


This is a sample of a program thread through the Blades of Exile Special Node system. To start this out, pick the Special node Edit tool, (the one with the dot, third row, first button). Point at the spot on the map to place the special node. The Edit Special Node screen pops up automatically.

Exile Scenario Editor


 Edit Town special node: Node number : 0

Special type: **Stuff Done Flag?**
General
If-Thens
Town Specs

One Shots
Affect PCs
Out Specs

Stuff Done Flags: Enter properties for this special encounter node.

Stuff Done Flag Part A	3	3 - Stuff
Stuff Done Flag Part B	5	5 - T21- Broke stalagmite in critter cavern

Message1, Message2, Pict:

Unused	-1
Unused	-1
Unused	0

Extra 1a and 1b:

If at least this value ...	1
Call this special ...	-1

Create/Edit

Extra 2a and 2b:

If less than this value ...	1
Call this special ...	2


Create/Edit

Jump To: **Otherwise call this special ...** -1 Create/Edit

←
→
Cancel
OK

This is the first node in the chain. Notice that the Stuff Done flags are 3,5. To the right you see that this flag is used to determine if you have broken the stalagmite just north of this space. Remember, Stuff Done flags are always initialized to 0, meaning FALSE. If the flag is set (to 1) then do nothing, else go to Special Node 2 (Sp2).

Exile Scenario Editor


 Edit Town special node: Node number : 2

Special type: **Have Item W. Class? (+ take)**
General
If-Thens
Town Specs

One Shots
Affect PCs
Out Specs

Stuff Done Flags: Enter properties for this special encounter node.

Unused	-1	
Unused	1	

Message1, Message2, Pict:

Unused	-1
Unused	-1
Unused	0

Extra 1a and 1b:

If has item of this special class ...	15
Call this special ...	4

Create/Edit

Extra 2a and 2b:


Unused	-1
Unused	-1

Jump To: **Otherwise call this special ...** 3 Create/Edit

←
→
Go Back
OK

Here we are at SP2. This is where we check to see if we have an item with a special class of 15. Since the special classes are arbitrarily assigned by the scenario designer, I don't have much of a way to determine what item is being referred to here. Notice that if we have the whatever, we jump to SP4, otherwise we jump to SP3. I'll follow the True path first.

Exile Scenario Editor

 Edit Town special node: Node number : 4

Special type: **Display Message**

General **If-Then** **Town Specs**

One Shots **Affect PCs** **Out Specs**

Stuff Done Flags: Enter properties for this special encounter node.

Unused -1

Unused -1

Message1, Message2, Pict:

First part of message 1 **Create/Edit**

Second part of message -1

Unused 0

Extra 1a and 1b:

Unused -1



Unused -1

Extra 2a and 2b:

Unused -1


Unused -1

Jump To: **Special to jump to** 5 **Create/Edit**

  **Go Back** **OK**

Ah, we are going to print a message box. As we look at it, we find out that the item with special class 15 is a sledgehammer. The next node is SP5.

Form1


 Editing Special Message: Text number: 1

This encounter may have one or two pieces of text appear. You may leave one or both blank.

You use the sledgehammer to break the stalagmite. After a few swings, you reduce it to rubble. Unfortunately, the sledgehammer also breaks in the process and you toss it aside.

Cancel **OK**

Exile Scenario Editor

 Edit Town special node: Node number : 5

Special type: **Play a Sound**

General **If-Then** **Town Specs**

One Shots **Affect PCs** **Out Specs**

Stuff Done Flags: Enter properties for this special encounter node.

Unused	-1
Unused	-1

Message1, Message2, Pict:

Unused	-1
Unused	-1
Unused	0

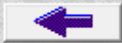
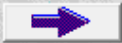
Extra 1a and 1b:

Which sound	60	60 - Small boom
Unused	-1	

Extra 2a and 2b:


Unused	-1
Unused	-1

Jump To: **Special to jump to** 6 **Create/Edit**

  **Go Back** **OK**

Now we play a sound, a small boom. To select the sound, use the list box on the right to display the number and description together. Isn't this better than just referring to it as Sound 60? Next we proceed to SP6.

Exile Scenario Editor


 Edit Town special node: Node number : 6

Special type: **Change Terrain**
General
If-Thens
Town Specs

One Shots
Affect PCs
Out Specs

Stuff Done Flags: Enter properties for this special encounter node.

Unused	-1
Unused	-1

Message1, Message2, Pict:

First part of message	-1	Create/Edit
Second part of message	-1	
Unused	0	

Extra 1a and 1b:

X coordinate of space	16
Y coordinate of space	19

Extra 2a and 2b:


Terrain to change to	84	84 - Rubble
Unused	-1	

Jump To: **Special to jump to** 7 Create/Edit

←
→
Go Back
OK

At SP6, we transform the terrain from stalagmite to rubble. Again, use the list box to select your terrain by name instead of just #84. Proceed to SP7.

Exile Scenario Editor


 Edit Town special node: Node number : 7

Special type: **Set Flag** **General** **If-Thens** **Town Specs**
 One Shots **Affect PCs** **Out Specs**

Stuff Done Flags: Enter properties for this special encounter node.

Stuff Done Flag Part A	3	3 - Stuff
Stuff Done Flag Part B	5	5 - T21- Broke stalagmite in critter cavern

Message1, Message2, Pict:

First part of message	-1	Create/Edit
Second part of message	-1	
Unused	0	



Extra 1a and 1b:

Value to change to	1
Unused	-1

Extra 2a and 2b:


Unused	-1
Unused	-1

Jump To: **Special to jump to** -1 Create/Edit

  **Go Back** **OK**

Finally we set the Stuff Done flag 3,5 to 1 indicating the action has been done already. Note that you can use the list boxes to select the Page and Line of the Stuff Done table and see the description.

Exile Scenario Editor

 Edit Town special node: Node number : 3

Special type: **Display Message** General If-Thens Town Specs

One Shots Affect PCs Out Specs

Stuff Done Flags: Enter properties for this special encounter node.

Unused	-1
Unused	-1

Message1, Message2, Pict:

First part of message	0	Create/Edit
Second part of message	-1	
Unused	0	

Extra 1a and 1b:

Unused	-1
Unused	-1

Extra 2a and 2b:


Unused	-1
Unused	-1

Jump To: **Special to jump to** -1 Create/Edit

← → Go Back OK

This message is displayed if we don't happen to have the sledgehammer.

Form1


 Editing Special Message: Text number: 0

This encounter may have one or two pieces of text appear. You may leave one or both blank.

This large stalagmite blocks your way. You will need a special hammer to break it...One found in a tool shop or perhaps a construction site.

Cancel OK

Exile Scenario Editor

 **Stuff Done Flag Descriptions**

3

Descriptive message. (Max length: 50 characters)

0	<input type="text" value="2,9/9,24-Flag- Worm grass"/>	<input type="button" value="Delete"/>
1	<input type="text" value="T19- Door switch for guest room."/>	<input type="button" value="Delete"/>
2	<input type="text" value="T2-Jail - watchman opens door to cells"/>	<input type="button" value="Delete"/>
3	<input type="text" value="T3- get request for chair for Witliss"/>	<input type="button" value="Delete"/>
4	<input type="text" value="T2-Got chair for Witliss"/>	<input type="button" value="Delete"/>
5	<input type="text" value="T21- Broke stalagmite in critter cavern"/>	<input type="button" value="Delete"/>
6	<input type="text" value=""/>	<input type="button" value="Delete"/>
7	<input type="text" value="T1- got permission to see mayor"/>	<input type="button" value="Delete"/>
8	<input type="text" value="T1- got advice from guard"/>	<input type="button" value="Delete"/>
9	<input type="text" value="T6-Got dress for Mrs. Brundig"/>	<input type="button" value="Delete"/>

This is the page in the Stuff Done table where you get to describe the meaning of each of the Stuff Done flags. This screen is non-modal, that is it can be displayed at the same time as the main editing screen. That way it is always available when you need it.