

# Torque Game Builder – Fish Demo Tutorial - Part 9

## 9. Adding a Scrolling Wave

### 9.1 Adding our wave scroller

We now have multiple fish swimming around. We can also add new fish with all of the proper settings by utilizing our config datablock. Now we can proceed to add polish to our fish demo. We can add an extra visual aspect, in the form of a scrolling wave, to make our demo look much better. You may have seen the wave image in either your *Static Sprites* object library or your *Scrollers* object library. We can add it, set its alpha level to make it more transparent, and then give it a scroll speed so it makes our water look like it's waving.

Open up *TGB*, and you should be looking at your level in the *Level Builder*. Find your *Scroller* object library. The fourth scroller should be your wave image (as shown in *Figure 9.1.1*). Drag and drop the wave scroller into the center of your level (as shown in *Figure 9.1.2*). Resize the wave scroller to extend just beyond the left and right horizontal limits of the level, as well as making it a bit taller than it is by default. (as shown in *Figure 9.1.3*).

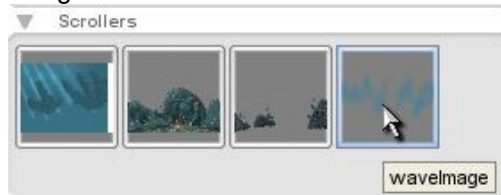


Figure 9.1.1

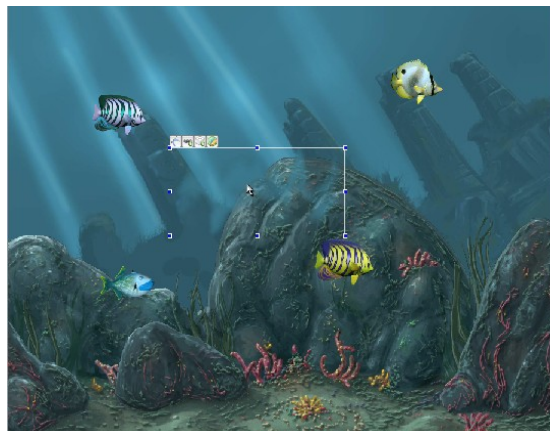


Figure 9.1.2



Figure 9.1.3

Now that we have our wave added, it's a bit too visible. We want our wave to be more transparent, so it's much more of a subtle effect. To lower its visibility click the *Edit* tab. Then click the *Blending* label to expand the blending options (as shown in *Figure 9.1.4*). Here we can change multiple things that will effect either our object's color, blending process, or its alpha layer (transparency). To lower the transparency change the value in the Alpha box to around 150 (as shown in *Figure 9.1.5*). Now your wave image should look much more transparent.

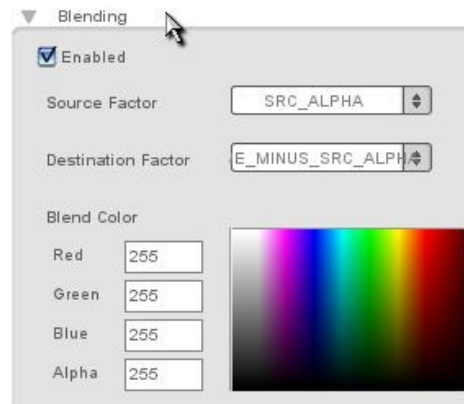


Figure 9.1.4



Figure 9.1.5

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With our wave image's transparency set, we can now make it scroll. This will complete the wave illusion and effect. To do this click the *Scroller* label in the edit panel to expand it, and set its *Scroll Speed X* to “3” and press enter (as shown in *Figure 9.1.6*). Now your wave should scroll properly!

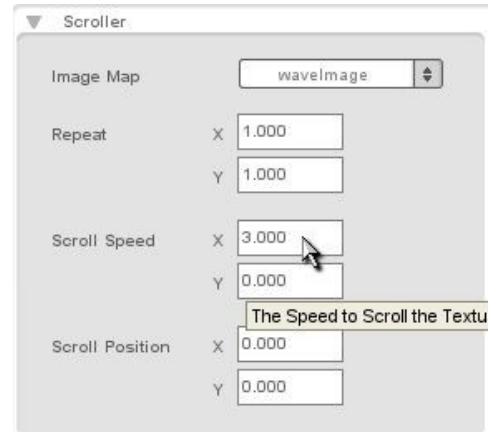


Figure 9.1.6