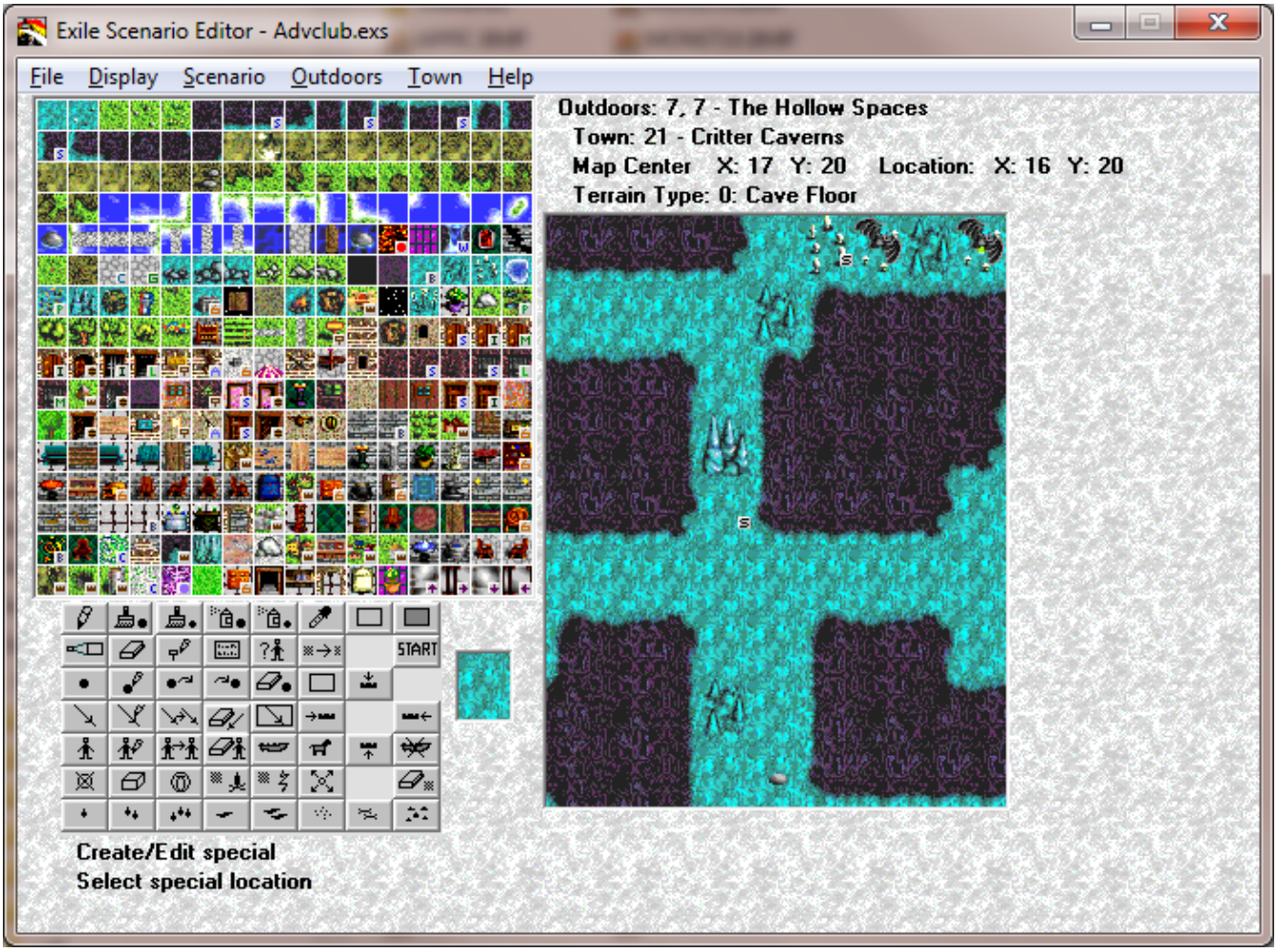
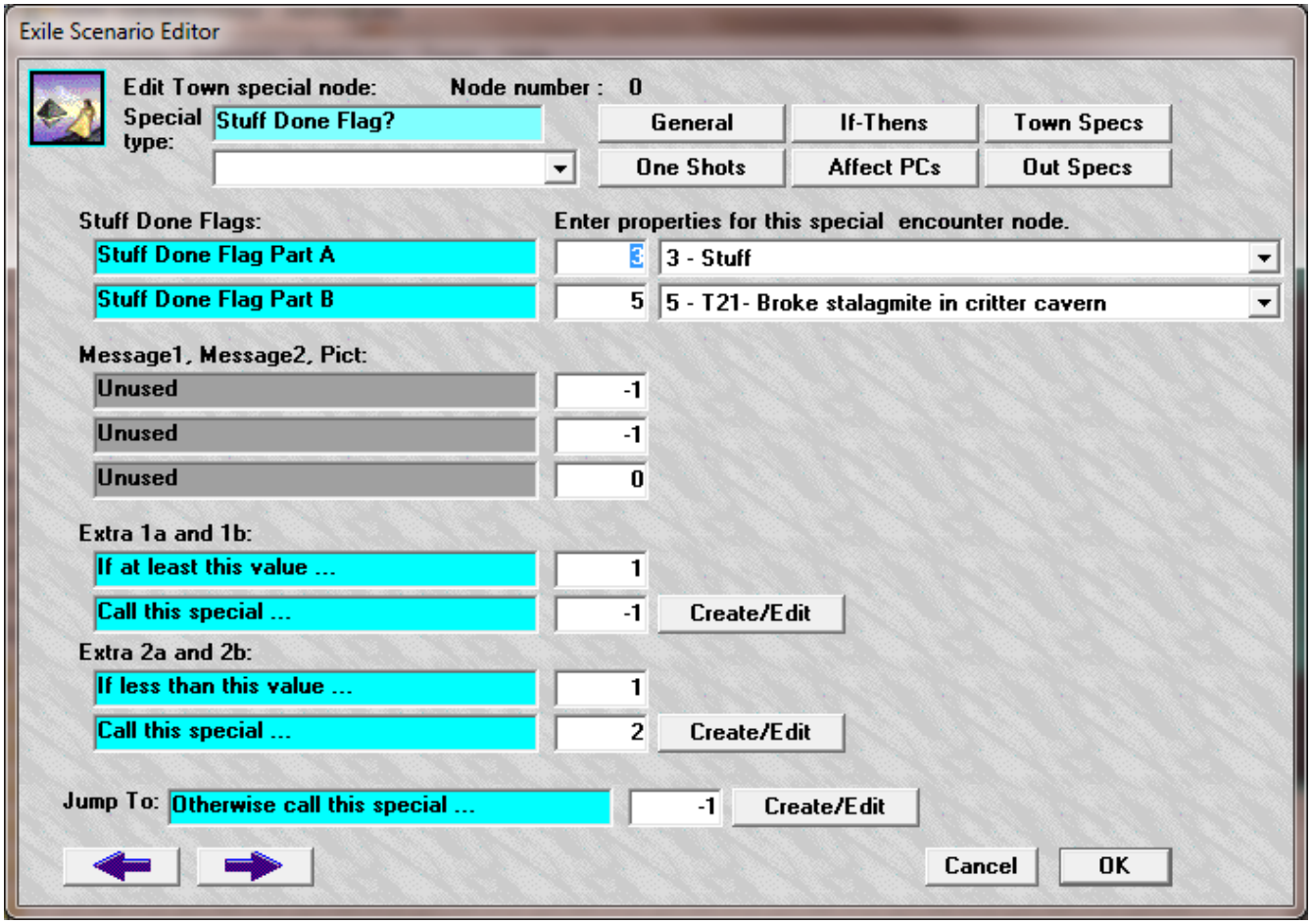
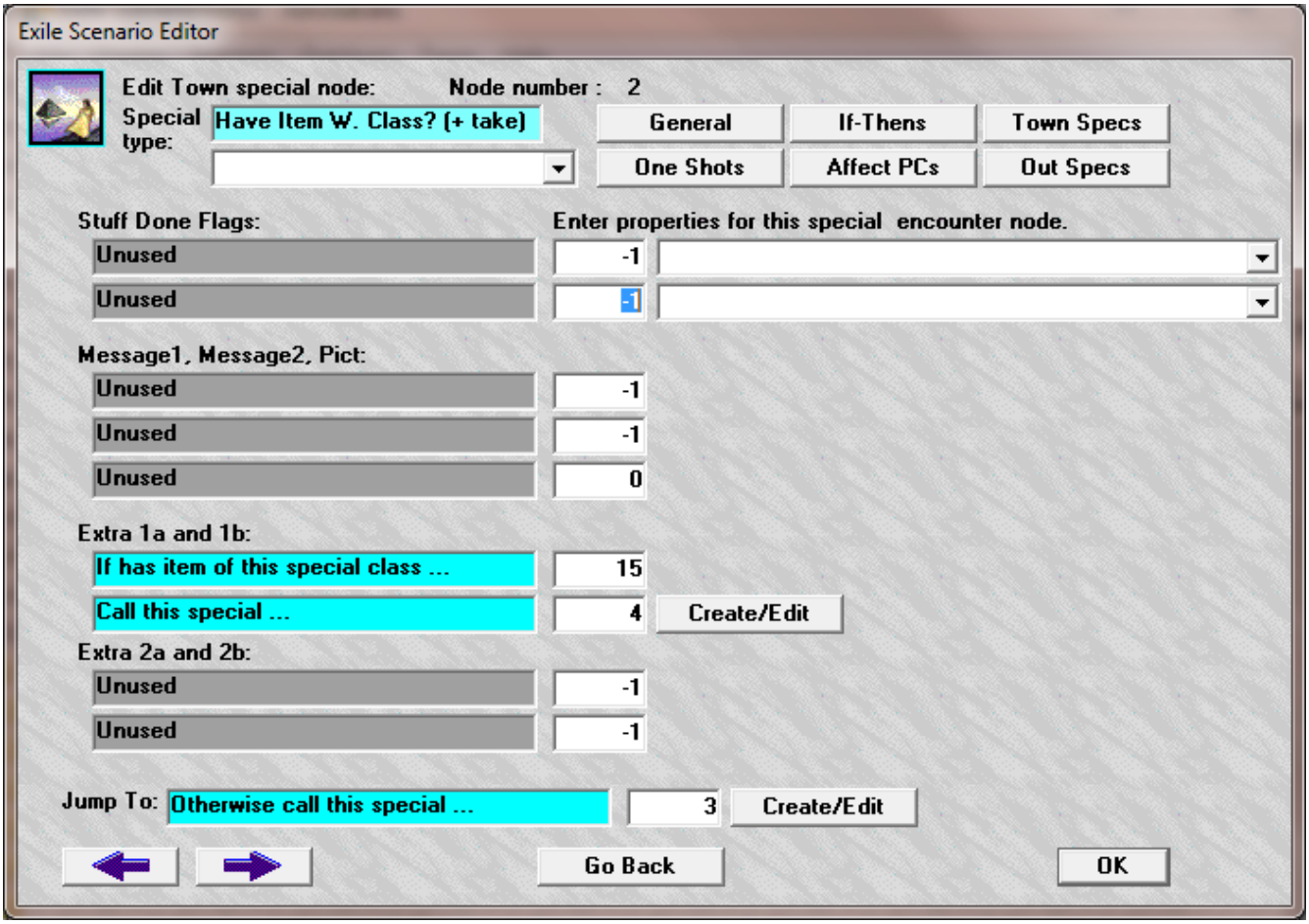


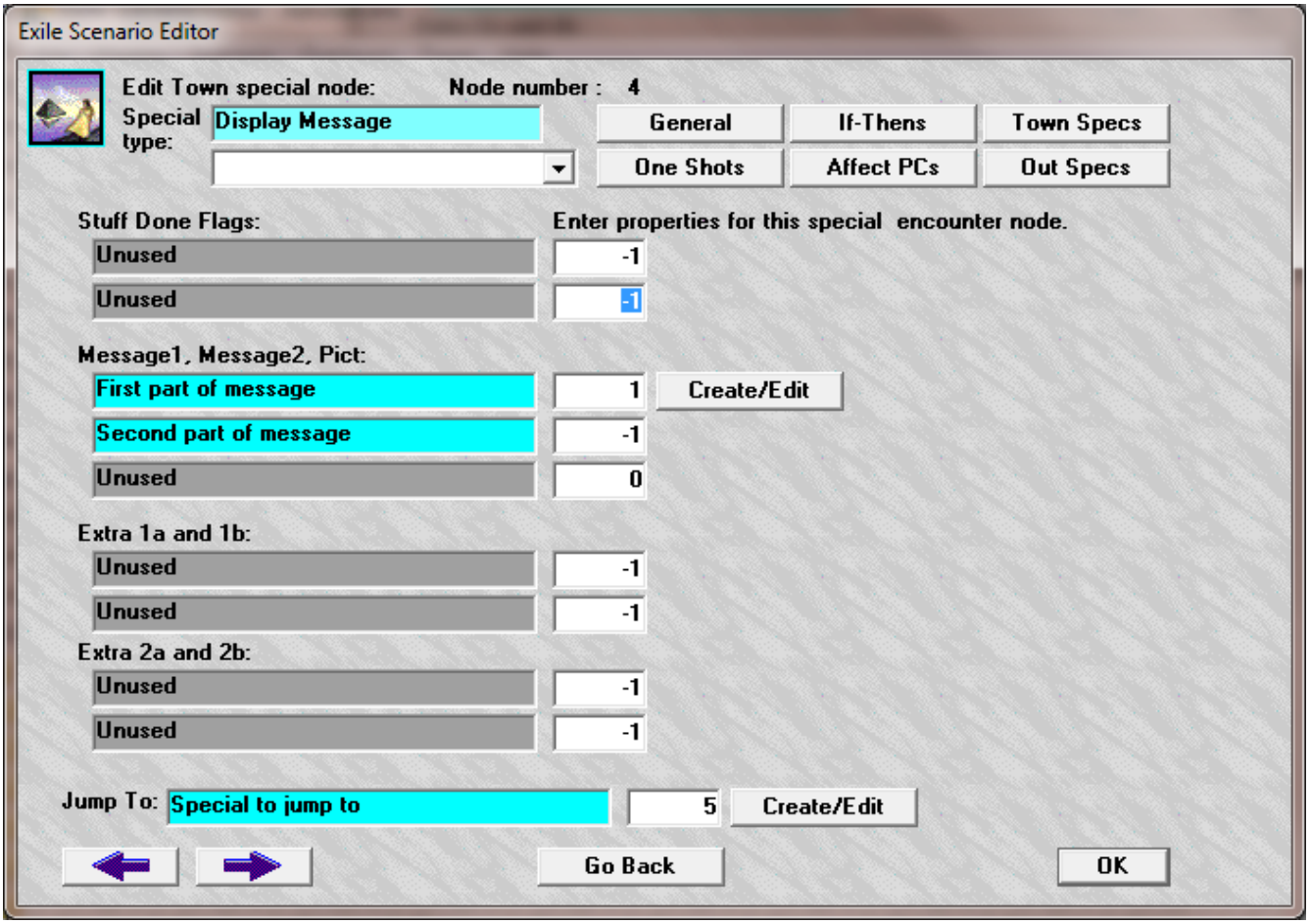
This is a sample of a program thread through the Blades of Exile Special Node system. To start this out, pick the Special node Edit tool, (the one with the dot, third row, first button). Point at the spot on the map to place the special node. The Edit Special Node screen pops up automtically.



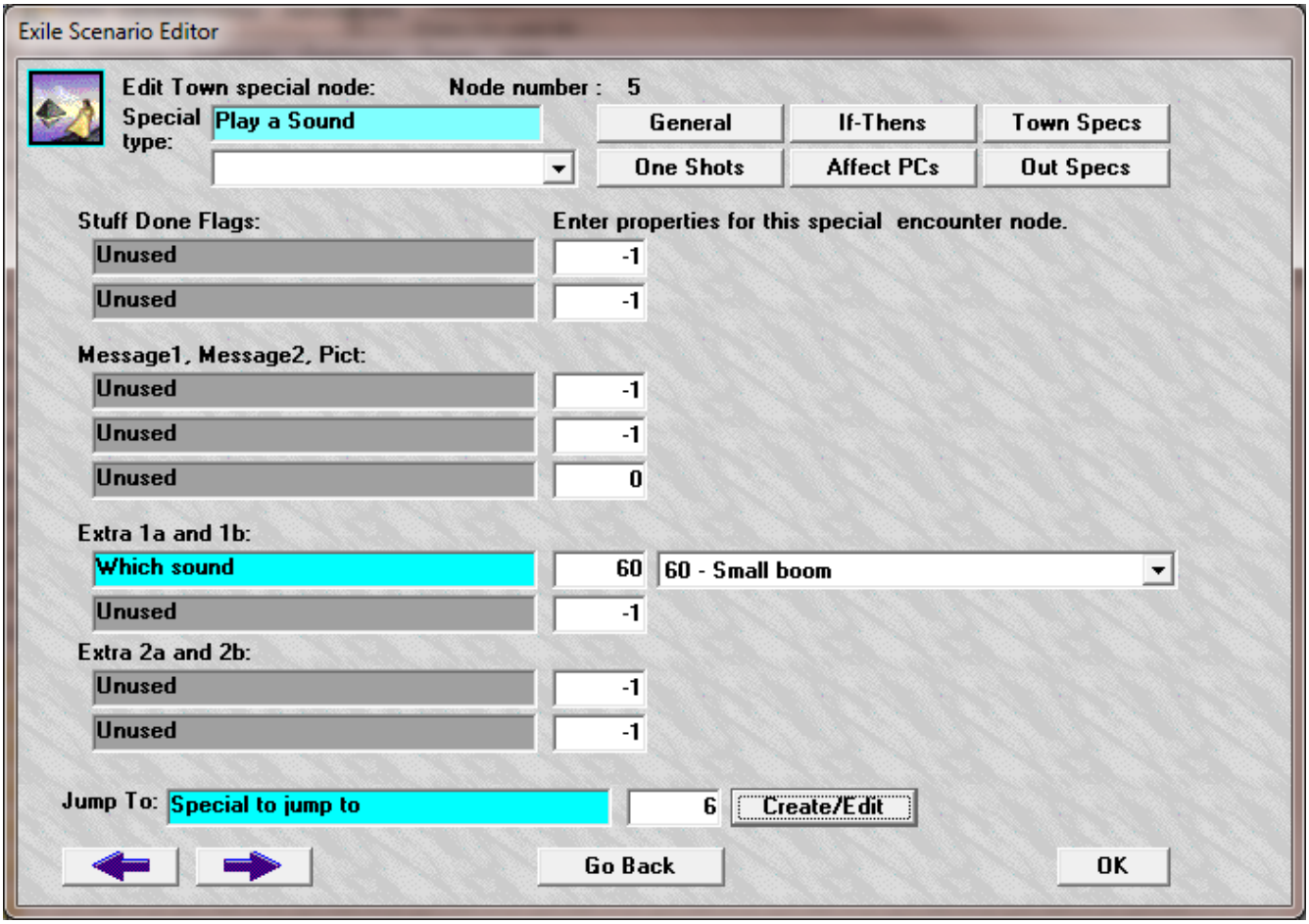
This is the first node in the chain. Notice that the Stuff Done flags are 3,5. To th right you see that this flag is used to determine if you have broken the stalagmite just north of this space. Remember, Stuff Done flags are always initialized to 0, meaning FALSE. If the flag is set (to 1) then do nothing,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



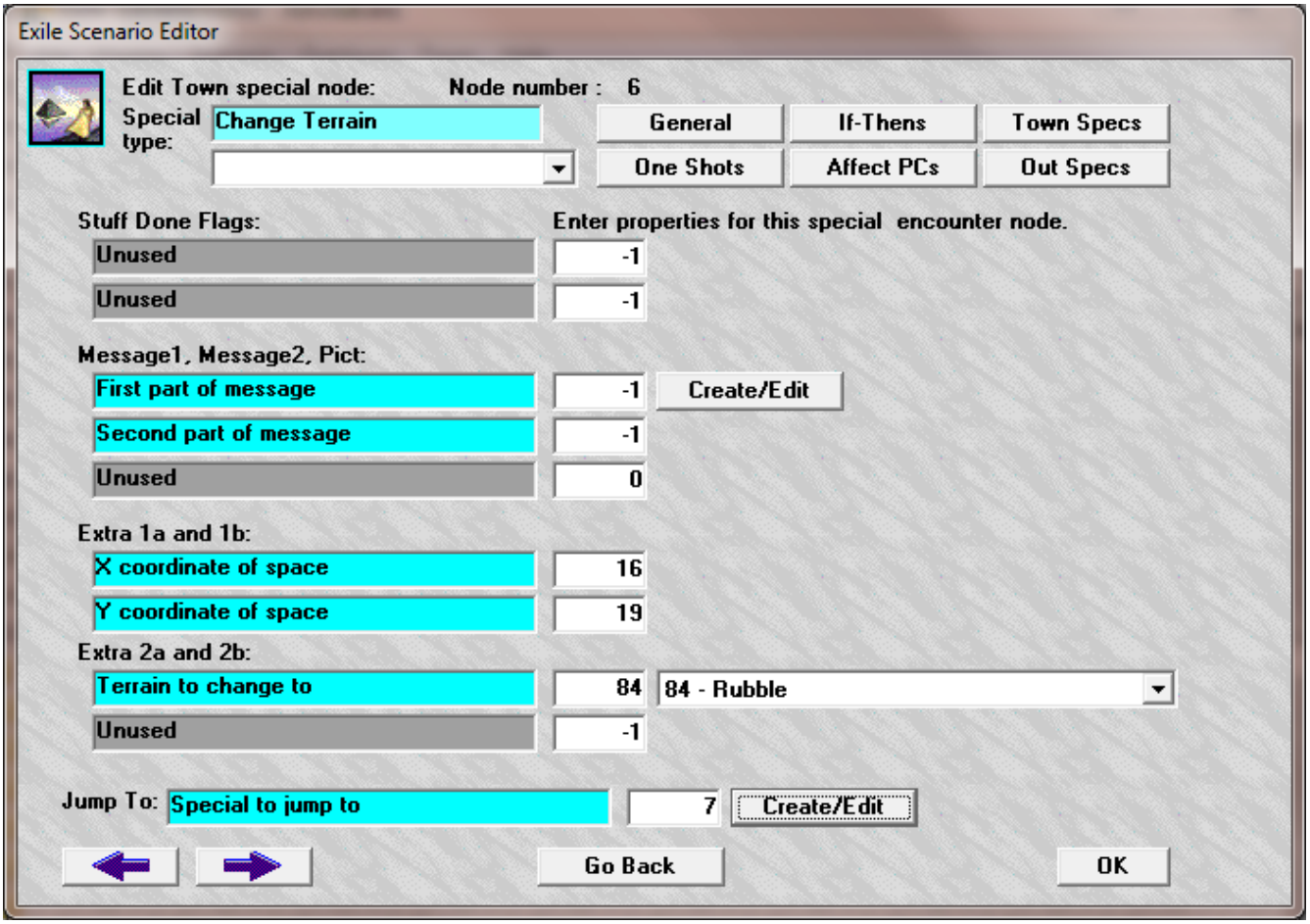
Here we are at SP2. This is where we check to see if we have an item with a special class of 15. Since the special classes are arbitrarily assigned by the scenario designer, I don't have much of a way to determine what item is being referred to here. Notice that if we have the whatever, we jump to SP4,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



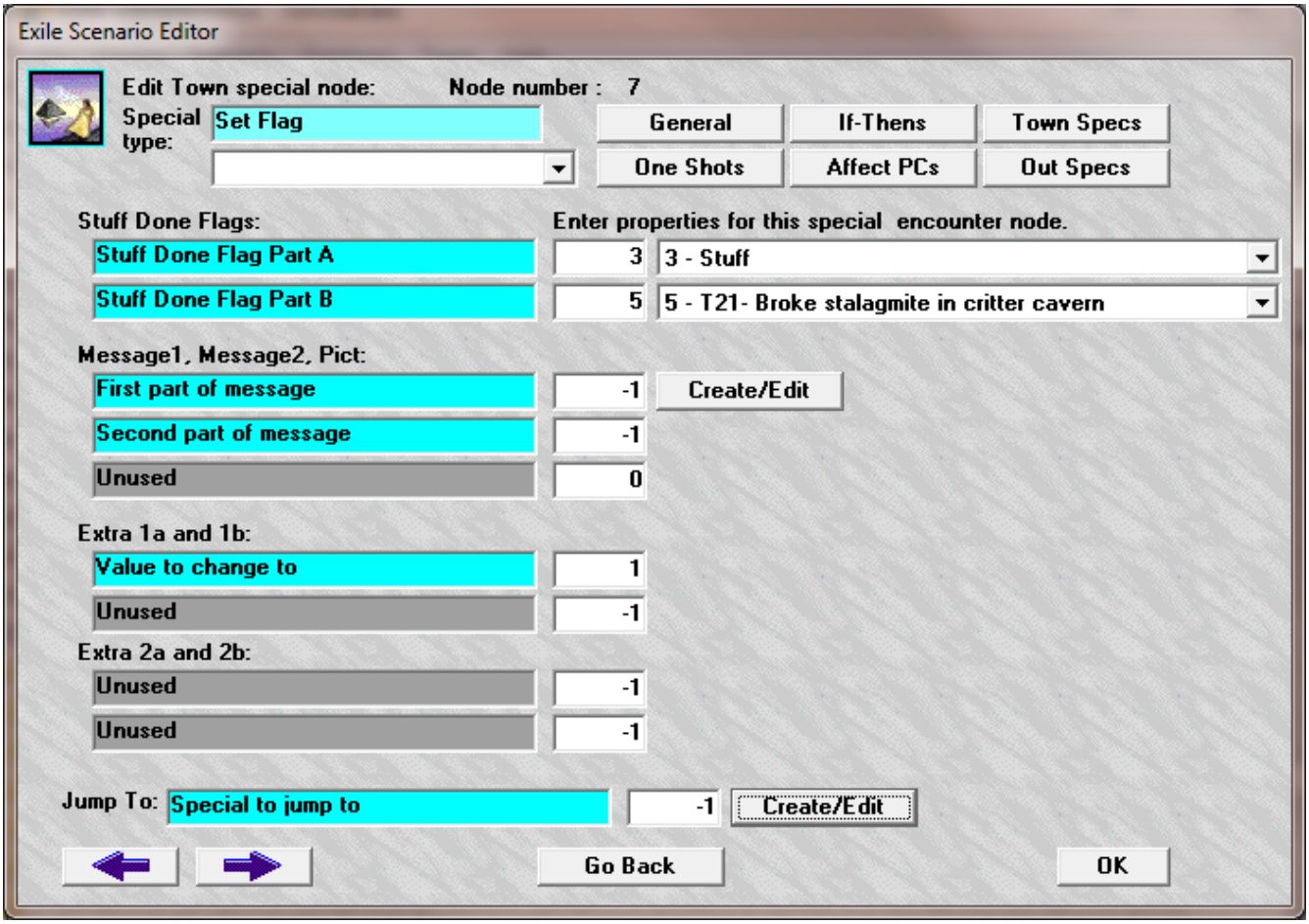
Ah, we are going to print a message bosx. As we look at it, we find out that the item with special class 15 is a sledgehammer. The next node is SP5.



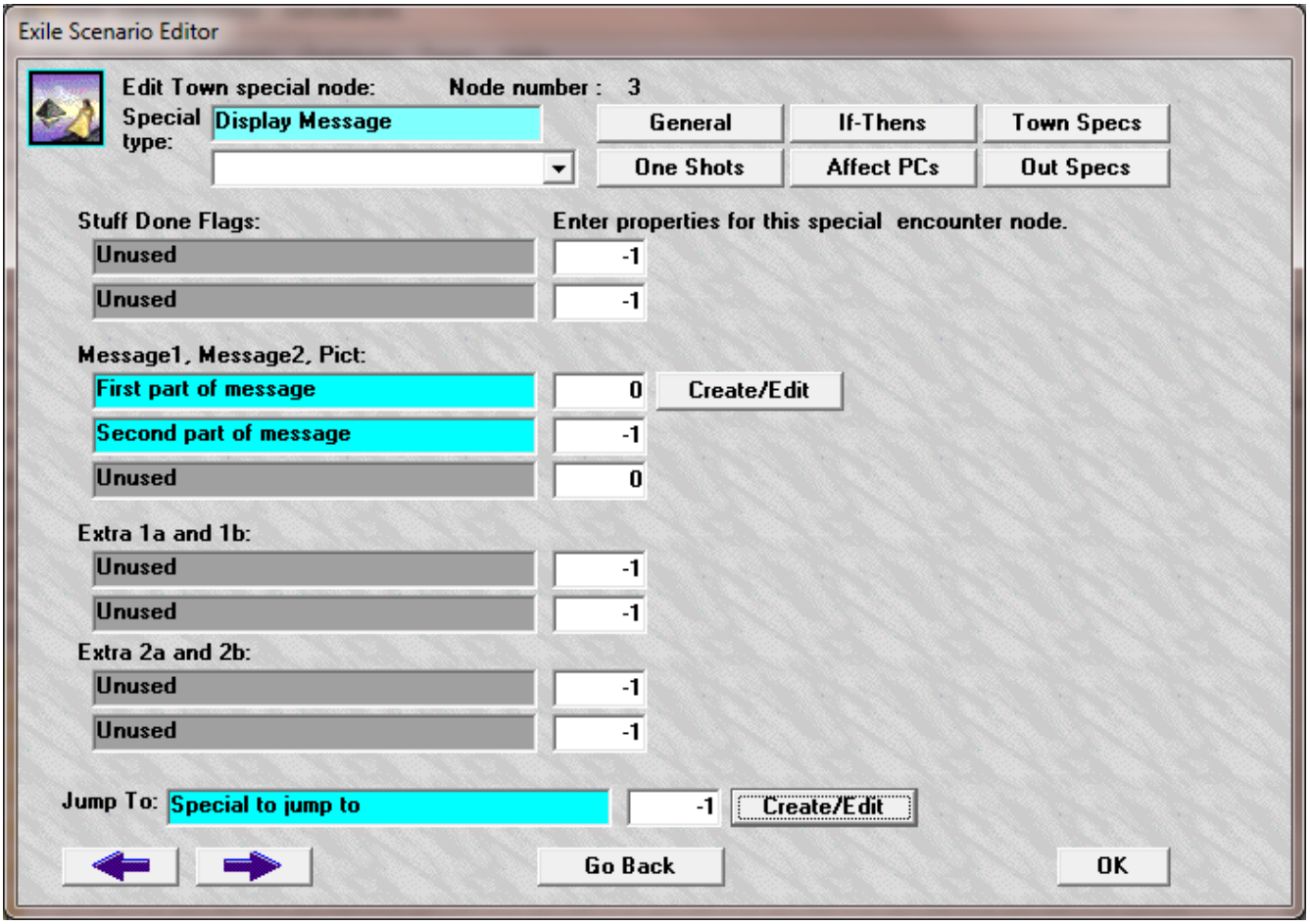
Now we play a sound, a small boom. To select the sound, use the list box on the right to display the number and description together. Isn't this better than just referring to it as Sound 60? Next we proceed to SP6.



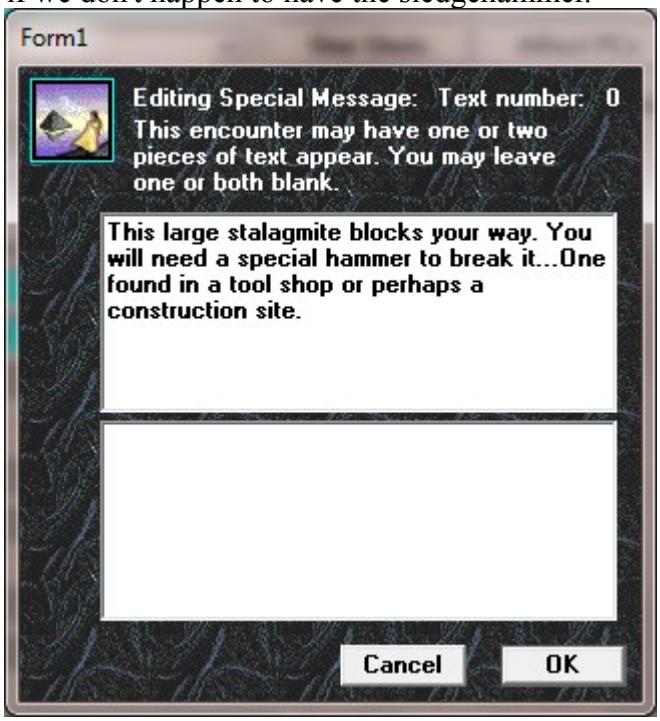
At SP6, we transform the terrain from stalagmite to rubble. Again, use the list box to select your terrain by name instead of just #84. Proceed to SP7.

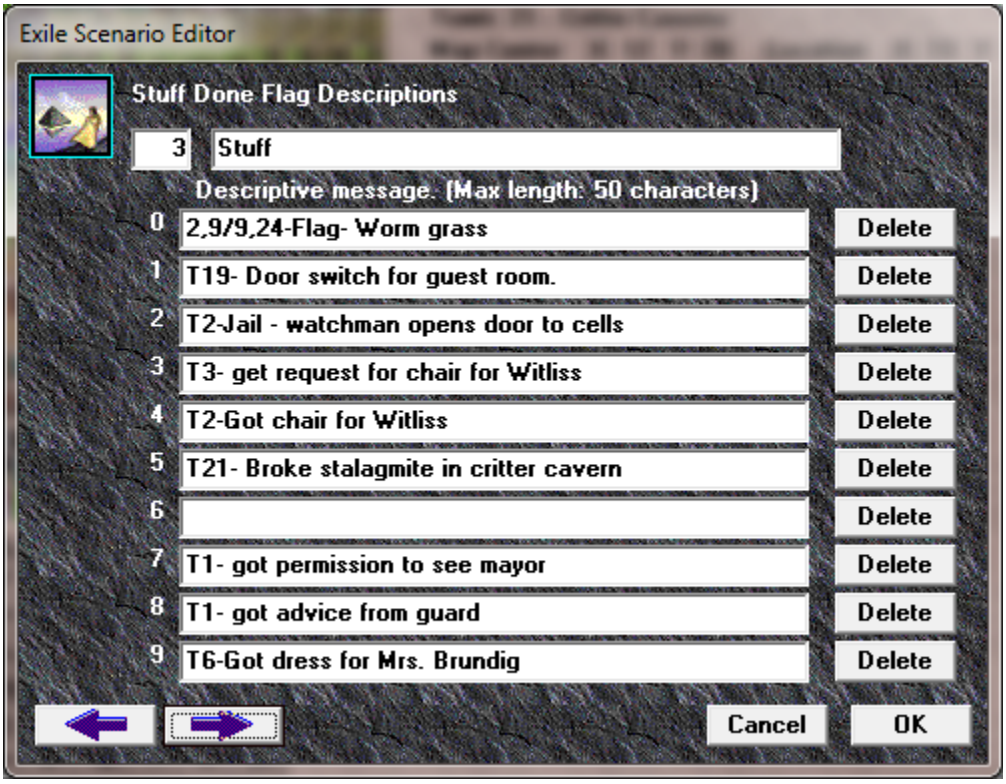


Finally we set the Stuff Done flag 3,5 to 1 indicating the action has been done already. Note that you can use the list boxes to select the Page and Line of the Stuff Done table and see the description.



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





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.