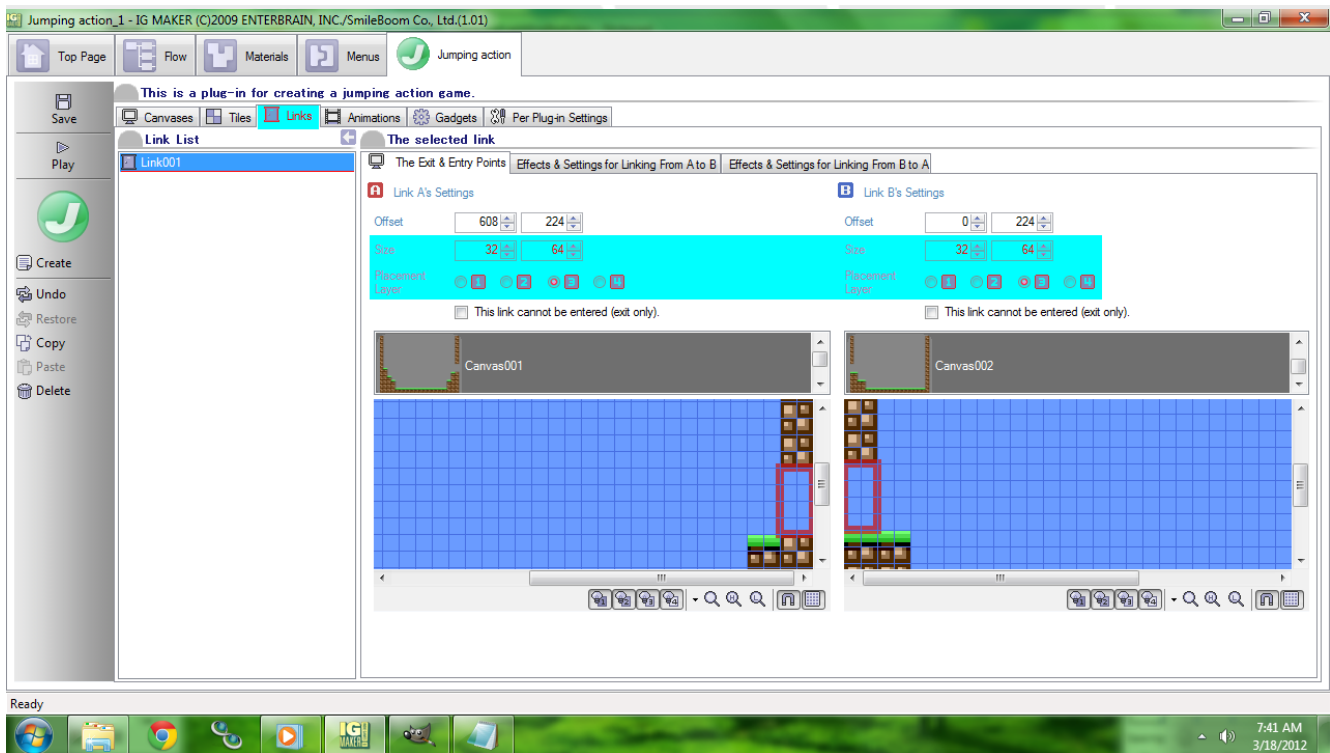
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Now head to the “Links” sub-tab and hit “Create”. Take note of the fact that each link you create will have a Link A and Link B. Make sure to set your “Placement Layer” for both links to the layer your Player gadget will be on (Layer 3 if you’ve been following along with me). Now on Link A select your first canvas, and on Link B select your new canvas. Now using the images of the canvases scroll to where you want your links to be and select the area. Because I made the holes in my walls twice as high as a normal tile I need to change the size of the links.

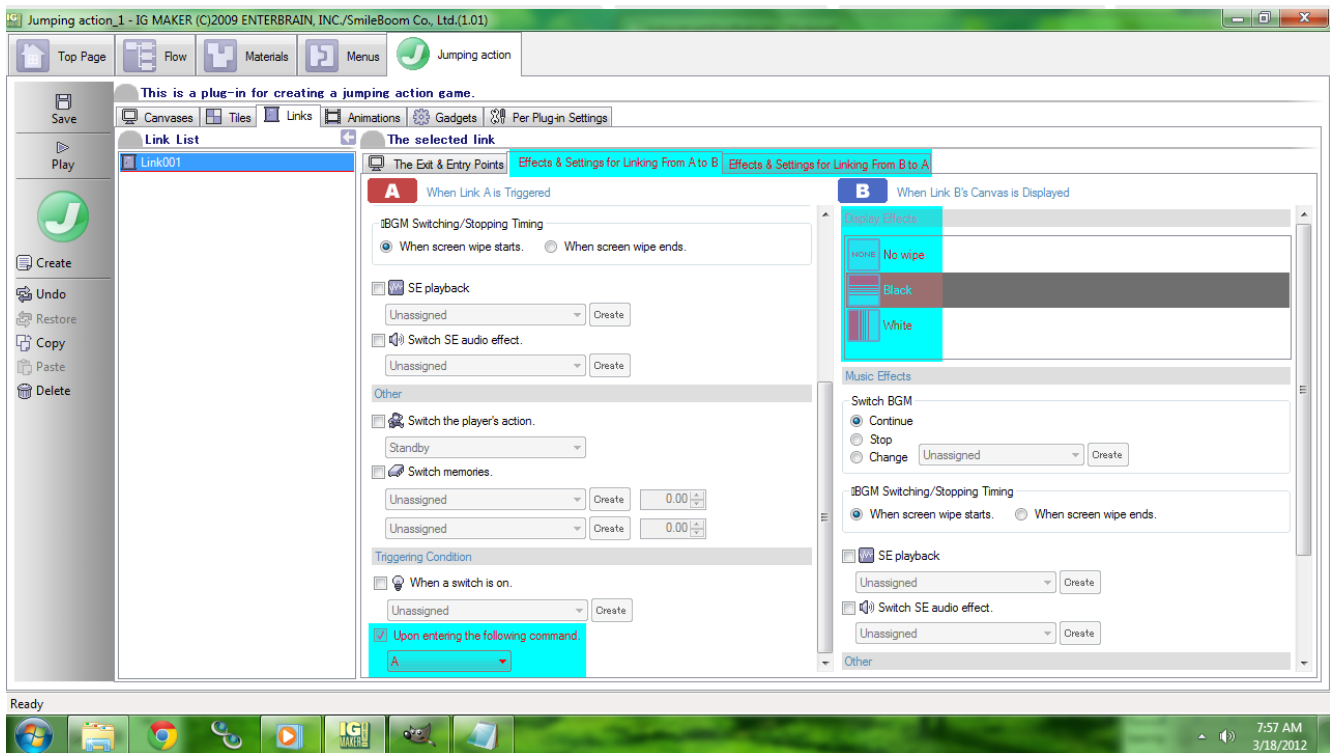


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Now, we can change how our links are displayed on the screen by selecting the “Effects & Settings For Linking From...” sub-sub-tabs. You can have links alter your music, play sound effects, change your Player gadget’s “Action Program”, change two memories, make the links only work when a switch has been turned on or upon entering a command. For now let’s set up a fade to and from black under “Display Effects”. You’ll have to select “Black” for Link A AND B in order for it to work properly. Otherwise your screen could fade to black and then come back without any kind of effect, or could jump to black and then fade in on the second canvas. Make sure to do this for both sub-sub-tabs so that going from B-to-A is the same as A-to-B. Go ahead and hit the check box for “Upon Entering The Following Command.” and select A from the menu. This will keep you from getting caught in a link-loop. If you export this to Flash then using a command to trigger the link won’t work properly (the link will activate by touch instead), but links seem to respond significantly better in Flash which keeps you from getting caught in a link-loop and eliminates the need for the command trigger.

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That's the simple way of creating links from one canvas to another. This way avoids using the "Flow" tab though, which is the more proper way to link canvases together. The "Flow" method of linking will be covered in a future tutorial.

IG Maker looking more promising with every tutorial? Don't hesitate to purchase it using the discount code "**igmakerohyeah**" at check out to get **10%** off your purchase of IGM. Have questions? Ask them in the comments below or visit the IG Maker section of our new forums - <http://forums.rpgmakerweb.com/index.php?/forum/7-ig-maker/>

