

Creating Journals

In the source folder for your Age (where you have all your Age resources, builds, textures, sfx and so on), create a new folder called "Journals."

This is where the .loc file will be saved.

Open Notepad++

Create a new file

```
<?xml version="1.0" encoding="utf-8"?>
<localizations>
  <age name="Your Age name">
    <set name="Journals">
      <element name="Your journal title">
        <translation language="English"><![CDATA[Your text here]]></translation>
      </element>
    </set>
  </age>
</localizations>
```

Replace **Your Age name** with the name of your Age.

Replace **Your journal title** with the title of your journal.

Replace **Your text here** with your journal's text.

The text expects you to use some html formatting. You need to specify the font size, type face, color and alignment (in *that* order.)

For a new line press the enter key For a new paragraph type <p For a new page type <pb>

Here are some examples:

<p align=center>Journal Test HTML Colours:

<p align=left>ATRUS Red 800000
The quick brown fox jumped over the lazy dog.
0 1 2 3 4 5 6 7 8 9

<p align=left>URU Green 008000
The quick brown fox jumped over the lazy dog.
0 1 2 3 4 5 6 7 8 9

<p align=left>NICK Navy Blue 000080
The quick brown fox jumped over the lazy dog.
0 1 2 3 4 5 6 7 8 9

<p align=left>SAM Olive Green
808000
The quick brown fox jumped over the lazy dog.
0 1 2 3 4 5 6 7 8 9

<p align=left>TRICIA Teal 008080
The quick brown fox jumped over the lazy dog.
0 1 2 3 4 5 6 7 8 9

<p align=left>MICHELLE Purple 800080
The quick brown fox jumped over the lazy dog.
0 1 2 3 4 5 6 7 8 9

<p align=left>DNI HAND Black 000000
The quick brown fox jumped over the lazy dog.
0 1 2 3 4 5 6 7 8 9

<p align=left>YEESHA Grey 404040
The quick brown fox jumped over the lazy dog.
0 1 2 3 4 5 6 7 8 9

Save the .loc file to the Journals folder you created earlier. Save as YourAgeName.loc

Creating the Front Cover

If the book is seen closed in the game, it needs to show its front cover when the player picks it up.

You will need to have the texture already applied to an object in the Age (probably the book model itself.)

Use PlasmaShop to open your Age's PRP and find the Textures → mipmap corresponding to the source texture. It will have the same name as the source texture but with, for example, *0#2.hsm at the end.

Add the text shown in orange below to the .loc file replacing **Your book cover** with texture name you found in the mipmap list.

```
<?xml version="1.0" encoding="utf-8"?>
<localizations>
  <age name="Your Age name">
    <set name="Journals">
      <element name="Your journal title">
        <translation language="English"><![CDATA[<b>Your book cover</b>Your text
here]]></translation>
      </element>
    </set>
  </age>
```

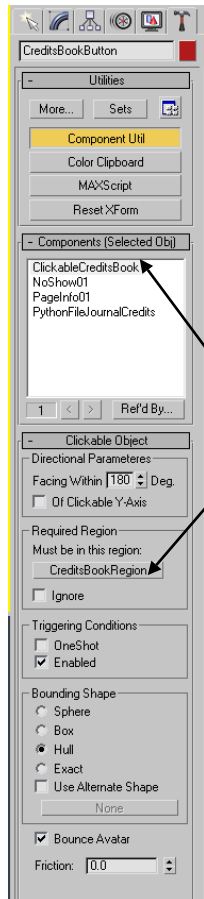
Save the .loc file.

Adding the Journal to your Age

If you haven't already, you'll need to make the book model and position it where you want it in your Age.

Create the region the player must stand in to read the book.

Create a button to encompass the model.



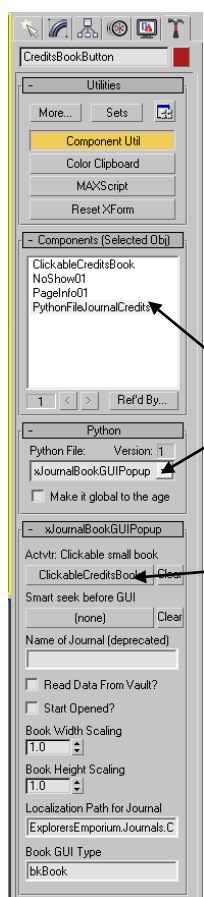
Select the button. Call up the Component Manager. Click on New>Detector>Clickable. Rename it something useful and attach it to the button.

Whilst still in the Component Manager, click on New>Logic>PythonFile. Rename it something useful and attach it to the button.

Also add a NoShow and PageInfo01 component.

Select your clickable component.

The button in the Required Region will say "none". Click on this button and then click on your region you made in the scene. The Required Region button should change to the name of your region.

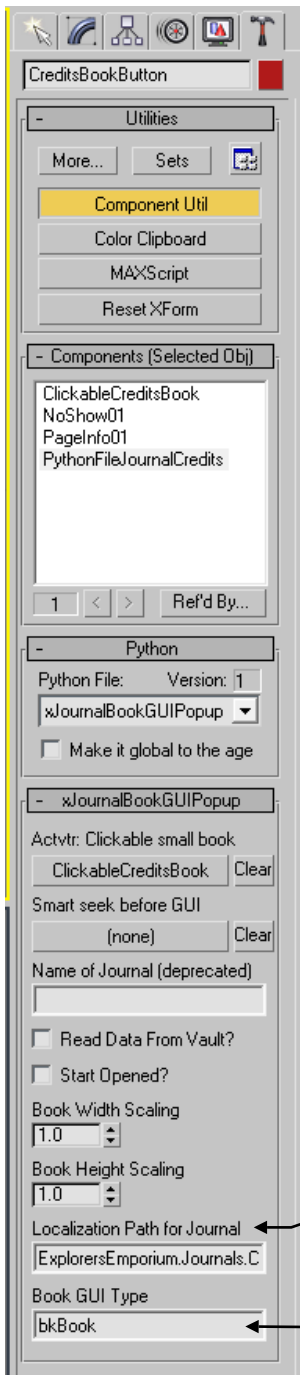


Now we need to add the journal popup.

Select your PythonFile component

Click the arrow next to Python File and find xJournalBookGUIPopup

The button for the Activator: Clickable small book will say "none". Click on this button and then click on your book button you made in the scene. The Activator button should change to the name of your book clickable.



Next, we need to fill in the Localization Path for Journal.

To find out what this is, you need to look at the .loc file you created in Notepad++

```
<?xml version="1.0" encoding="utf-8"?>
<localizations>
  <age name="Your Age name">
    <set name="Journals">
      <element name="Your journal title">
        <translation language="English"><![CDATA[Your text here]]></translation>
      </element>
    </set>
  </age>
</localizations>
```

It is the age name.set name.element name

We need the words you used to replace those shown in purple above, separated with a . (point)

Your Age name.Journals>Your journal title

Now go to Book GUI Type
Type `bkBook` here.

And that's it! You're done!

You can export in the usual way, link in and read your journal!

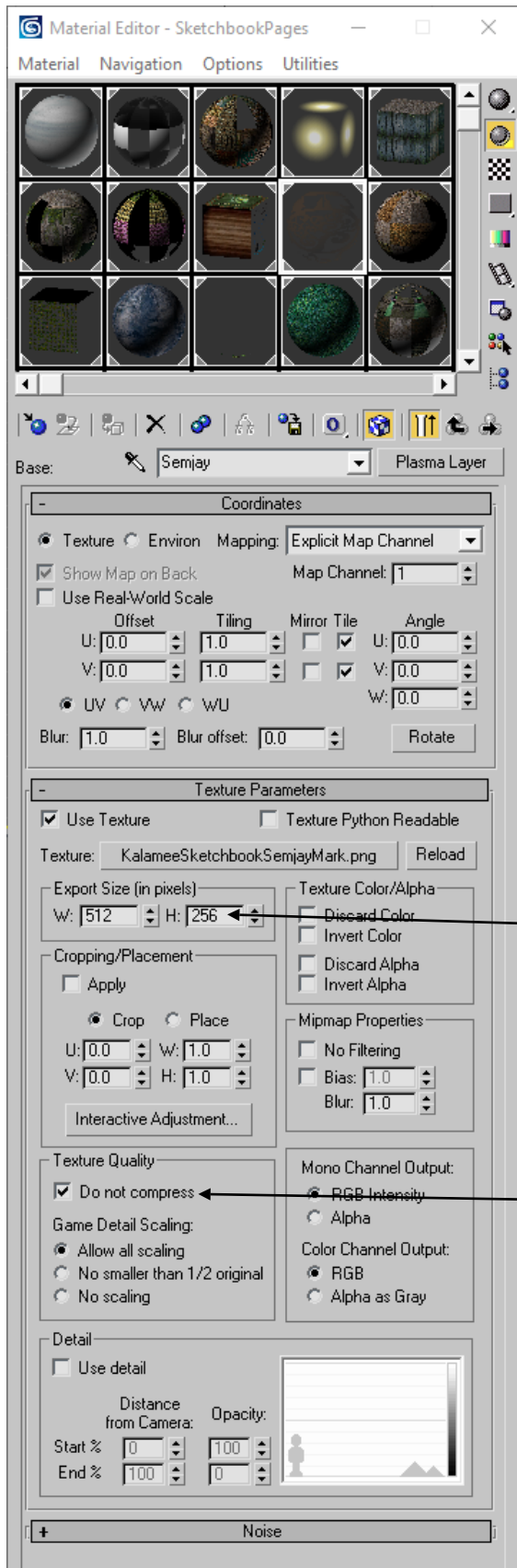
If you want to add images to your book, read on...

Adding Images within the Text

Create the image you want using your preferred art-making application.

Export the image with size 512x256

Create a small plane in the Max scene somewhere out of the way where it won't be seen.
Apply the image as a texture.



In the Material Editor's Plasma Layer:

Set the export size to W: 512 H: 256

Remember to check the "Do not compress" box

Inserting the Images within the .loc File

Use PlasmaShop to open your Age's PRP and find the Textures → mipmap corresponding to the source texture for the image you want. It will have the same name as the source texture but with, for example, *800#0.hsm at the end.

Edit the .loc file with Notepad++. At the place in the body of the text where you want the image, add the text shown in orange below, replacing **Your Image** with texture name you found in the mipmap list.

```
<?xml version="1.0" encoding="utf-8"?>
<localizations>
  <age name="Your Age name">
    <set name="Journals">
      <element name="Your journal title">
        <translation language="English"><![CDATA[<cover src="Your book cover">Your text here  Your text here]]></translation>
        </element>
      </set>
    </age>
```

Save the .loc file.

And that's it! You're done!

You can export in the usual way, link in and enjoy your journal with added images!