9.0: Hints and Tips

Q: I find it difficult to position a backdrop so that it is in exactly the right position. What do I do?

A: *Go to the preferences option on the edit menu and select snap to grid, it will then be easier to position big objects.*

Q: My objects don't seem to move or bounce properly. Why?

A: *Your backdrop may be set-up as an obstacle, which means your active objects will collide with it. Double click on the backdrop object, select obstacle from the pop-up menu, and make sure that the "no" option has a tick beside it.*

Q: My race car goes in circles, but it doesn't actually turn to face the new directions.

A: *The direction animation hasn't been set properly. Just double click on the car, select edit animation's, choose how many directions you want to create (32 is best for a smooth rotation), and click on the rotation gadget at the bottom of the animation editor screen to create the other views of the object.*

Q: When in the animation editor, I tried to import a section of a picture, but every time I grab it, Klik & Play picks out lots of little sections and I end up with lots of little frames.

A: *If box mode is set, Klik & Play will look for areas it can cut out, a feature which is great if you have a screen full of frames in little boxes and you want to capture them all at once. For single captures, turn box mode off by going to the capture menu and deselecting the box images option.*

Q: Some of my animation's stop after a very short time. What's wrong?

A: *They haven't been told to loop. Just set this option using the animation editor and the animation will continue until you tell it to stop. A slider in the top right hand corner will be set for one or more repeats of an animation. Slide this all the way to the left until the display reads "looping".*

Q: I sometimes find I can't select an active object if it's moving.

A: *Go to preferences in the Level Editor and deselect the button which says "Animate active objects".*

Q: When the last life goes and my "game over" sample starts to play, it gets no further than the first "g" before repeating continuously. What can I do?

A: *The check that tests to see if all lives are used up always comes up true after the last life is gone, so you need to tell it to play the sample only once or it will try to play it every time it checks the condition. Do this in the event editor by setting the "Only one action while event loops" condition.*

Q: I want to set up a random event where there's a 25 per cent chance that the phone will ring every three minutes. How do I do it?

A: *First, add an invisible counter to your level. Next, in the event editor, add a timer and set it to "Every 3:00'00", then under the counter object add a new action which sets the counter to "RANDOM 4". Now add a new condition which tests the counter every three minutes for "lower than or equal to 1", and add to this condition the action to play a phone sample. Klik & Play will generate a random number between 1 and 4 every three minutes and store the value in the counter, then test the value to see if it is 1 or less. If this is true, your sample will be played.*

Q: How do I make a set of aliens shoot down the screen in a random fashion?

A: *Add a condition in the event editor which picks one alien every couple of seconds, then add an action under the alien object column which instructs Klik & Play to shoot an object. Just specify which laser bolt to use and the direction it will go in (usually down the screen).*

Q: How do I know when an explosion is over, and how do I get the explosion sprite off my screen?

A: *Make sure the explosion animation doesn't loop, then insert a condition to test that it is over, and add and action to destroy it if this is true.*

Q: Why doesn't my score object update?

A: *To change the score, find the actions in the event editor which would cause a score increase, such as the collision between an alien and one of your missiles, then put an "add to score" action under the player column. You can choose different score increases for the different scoring events, or even decrease the score if you like.*

Q: I need four or five alterable values for a complicated board game!

A: *Simply use a counter object, which can be hidden from the player, and treat it in the same way you'd treat the three built in values. If you need extra alterable values for a lot of objects, it's best to use a ghost partner for each active object and use the new, but invisible, active object's alterable values. This will use up more memory, but it will solve your problem.*

Q: Why can't I stop the game when it's running in step-through mode?

A: *Because you haven't pressed your keyboard's Escape key.*

Q: I want to copy a whole level from one of my games to another. How can I do this?

A: *Go to the storyboard editor, click once on the level you want to copy, then choose the copy option from the edit menu. Now load the new game and select paste.*

Q: How do I get a spaceship to fly across the top of the screen and shoot down the screen at my player's ship?

A: *Set up a new condition which sends an alien across the screen at timed intervals, then go to the attacking ship's column and add an action to aim at the player, then one to fire the missile.*