

## Script Editing

### Basic Script Editing for the beginner

Lets first cover the basics of actually editing a script and converting the text file.

*Organise your script folder.*

Inside the TRLE folder you will find a folder named Script, and, just to confuse you even more, within that folder is a subfolder called Script! The first thing we need to do is to get rid of the other languages which we do not need as these only serve to confuse. Create a folder called otherlanguages and place all files except the ones illustrated below. You should have a folder which matches mine (Fig.1).

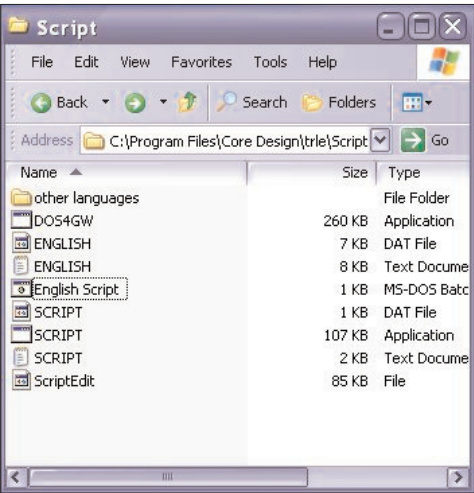


Fig.1. This is how your script folder should look.

Notice that although some of the items have the same name, they have different filetypes. The ones we actually edit are the text files. Namely The Script.txt (Text Document) and the English.txt (Text Document). The suffixes do not show here but to identify them refer to the column 'Type' for the filetype. The icons show as text document icons.

Figure 2 shows the same folder viewed as icons for clarity.

#### Important

Before you start doing any work on script editing it is important to make a backup of your script folder. Create a new folder in your TRLE folder named Script Backup and 'copy' and 'paste' the entire script folder there.

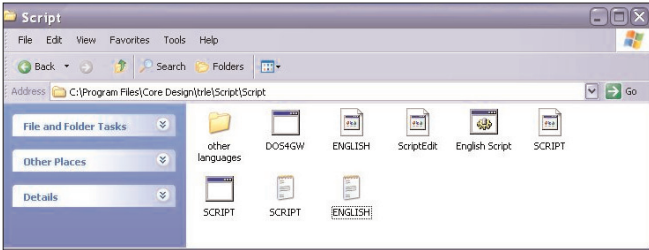


Fig.2. Icon view of script folder.

#### Excercise – Changing the name of your level.

Open the script file using notepad or if you are on a Mac use either 'SimpleText' or 'TextEdit' if you use Textedit ensure you save as basic text (not rich text format).

In the example below you will see that the Tut.1 script 'block' is highlighted. We are assuming for this exercise you are using the tut.1.wad. Normally I would delete all other script 'blocks' except the one I am using when creating new levels. Do not delete the Title 'block' or anything above it.

All we are going to do is edit the Name of 'level' and the 'Legend' (the text which appears at the bottom of the screen when you start playing a level).

So, highlight the text Playable Tutorial Level and give it a name of your choice, I have called mine 'My Level'.

Highlight the text 'The year 2000, somewhere in Egypt...' and change it to the legend of your choice, I have used the legend 'London, 2004'. Your script should look something like this.

[Level]  
Name= **My Level**  
Legend= **'London, 2004'**

We now need to open the file 'English.txt' file.

The changes we made to the Script file must be reflected in the English file.

First we need to 'copy' the line 'My Level'. Note we copy the text in order to ensure it is exactly the same, if not an error will be generated on conversion.

*continued>>>*

```

;-----
; Title
;-----

[Title]

LoadCamera= 84246,-533,78233,81622,-1514,78208,40 ;src x,y,z target x,y,z, room
Level= DATA\TITLE,104

;-----
; Levels
;-----

[Level]
Name= Playable Tutorial Level
Legend= 'The year 2000, somewhere in Egypt...'
Horizon= ENABLED
Layer1= 160,160,192,7
PuzzleCombo= 3,1,Cartouche Piece 1, $0000,$0400,$0000,$0000,$0000,$0002
PuzzleCombo= 3,2,Cartouche Piece 2, $0000,$0400,$0000,$0000,$0000,$0002
Puzzle= 3,Ba Cartouche, $0000,$0400,$0000,$0000,$0000,$0002
Puzzle= 5,Eye Of Horus, $0017,$0500,$0000,$0000,$0000,$0002
PuzzleCombo= 5,1,Eye Piece, $0017,$0500,$0000,$0000,$0000,$0002
PuzzleCombo= 5,2,Eye Piece, $0017,$0500,$0000,$0000,$0000,$0002
Puzzle= 6,The Hand Of Orion, $0000,$0400,$8000,$c000,$0000,$0002
Puzzle= 8,The Hand Of Sirius, $0000,$0400,$8000,$c000,$0000,$0002
LoadCamera= 0,0,0,0,0,255
LoadCamera= 11088,-1100,28896,11119,-1399,31486,0
Level= DATA\TUT1,107
    
```

Fig.3. Example of script.txt file.

```

;-----
; Generic Strings
;-----

[Strings]

Cambodia, 1984
The year 2000, somewhere in Egypt...

Title Load Screen
Playable Tutorial Level
The Tomb Of Seth
Burial Chambers
Valley Of The Kings
KV5
Temple Of Karnak
The Great Hypostyle Hall
Empty Level Slot
Angkor Wat
Guardian Of Semerkhet
Angkor Wat
Desert Railroad

```

Fig. 3. Example of English.txt file.

Ok, now we need to highlight one of the level names in the list, it doesn't have to be Playable Tutorial Level. In this case I am going to use 'Valley of the Kings'. Once you have highlighted the line 'Paste' your text over it. **Important, do not add an extra line, always overwrite an existing line.** Repeat the 'copy' and 'paste' exercise with the 'legend' line. Your english.txt file should now look like this:

```

;-----
; Generic Strings
;-----

[Strings]

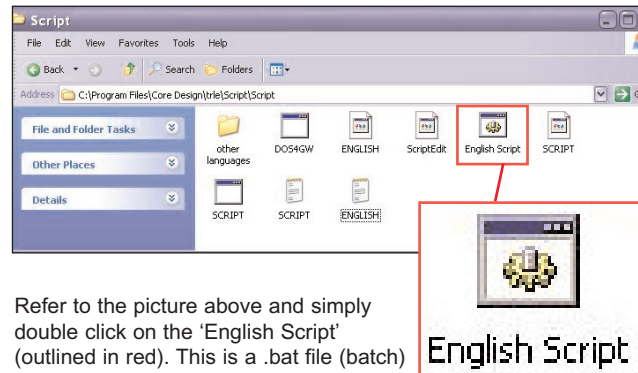
Cambodia, 1984
'London, 2004'

Title Load Screen
Playable Tutorial Level
The Tomb Of Seth
Burial Chambers
My Level
KV5
Temple Of Karnak
The Great Hypostyle Hall
Empty Level Slot
Angkor Wat
Guardian Of Semerkhet
Angkor Wat
Desert Railroad

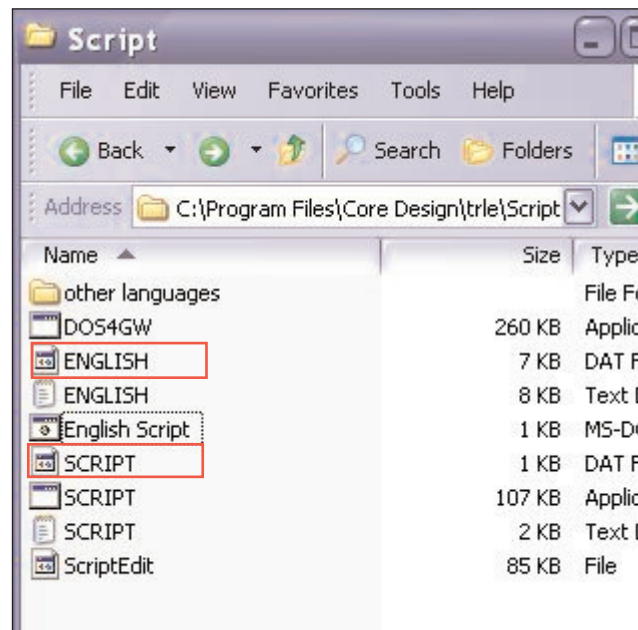
```

**Converting your script**

We now need to save both the English and Script text files. **Ensure you have archived the original Script folder as recommended earlier.**



Refer to the picture above and simply double click on the 'English Script' (outlined in red). This is a .bat file (batch) and has a distinctive cog on the icon. You will see (very briefly) a dos window appear as the script file is processed. If you have been successful you will have two updated files. Check the dates and times on these files to ensure conversion has taken place.



Select the newly converted DAT files ENGLISH and SCRIPT (outlined in red, ensure you have the correct ones as this folder is a bit confusing, check the items and filetypes, you need the filetype 'DAT file' and paste them into your Root TRLE folder, replacing the existing dat files which are already there (I suggest also backing up the original Script.dat and English.dat files before replacing them with the new ones). OK, now convert your tut.1 level and play the game, you should see the title My Level in the menu and you should also see 'London, 2004' Legend when you begin to play.

**Mac Users**

The procedure for Mac users is essentially the same. I recommend using Simple Text rather than Text Edit. You will see some odd looking rectangles at the beginning of each line. These should be left in (they signify the PC line-end). Otherwise edit text in the same way ensuring there is always a line end character at the beginning of any added text. Converting the script is a lot simpler, simply drag and drop the Script.txt file onto the ScriptEdit icon and the Script.dat and English.dat will be generated in that same folder. Drag the newly generated dat files into your Level Editor folder.

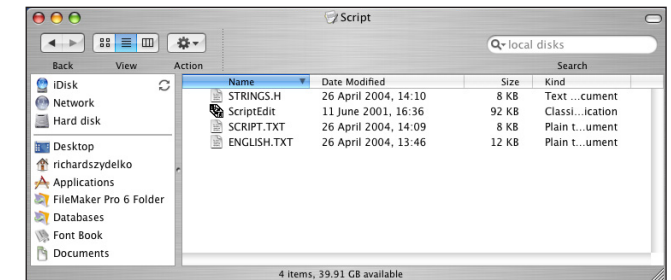


Fig. 4. The Mac script folder.

Editing script is not that difficult and not as daunting as it first may seem. If you have completed the above exercise successfully you are ready to move onto more complex script editing. See Datasheet 7 on scripts which covers most of the possible script entries and how to use them.

This data sheet is accurate as far as I know.  
Please report any errors/omissions or feedback to:

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Use this data sheet at your own risk.