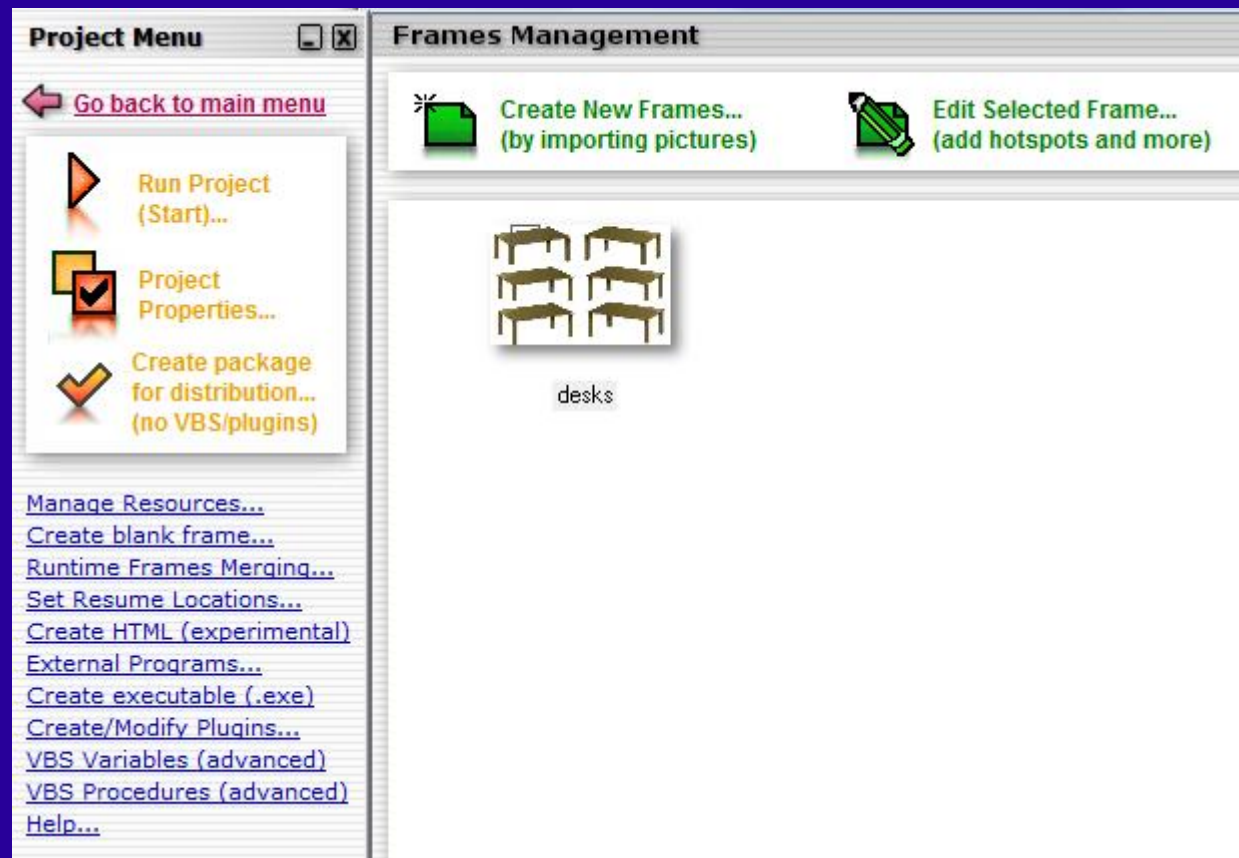


Tutorial for a graphical puzzle in Adventure Maker:

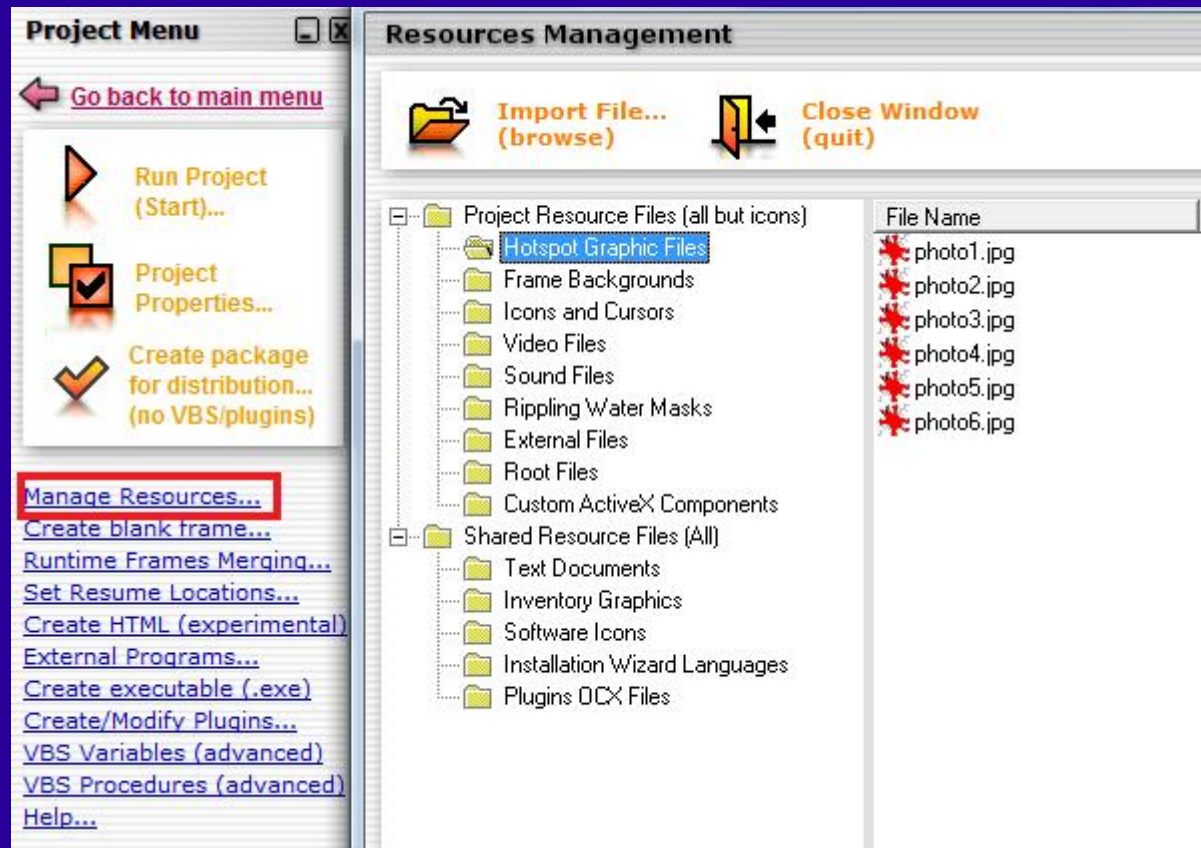
The player has to put 6 photos onto
6 different tables correctly.

Tutorial by Mystery's Games 2009

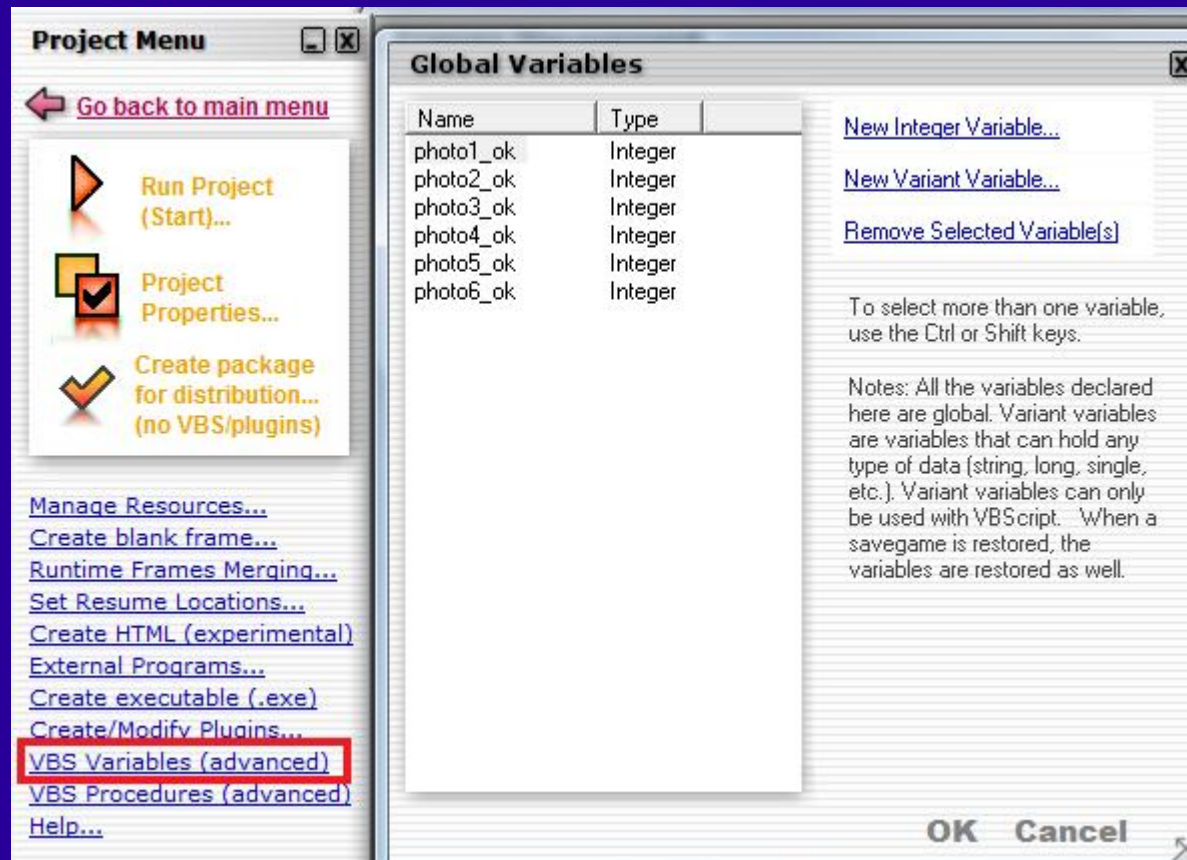
Import the screen background.



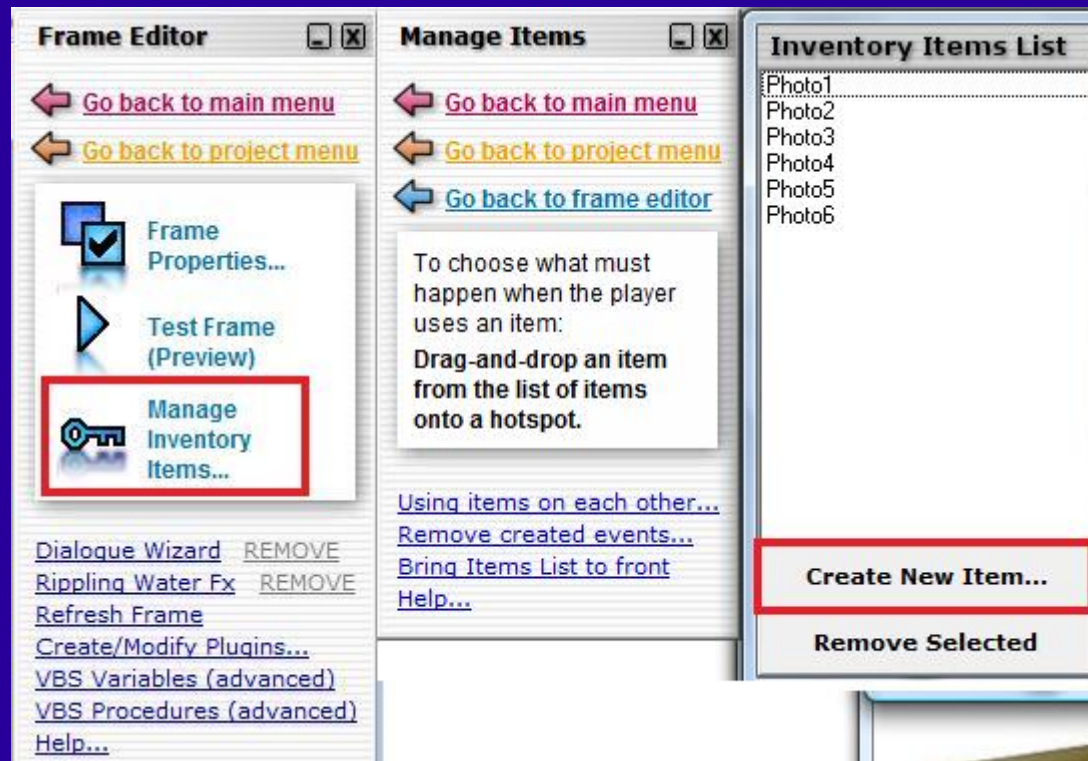
Click on „Manage Resources“, and import the images (photos) that will appear in the hotspots.



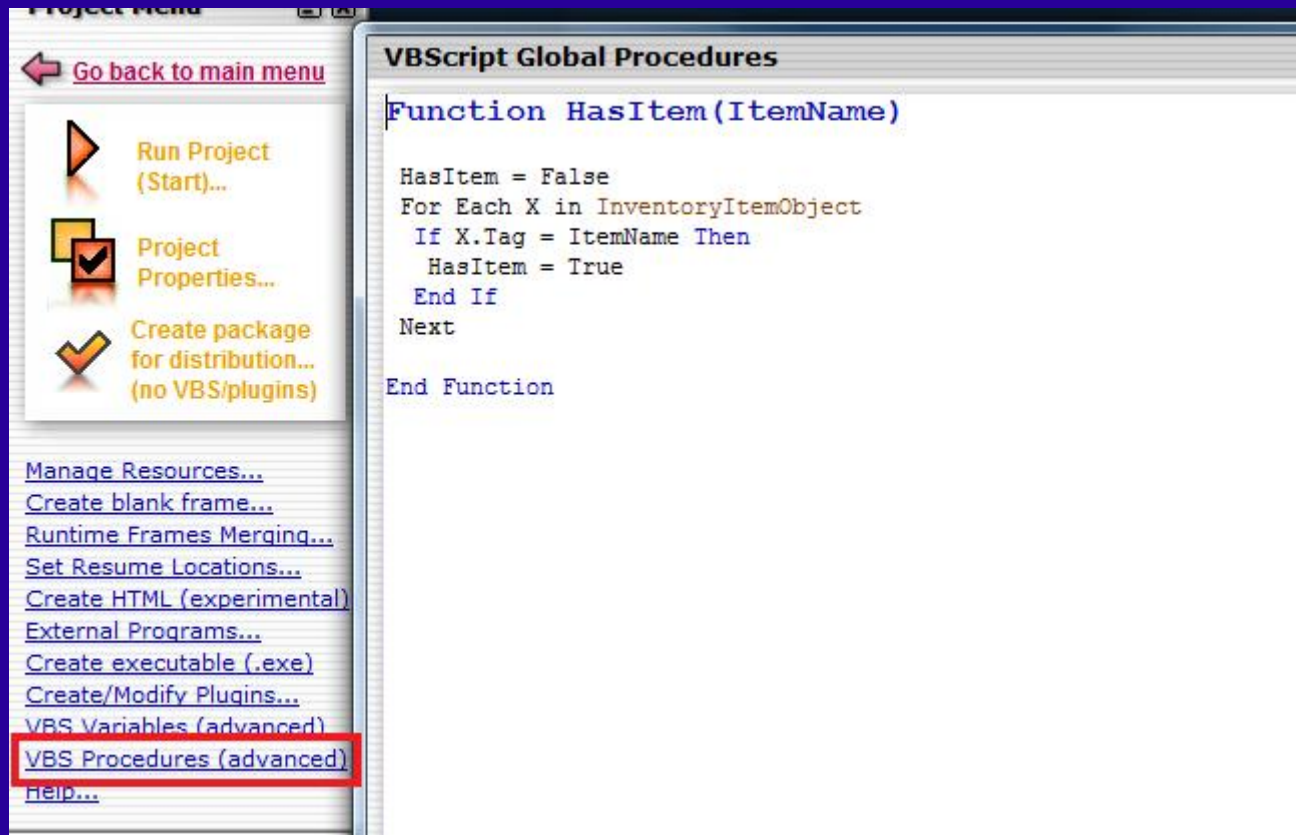
Click on „VBS Variables (advanced)“, and create 6 variables. The variables will be set to 0 if the corresponding photo is on the wrong place, or to 1 if the corresponding photo is on the correct place.



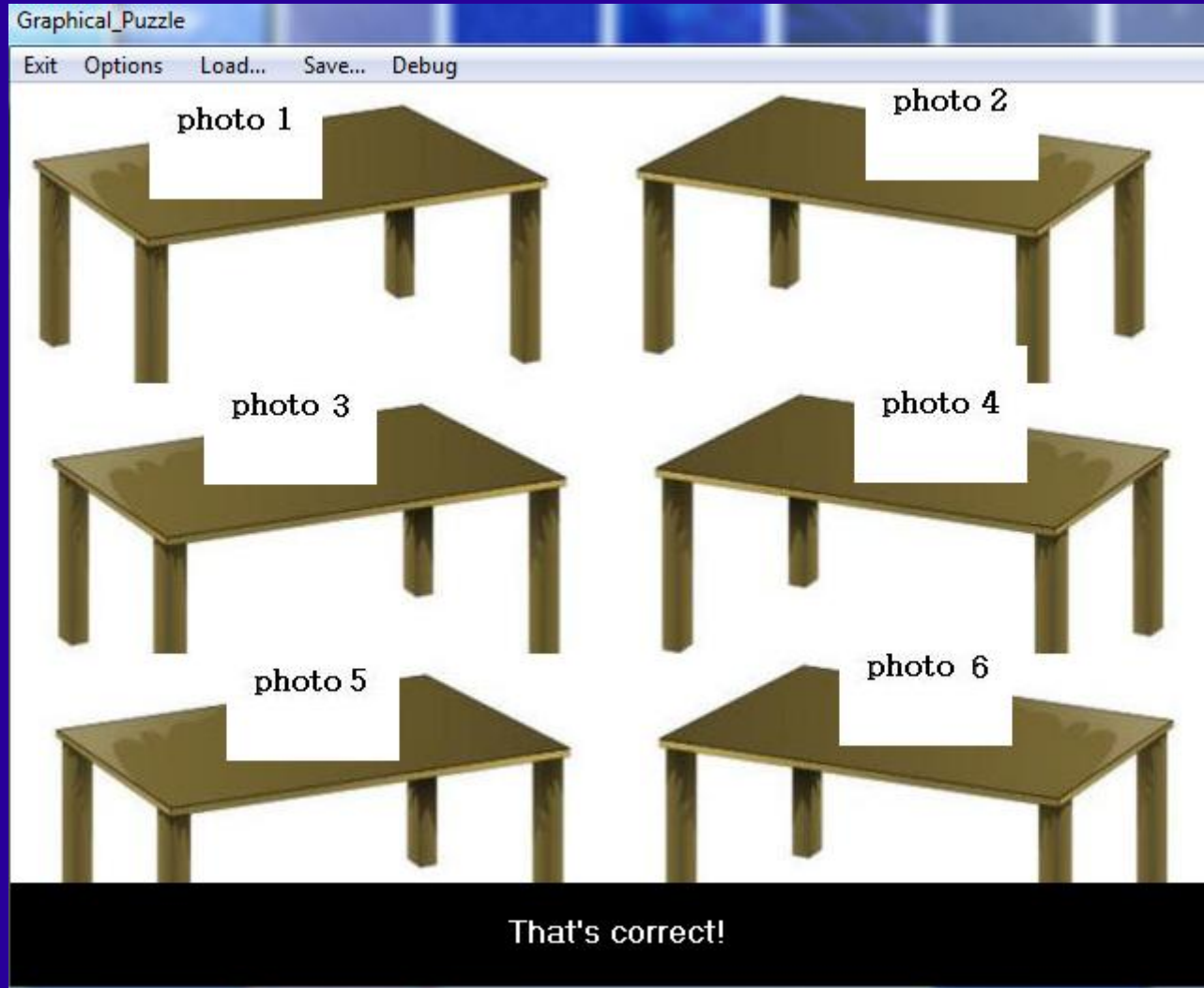
Click on „Manage Inventory Items“, and create the 6 items for the photos.
Click „Create New Item“, give it a name, and import the corresponding .ico file.
Do this for all 6 photos.



Click on „VBS Procedures (advanced)“, and add the following script. Then click OK. It will be later used to determine if the player has already placed all 6 photos or not.



For the following tutorial, we assume that the player has to put the photos in the following order: photo 1 on hotspot 1, photo 2 on hotspot 2 etc. Additionally, we assume that the tables are on the same screen.



Click on „Manage Inventory Items“, and drag photo 1 onto the correct hotspot 1.
Go to the Advanced Tab, and enter the following script.

The screenshot shows a software interface for editing a puzzle. On the left, a 'Frame Editor' sidebar contains several buttons: 'Go back to main menu', 'Go back to project menu', 'Frame Properties...', 'Test Frame (Preview)', and 'Manage Inventory Items...' (highlighted with a red box). Below these are links for 'Dialogue Wizard', 'Rippling Water Fx', 'Refresh Frame', 'Create/Modify Plugins...', 'VBS Variables (advanced)', 'VBS Procedures (advanced)', and 'Help...'. The main area shows a 'Frame Editor' window titled 'Editing "desks"' with two desk images and a 'Hotspot Properties' window for 'Photo1 on hotspot#1'. A 'VBScript Code' window is open, displaying the following script:

```

Action.RemoveItem "Photo1"
Action.LoadAPicture Hotspot(1), "photo1.jpg"
photo1_ok = 1

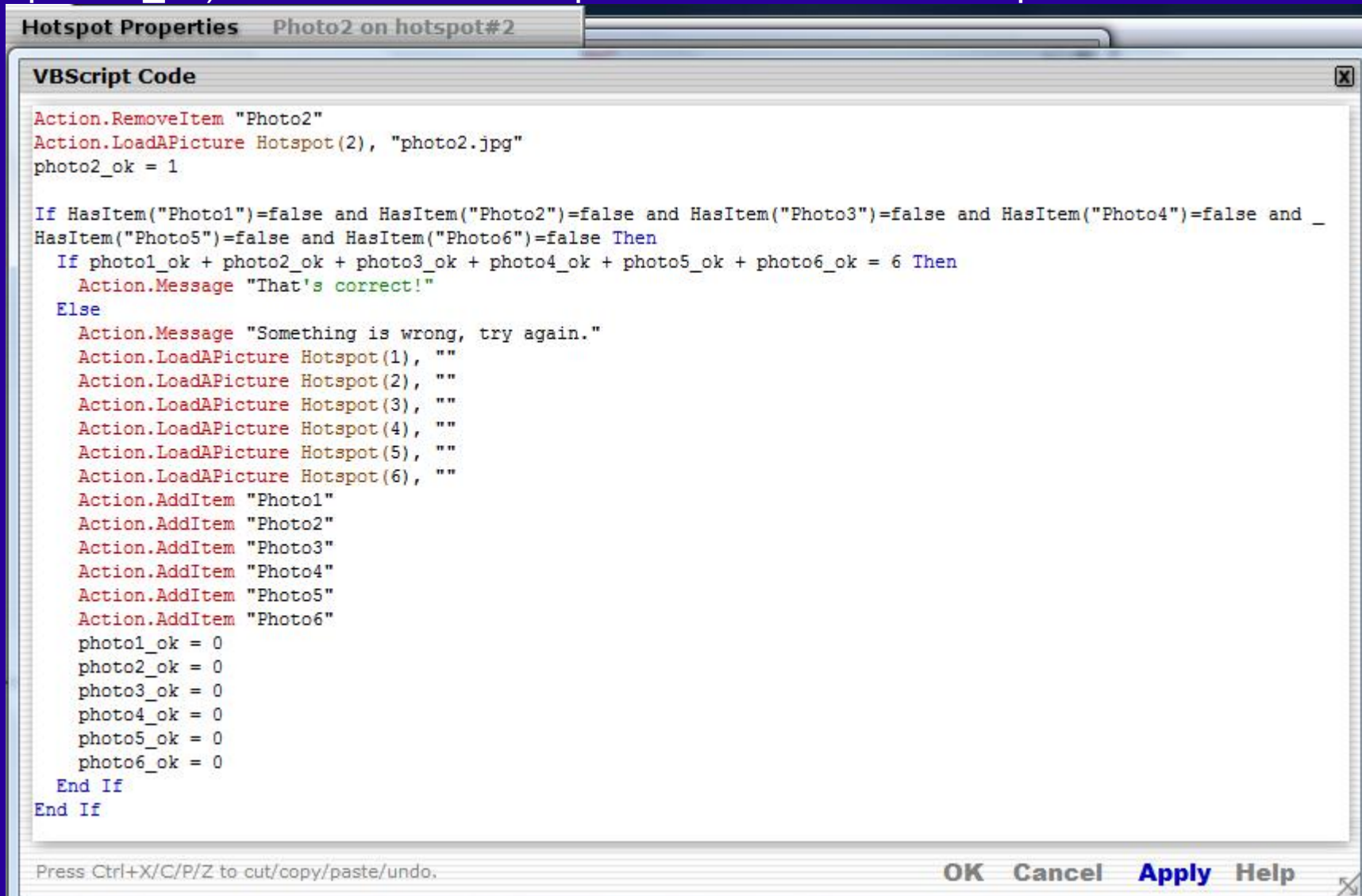
If HasItem("Photo1")=false and HasItem("Photo2")=false and HasItem("Photo3")=false and HasItem("Photo4")=false and _
HasItem("Photo5")=false and HasItem("Photo6")=false Then
  If photo1_ok + photo2_ok + photo3_ok + photo4_ok + photo5_ok + photo6_ok = 6 Then
    Action.Message "That's correct!"
  Else
    Action.Message "Something is wrong, try again."
    Action.LoadAPicture Hotspot(1), ""
    Action.LoadAPicture Hotspot(2), ""
    Action.LoadAPicture Hotspot(3), ""
    Action.LoadAPicture Hotspot(4), ""
    Action.LoadAPicture Hotspot(5), ""
    Action.LoadAPicture Hotspot(6), ""
    Action.AddItem "Photo1"
    Action.AddItem "Photo2"
    Action.AddItem "Photo3"
    Action.AddItem "Photo4"
    Action.AddItem "Photo5"
    Action.AddItem "Photo6"
    photo1_ok = 0
    photo2_ok = 0
    photo3_ok = 0
    photo4_ok = 0
    photo5_ok = 0
    photo6_ok = 0
  End If
End If
  
```

An 'Explanation' box on the right provides a detailed description of the script's logic:

Explanation:
 First we remove the item from the inventory, and display the photo in the hotspot. Since the photo is on the correct place, we set the variable photo1_ok to 1.
 Every time the player puts a photo, we check if he/she has already put all photos or not.
 If all photos have been placed, we check if they are at the correct place.
 If all variables are 1, then their sum will be 6. In this case the puzzle is solved.
 If not all photos are at the correct place, not all variables will be 1, therefore the sum of the variables won't be 6. In this case, we make all hotspots transparent, give the player all items back, and set all variables to 0.
 The player has to start over with the puzzle.

At the bottom of the VBScript Code window, there are instructions: 'Press Ctrl+X/C/P/Z to cut/copy/paste/undo.' and buttons for 'OK', 'Cancel', and 'Help'.

Now drag photo 2 onto the correct hotspot 2. Go to the Advanced Tab, and enter the following script. Note, you can copy-paste your previous script, but you need to change the text in the first 3 lines (Photo2, photo2.jpg, photo2_ok)! Continue this for all photos for the correct hotspots.



```
Hotspot Properties Photo2 on hotspot#2

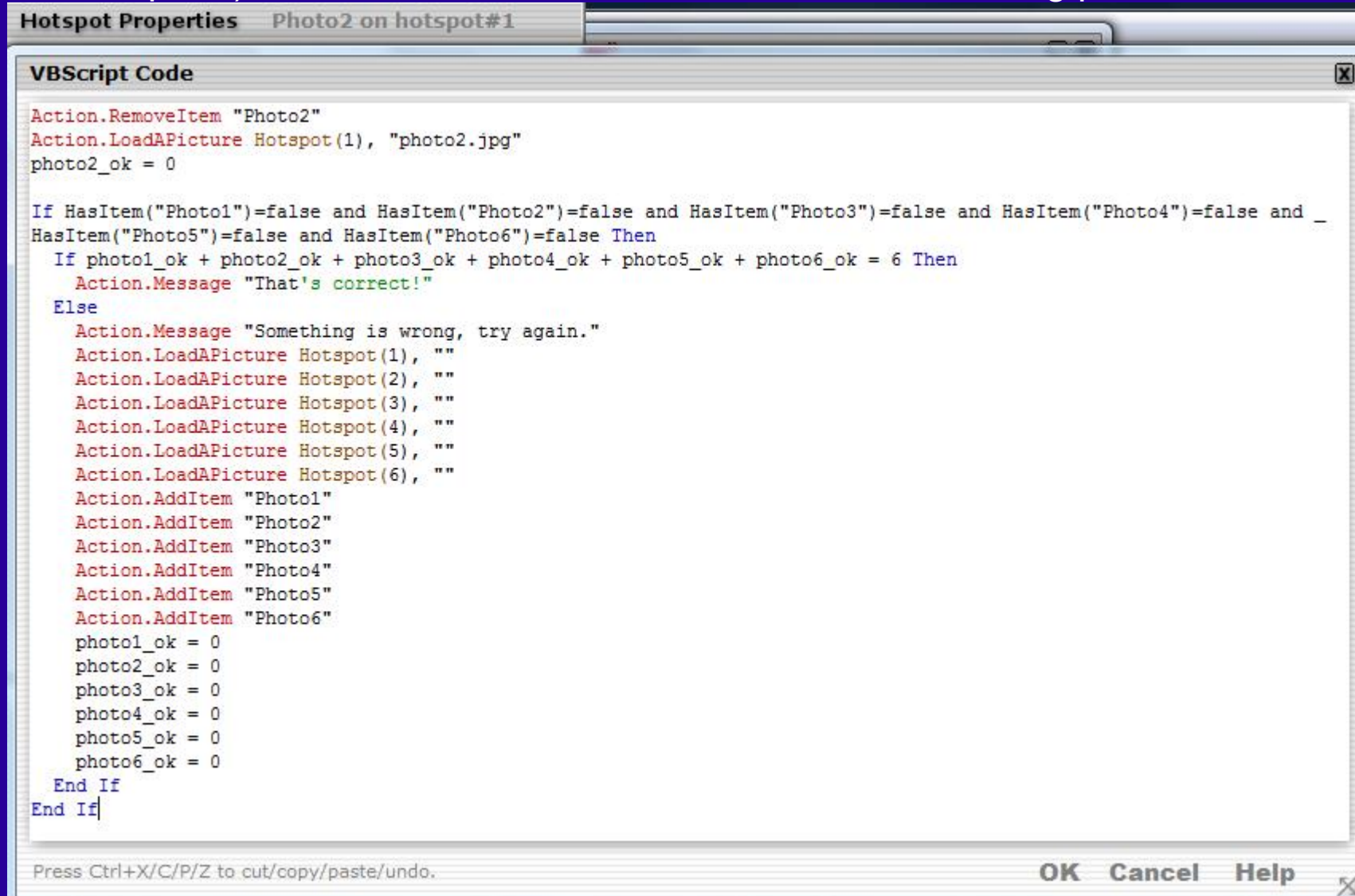
VBScript Code

Action.RemoveItem "Photo2"
Action.LoadAPicture Hotspot(2), "photo2.jpg"
photo2_ok = 1

If HasItem("Photo1")=false and HasItem("Photo2")=false and HasItem("Photo3")=false and HasItem("Photo4")=false and _
HasItem("Photo5")=false and HasItem("Photo6")=false Then
  If photo1_ok + photo2_ok + photo3_ok + photo4_ok + photo5_ok + photo6_ok = 6 Then
    Action.Message "That's correct!"
  Else
    Action.Message "Something is wrong, try again."
    Action.LoadAPicture Hotspot(1), ""
    Action.LoadAPicture Hotspot(2), ""
    Action.LoadAPicture Hotspot(3), ""
    Action.LoadAPicture Hotspot(4), ""
    Action.LoadAPicture Hotspot(5), ""
    Action.LoadAPicture Hotspot(6), ""
    Action.AddItem "Photo1"
    Action.AddItem "Photo2"
    Action.AddItem "Photo3"
    Action.AddItem "Photo4"
    Action.AddItem "Photo5"
    Action.AddItem "Photo6"
    photo1_ok = 0
    photo2_ok = 0
    photo3_ok = 0
    photo4_ok = 0
    photo5_ok = 0
    photo6_ok = 0
  End If
End If

Press Ctrl+X/C/P/Z to cut/copy/paste/undo.
OK Cancel Apply Help
```

Now drag the second photo onto hotspot 1 (i.e. the wrong place). Go to the Advanced Tab, and enter the following script. Make sure that you add the appropriate hotspot number and the required information for the case „Photo2 on hotspot 1). We set the variable to 0, because it's the wrong place.



```
Hotspot Properties Photo2 on hotspot#1

VBScript Code

Action.RemoveItem "Photo2"
Action.LoadAPicture Hotspot(1), "photo2.jpg"
photo2_ok = 0

If HasItem("Photo1")=false and HasItem("Photo2")=false and HasItem("Photo3")=false and HasItem("Photo4")=false and _
HasItem("Photo5")=false and HasItem("Photo6")=false Then
  If photo1_ok + photo2_ok + photo3_ok + photo4_ok + photo5_ok + photo6_ok = 6 Then
    Action.Message "That's correct!"
  Else
    Action.Message "Something is wrong, try again."
    Action.LoadAPicture Hotspot(1), ""
    Action.LoadAPicture Hotspot(2), ""
    Action.LoadAPicture Hotspot(3), ""
    Action.LoadAPicture Hotspot(4), ""
    Action.LoadAPicture Hotspot(5), ""
    Action.LoadAPicture Hotspot(6), ""
    Action.AddItem "Photo1"
    Action.AddItem "Photo2"
    Action.AddItem "Photo3"
    Action.AddItem "Photo4"
    Action.AddItem "Photo5"
    Action.AddItem "Photo6"
    photo1_ok = 0
    photo2_ok = 0
    photo3_ok = 0
    photo4_ok = 0
    photo5_ok = 0
    photo6_ok = 0
  End If
End If
```

Press Ctrl+X/C/P/Z to cut/copy/paste/undo. OK Cancel Help

Continue to drag the photo items to the wrong places, and change the text in the first 3 lines of the script accordingly.

Wrong places:

Photo 1 on Hotspots 2, 3, 4, 5, 6

Photo 2 on Hotspots 1, 3, 4, 5, 6

Photo 3 on Hotspots 1, 2, 4, 5, 6

Photo 4 on Hotspots 1, 2, 3, 5, 6

Photo 5 on Hotspots 1, 2, 3, 4, 6

Photo 6 on Hotspots 1, 2, 3, 4, 5

I hope that this tutorial was helpful.
Good luck with the creation of
your graphical puzzle!

In case of questions, just visit
the Adventure Maker Forums:

<http://www.adventuremaker.com/phpBB2/index.php>