

# Torque Game Builder – Fish Demo Tutorial - Introduction

## Introduction

Welcome to the Torque Game Builder Fish Demo Tutorial set. This tutorial set will take you through creating a very simple and basic fish themed demo in the Torque Game Builder. This tutorial is ideal for those just starting out with TGB (Torque Game Builder) and need to take a step by step approach to learning the engine and scripting. This is divided into multiple steps with each step being a different document. That way it should be easy to follow and pick up at a later time. By the end of this tutorial you will have recreated the fish demo.

This introduction section will go over some basic concepts that may be new to those just starting TGB for the first time as well as those that may be completely new to scripting in general. If you already know what each topic is covering you can skip past it. If you already know everything this entire introduction covers then you can skip to Part 1 of the Fish Demo Tutorial.

### ***“Code Samples”***

You will see reference numbers for “Code Samples” as they are presented through the document. These numbers can be used as a reference to find an easily copied and pasted version of the code in a simple .txt file (the name should parallel the .pdf file name) in the “Code Samples” folder (this is especially for those who have issues copying and pasting code from .pdf files).

### ***Save often***

This concept will definitely not be new to you if you're used to working with computer programs. Saving your progress often is a very good habit to develop, especially in developing your own games. This practice is definitely something you'll want to perform while working in both the TGB Level Builder and while scripting. If you ever catch yourself pausing for a moment it's usually a good time to click the save button.

### ***Script editing***

Those of you that are new to script editing will definitely want to read through this section. TGB scripts end with a “.cs” extension, such as “game.cs”. Now, you may or may not see this extension when browsing for the files, depending on whether you're working on Windows or a Mac.

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## Windows scripting

If you are using Windows XP you can browse your hard drive by right clicking on the start button (in the lower right) and then clicking the Explore option (as shown in Figure 1, some of your listed options may differ). You should then be presented with the Windows Explorer (as shown in Figure 2; your explorer window may look slightly different due to different programs installed).

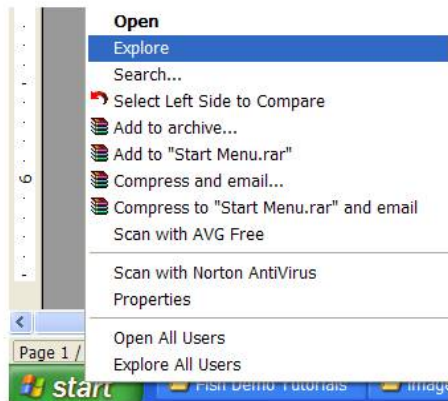


Figure 1

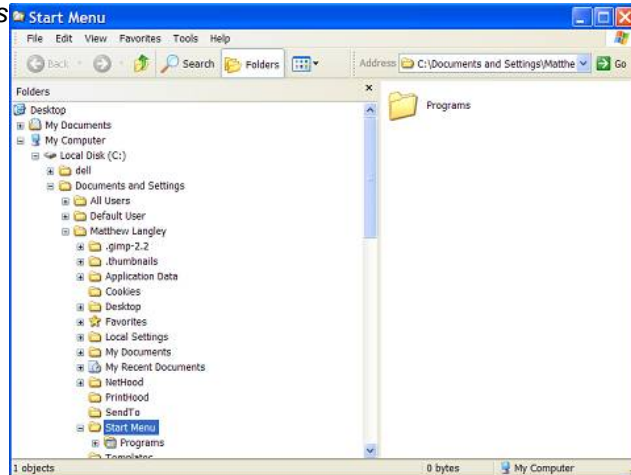


Figure 2

Next you will need to browse out to the directory TGB installed into. The default location is “C:\Program Files\TorqueGameBuilder” (as shown in Figure 3; your explorer file structure may look slightly different due to different programs installed). From this folder you can see a documentation folder (which is where all the documentation for TGB is located) an engine folder (where the source code is located), and a games folder. The games folder is where all of your game scripts are located. When you open the games folder you will see different folders. Most of these folders stand for a TGB “project”... such as “checkersdemo”. So when you create your own projects in the tutorials they will refer to a “games/yourProjectName” folder, this location is what they will be talking about.

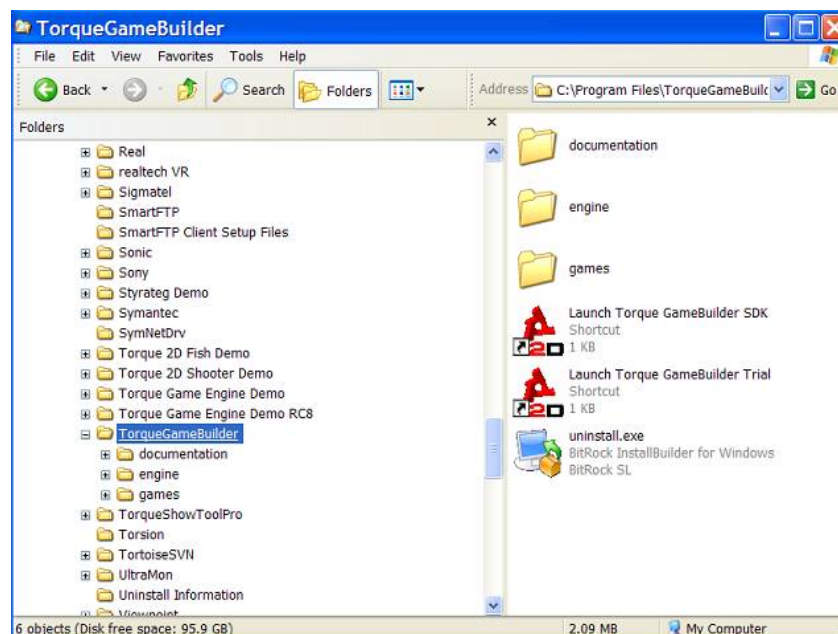


Figure 3

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Open the “games” folder by double clicking it. Now you should see some of the projects listed previously (as shown in Figure 4). Double click the “checkersdemo” folder and you should now be presented with a few more folders. Now you should either see a file called “main” (as shown in Figure 5, your icons images may be different) or a file called “main.cs” (as shown in Figure 6, your icons images may be different).

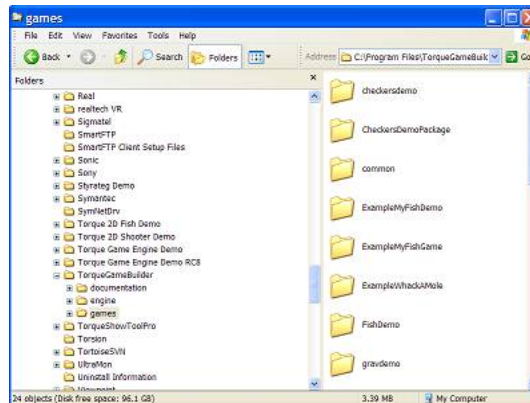


Figure 4

If you see the “main.cs” file then you don't need to change any further settings, though if you only see “main” then you need to change an explorer setting that will allow you to view extensions. You can do this by clicking the Tools->Folder Options... menu (as shown in Figure 7).



Figure 5



Figure 6

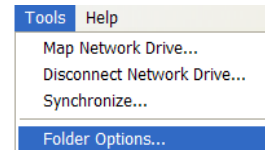


Figure 7

You should then be presented with a Folder Options dialog (as shown in Figure 8). Click the “View” tab (as shown in Figure 9). This is the section we need to be in to tell it to not hide the extension types. You should see the proper option listed as “Hide extensions for known file

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types” (in Figure 9 it is the last option listed), uncheck that option and then click the OK button. You should now see “main.cs” (as shown in Figure 10).

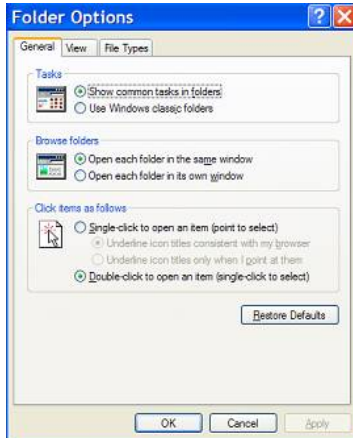


Figure 8

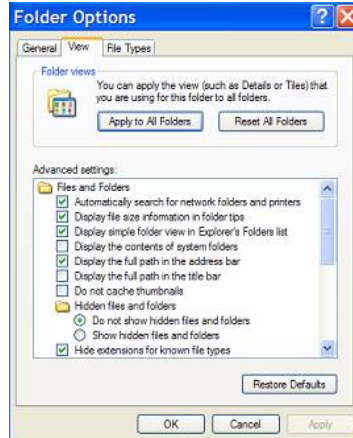


Figure 9



Figure 10

Now that we can see our .cs files, we can also create them easily. To do this simply right click on an empty spot on the screen and click File->New. You should now see a menu drop down. Select Text Document from the list (as shown in Figure 11). Now you should see a new text document called “New Text Document.txt” (as shown in Figure 12). The text is highlighted so you can type a new name. Type in the name “test.cs” and press enter. You should be prompted with a yes or no box asking if you want to change your extension (as shown in Figure 13). Click yes and you should now see your new file with the proper .cs extension to be a TGB script file (as shown in Figure 14, your icon image may be different).

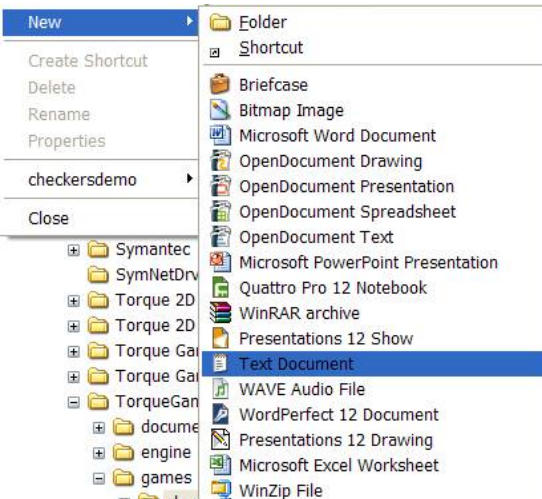


Figure 11



Figure 12

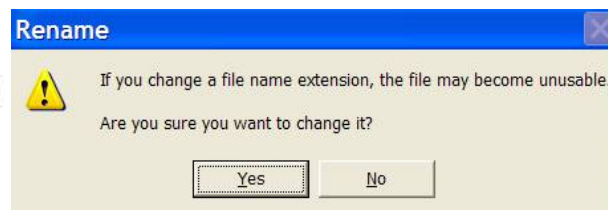


Figure 13



Figure 14

Now that we have a script file, we can edit it by right clicking on the file and selecting Open With. If you see “Notepad” listed then select that. If you don't see “Notepad” listed then click “Choose Program”. This will present you with another list. From here you can choose “Notepad”. It should then open up your blank script file in Notepad. This is how you can create and edit script files for the upcoming tutorials.

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## Mac Scripting

To create script files on a Mac you can go to Applications/TextEdit (as shown in Figure 15). You should now be presented with a basic text editor. Script files are in plain text and by default you cannot save to plain text, so to change this you can click Format->Make Plain Text (as shown in Figure 16). Now we can click File->Save As. You should be presented with a Save dialog. Be sure to save the name with a “.cs” extension (such as “test.cs”). Then click the blue arrow to bring up the file browser. The first thing you need to do is uncheck the “hide extension” check box. Now we need to save this empty script file in our game directory. Browse to your “Applications/TorqueGameBuilder/games/checkersdemo” (or the directory you installed it to if you changed the default folder) (as shown in Figure 17). Later you can change out “checkersdemo” with your project name. When you have chosen the folder to save it to, click the Save button and you should be presented with a dialog asking you to change your file extension to .txt or append it with .cs. Don't append it and make sure you use .cs.

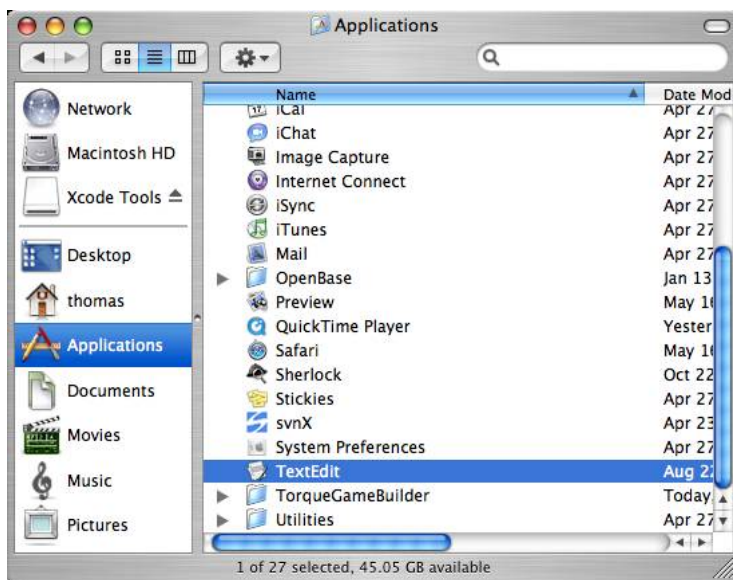


Figure 15

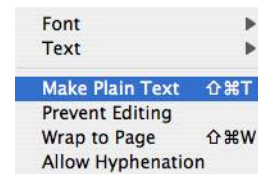


Figure 16

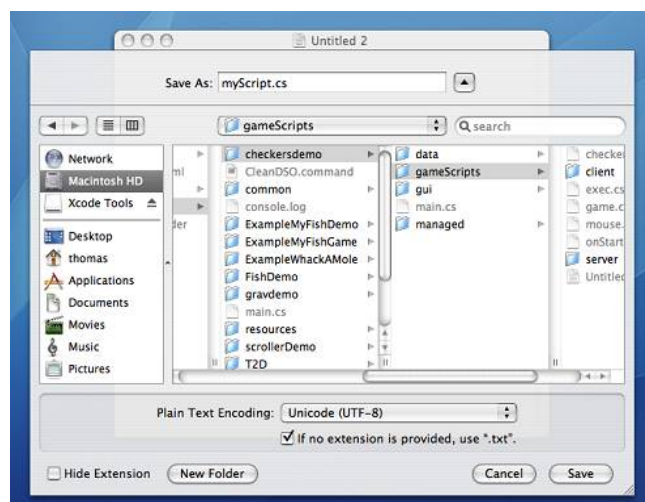


Figure 17