
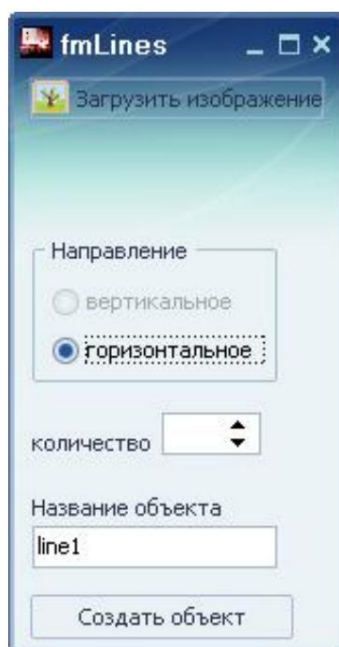


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Objects

Well, friends, it's time for the third lesson. Vernee, the third and last part of the first lesson. And today we will again talk about objects, but this time it will be indicators and text. I won't tell you how to use indicators in this lesson, but I'll just briefly tell you how to create them. About the text, I will also talk only about its creation, and about its placement, there is no need to talk about it - it's all simple there.

Click on the blue icon of the object.  - indicators. Next, as usual, create a new one. A small window with settings appears before us:




In the settings window we load your image. The image of the indicator should consist of two halves: active and passive, as in the image:

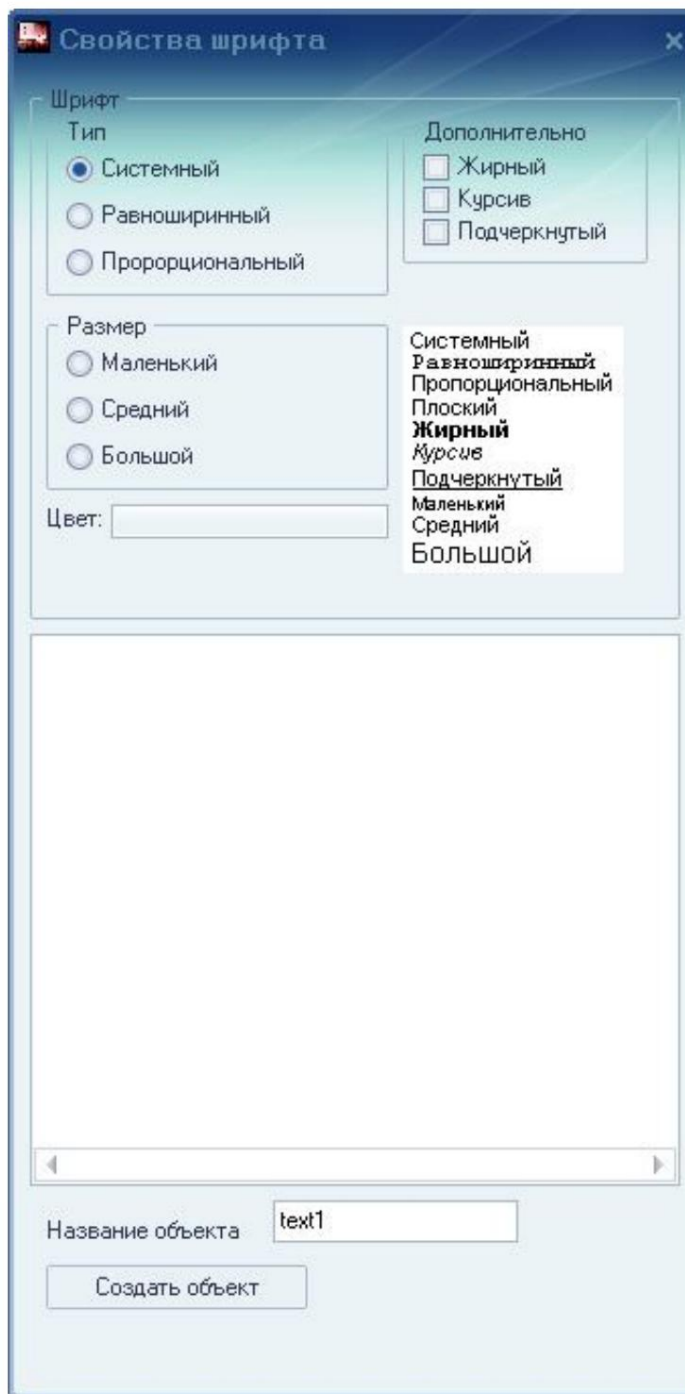


Next, we indicate how many such parts the indicator will consist of. Now name your object and save it.

In other lessons, when I talk about the event editor, it's not the most important component of the program, well, and, accordingly, the most complicated, and I'll talk about how to use indicators. I will only say that they can be used not only as health indicators. They can also serve as indicators of time, fuel, path, loading and many other things that you need for the game.

Now let's learn to create text objects. As in the creation of other types of objects, there is nothing complicated.

Click on the last icon in the list of objects - many  text. There is an open window settings, but most of them should be familiar to you:



We choose the necessary font settings and then type the text you need in an empty large window. At the same time, it should be taken into account that the text object stores not just typed text, but an array of lines, and can display only one line of text on the screen. The number of this line is set in the event editor. On the right, near the settings window, there are examples of fonts that can be set in the settings themselves, and for this reason I will not explain to you what it is - clearer and easier than anywhere else.

In the next lesson there will be more informative information, unlike this lesson, because further on I will tell you about background objects - obstacles, and how and where to use them. We will return again to our racing project and will complicate the task. But that's already in the next lesson.

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