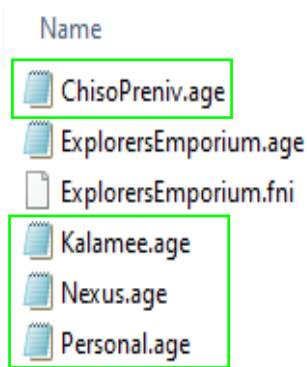# *Making Linking Books*

For making linking books to Nexus, Relto or any other Age destination, we need to copy+paste the corresponding .age file into our Age's Export> Dat folder

In this example, we are going to make a book that links to Chiso Preniv from ExplorersEmporium.

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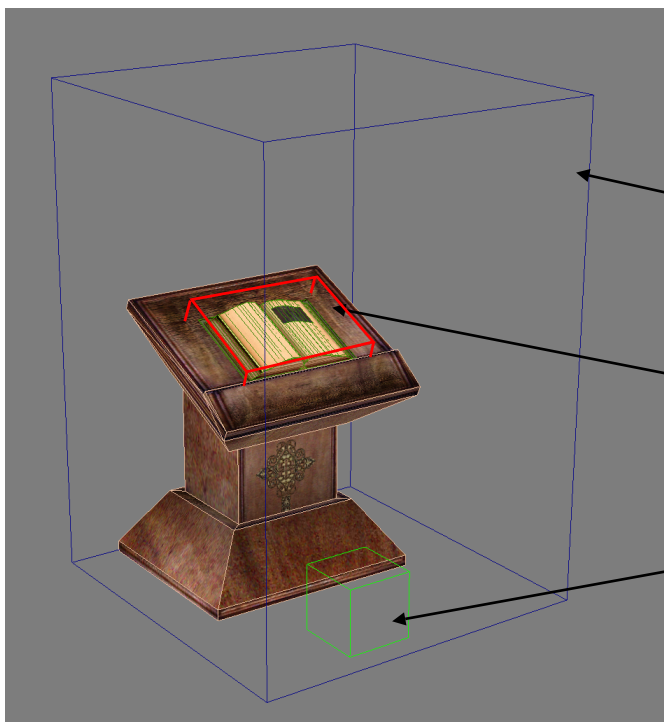
Next Steps:

Create the **region** the player must stand in to access the book.

Create a clickable **button** to encompass the book.

Create a **dummy/helper** cube.
(We will be adding the Link Out OneShot here. This needs to be positioned carefully so that when the OneShot happens, the player's hand touches the book correctly.)

Select the clickable button.

In the Component Manager, choose New>Detector>Clickable (rename it something sensible) and attach it to
the button
Whilst in the Component Manager, also add PageInfo01 and a NoShow component.
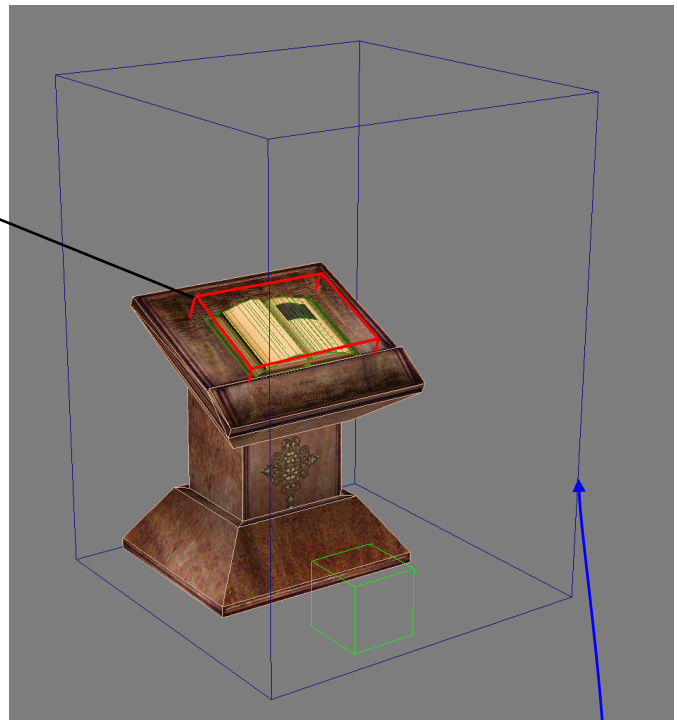

Select your clickable component.

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.

Select the Dummy/helper cube.

In the Component Manager, choose New>Avatar>(ex)One Shot (rename it something sensible) and attach it to the cube
Whilst in the Component Manager, also add PageInfo01 and a NoShow component.

Select your OneShot component.
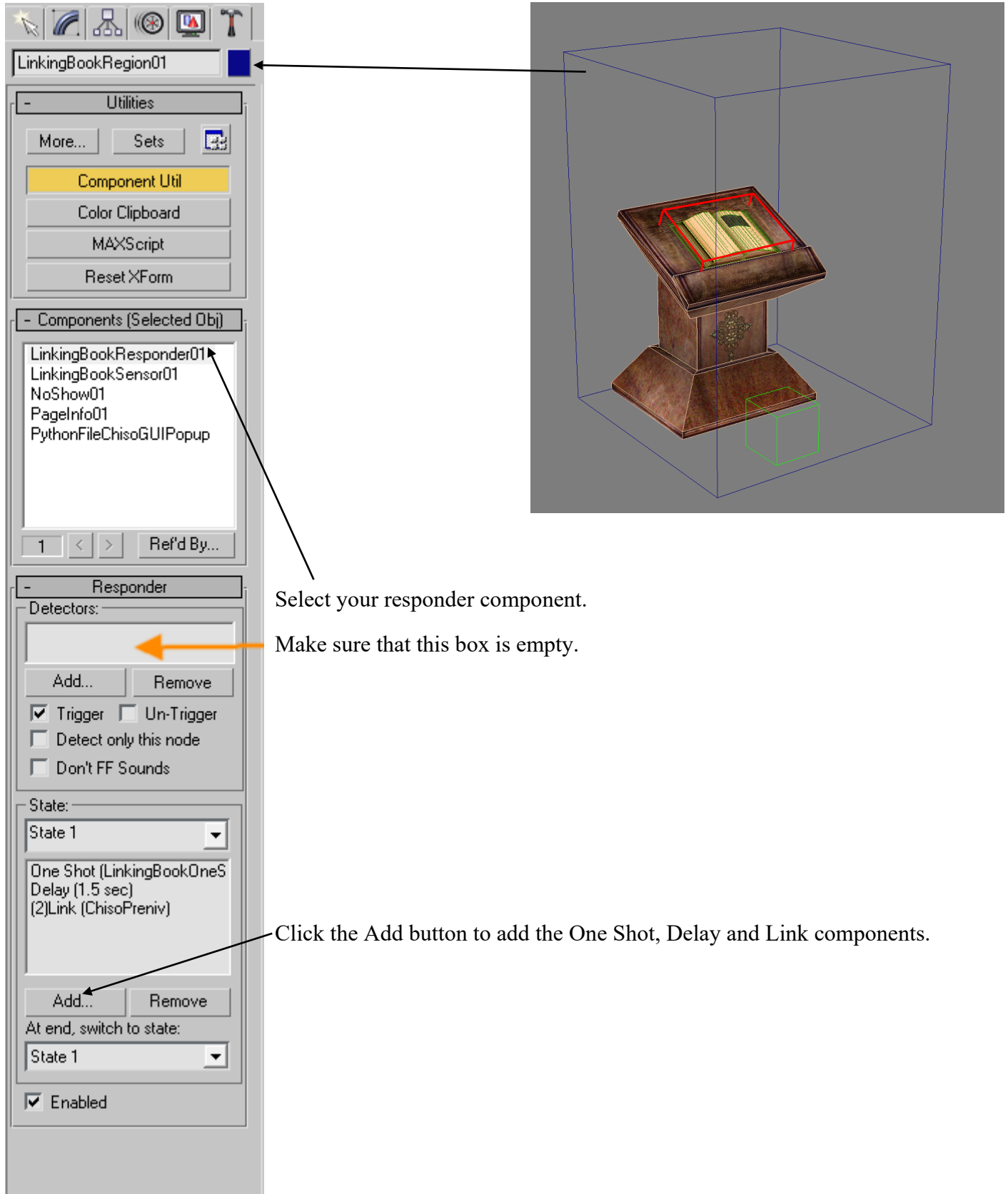
The Anim Name is LinkOut.
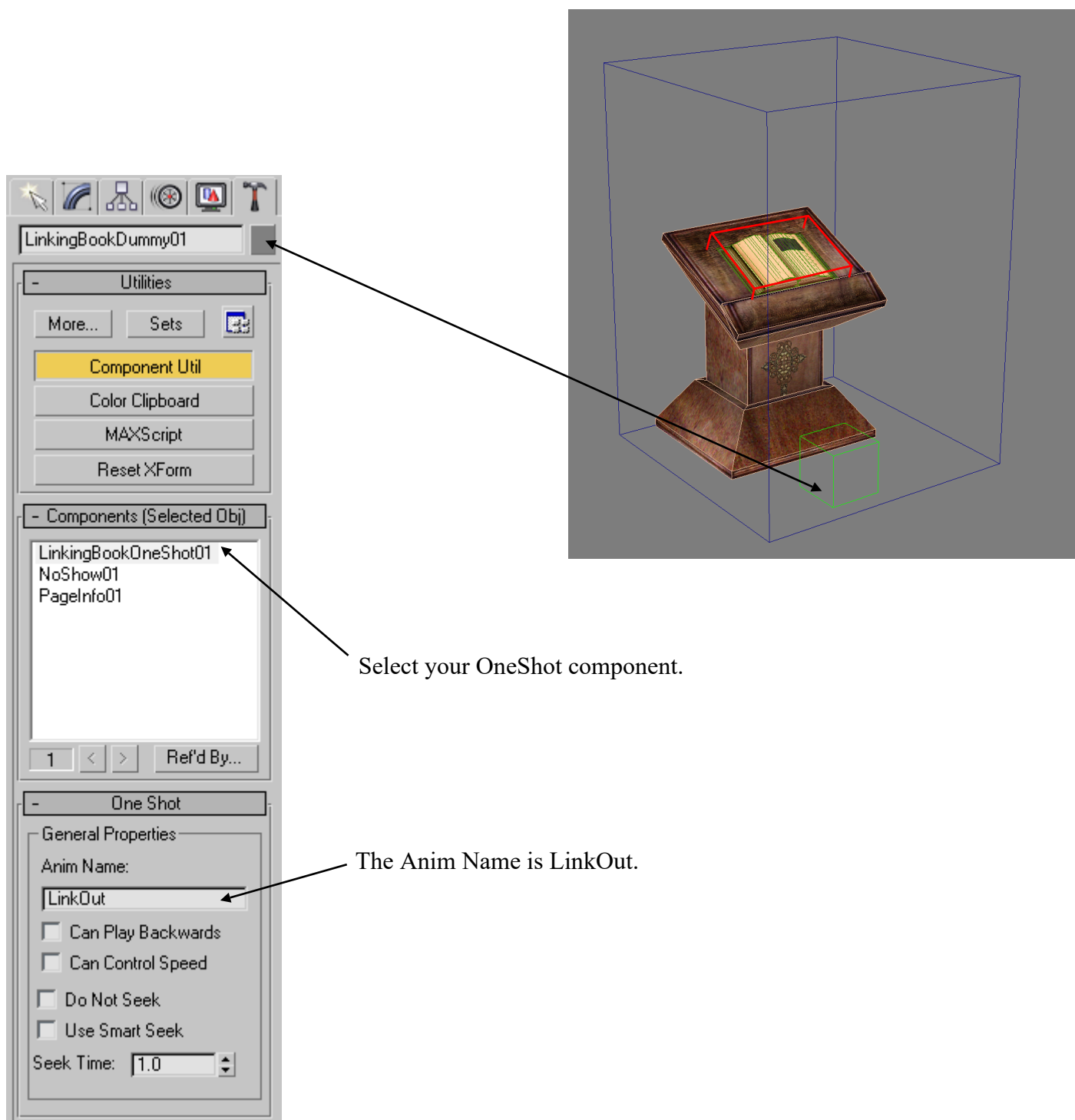
Select the Region. This is where we will create the Responder.

In the Component Manager, choose New>Logic>Responder (rename it something sensible) and attach it to the region.

Then choose New>Logic>PythonFile (This will be the GUIPopup so rename it something sensible) and attach it to the region.

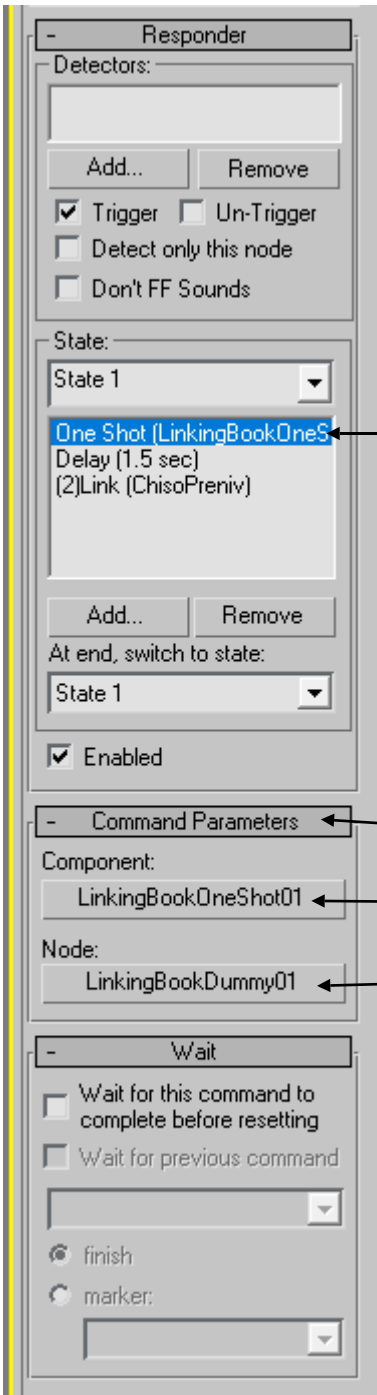Whilst in the Component Manager, also add PageInfo01 and a NoShow component.

Select your responder component.

Make sure that this box is empty.

Click the Add button to add the One Shot, Delay and Link components.

With the region still selected:

Responder

Detectors:

Add... | Remove

☑ Trigger ☐ Un-Trigger
☐ Detect only this node
☐ Don't FF Sounds

State:

State 1 ▼

One Shot (LinkingBookOneS◄──────── Select your OneShot component.
Delay (1.5 sec)
(2)Link (ChisoPreniv)

Add... | Remove

At end, switch to state:

State 1 ▼

☑ Enabled

Command Parameters ◄──────── In the Command Parameters:

Component:

LinkingBookOneShot01 ◄──────── Click the button to add the One Shot from the list.

Node:

LinkingBookDummy01 ◄──────── Click the button to add the Dummy/helper cube from the list.

Wait

☐ Wait for this command to complete before resetting
☐ Wait for previous command

◉ finish
◯ marker:

With the region still selected:

Responder

Detectors:

Add...   Remove

☑ Trigger ☐ Un-Trigger
☐ Detect only this node
☐ Don't FF Sounds

State:

State 1 ▼

One Shot (LinkingBookOneS
Delay (1.5 sec)
(2)Link (ChisoPreniv)

Add...   Remove

At end, switch to state:

State 1 ▼

☑ Enabled

Select your Delay component.

Command Parameters

Time: 1.5 ▲▼ secs

In the Command Parameters, set the time to 1.5 secs delay

Note: Another command
needs to wait on this for it to
be useful.

Wait

☐ Wait for this command to
  complete before resetting
☐ Wait for previous command

▼

⦿ finish
○ marker:

▼

With the region still selected:

Responder

Detectors:

[Add...] [Remove]

☑ Trigger ☐ Un-Trigger
☐ Detect only this node
☐ Don't FF Sounds

State:

State 1 ▼

One Shot (LinkingBookOneS
Delay (1.5 sec)
[2]Link (ChisoPreniv)

[Add...] [Remove]

At end, switch to state:

State 1 ▼

☑ Enabled

Select your Link component.

Command Parameters

Linking Rule:

kBasicLink ▼

In the Command Parameters choose kBasicLink from the list.
(Used for a Public Age)
Or kOriginalBook (used for a private Age)

Age Filename:

ChisoPreniv ▼

Choose ChisoPreniv from the list.
    (Did you remember to add its .age file to your Age's
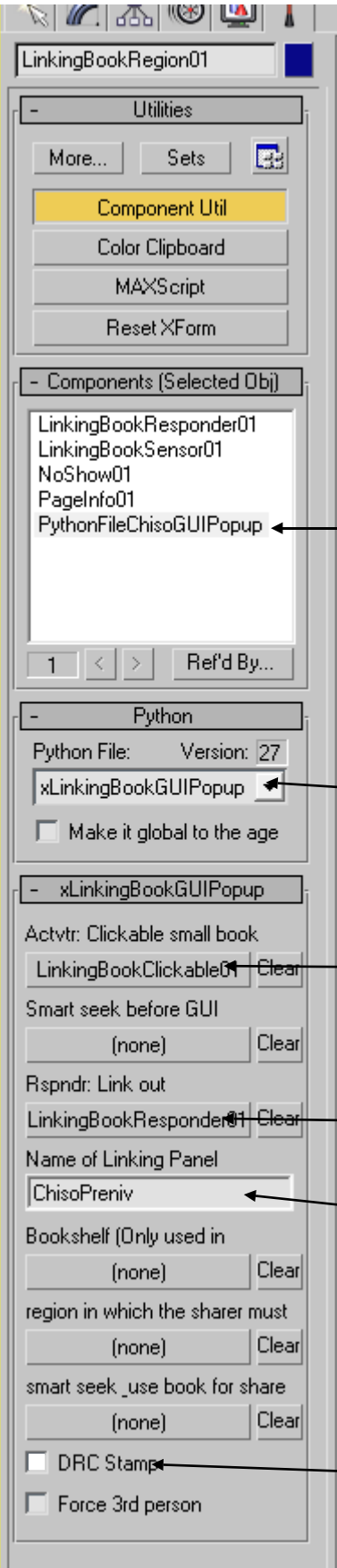   Export>Dat folder? If not, you won't see it listed here)

Age Instance Name:

Chiso Preniv

Spawn Point Name:

LinkInPointDefault

Spawn Point Title:

ChisoPreniv

Link IN Anim (in new age):

LinkOut

Type this information carefully.

Parent Age Filename:

▼

Age Instance GUID:

0b4f5ad9-d93d-52e3-83e4-93

CHISO ID NUMBER
0b4f5ad9-d93d-52e3-83e4-9364c2149ae4
(I had to ask Doobes for this number)
Or leave it blank for a private Age.

Wait

☐ Wait for this command to
   complete before resetting

☑ Wait for previous command

Delay (1.5 sec) ▼

Remember to check the Wait box and choose Delay (1.5 sec)
from the list.

◉ finish

○ marker:

▼

Check the finish spot.

With the region still selected:

Utilities

LinkingBookRegion01

More... | Sets

Component Util

Color Clipboard

MAXScript

Reset XForm

Components (Selected Obj)

LinkingBookResponder01
LinkingBookSensor01
NoShow01
PageInfo01
PythonFileChisoGUIPopup ◄——— Select your PythonFile component.

1 | < | > | Ref'd By...

Python

Python File: Version: 27

xLinkingBookGUIPopup ◄——— Click the menu button and choose xLinkingBookGUIPopup from the list.

☐ Make it global to the age

xLinkingBookGUIPopup

Actvtr: Clickable small book

LinkingBookClickable01 Clear ◄——— Click the button and choose the name of your clickable component from the list.

Smart seek before GUI

(none) | Clear

Rspndr: Link out

LinkingBookResponder01 Clear ◄——— Click the button and choose the name of this responder from the list.

Name of Linking Panel

ChisoPreniv ◄——— Type in the destination linking panel here.

Bookshelf (Only used in

(none) | Clear

region in which the sharer must

(none) | Clear

smart seek _use book for share

(none) | Clear

☐ DRC Stamp ◄——— If you want the left hand page to display the DRC stamp, check this box. (But for Chiso Preniv, we don't want this.)

☐ Force 3rd person

Now we need to make sure that the linking panel is displayed when the player picks up the book.
The destination image should already be on your Linking Book model itself.
We need to add this to the Age's Image Library.

If your Age does not have one already, select the Dummy/helper cube. Or create a new one somewhere in the Age.

In the Component Manager, choose New>misc>Image Library and attach it to the cube.
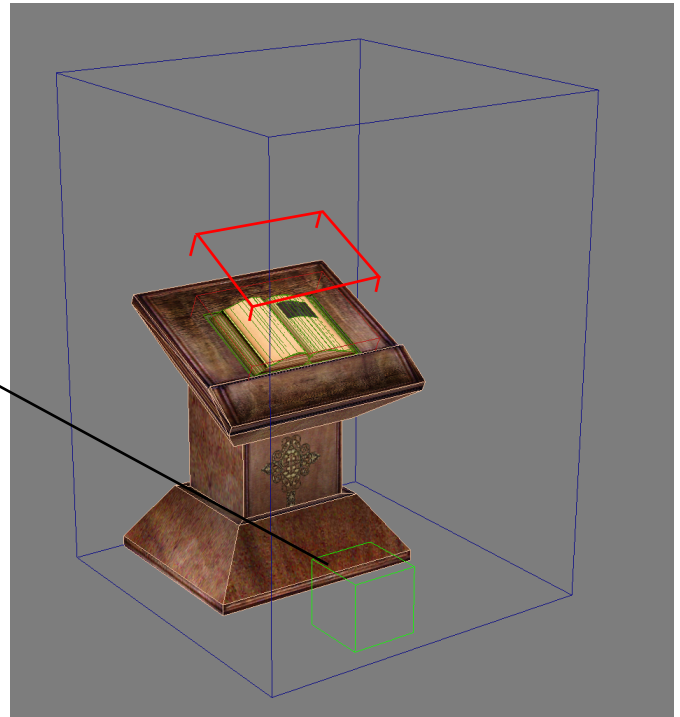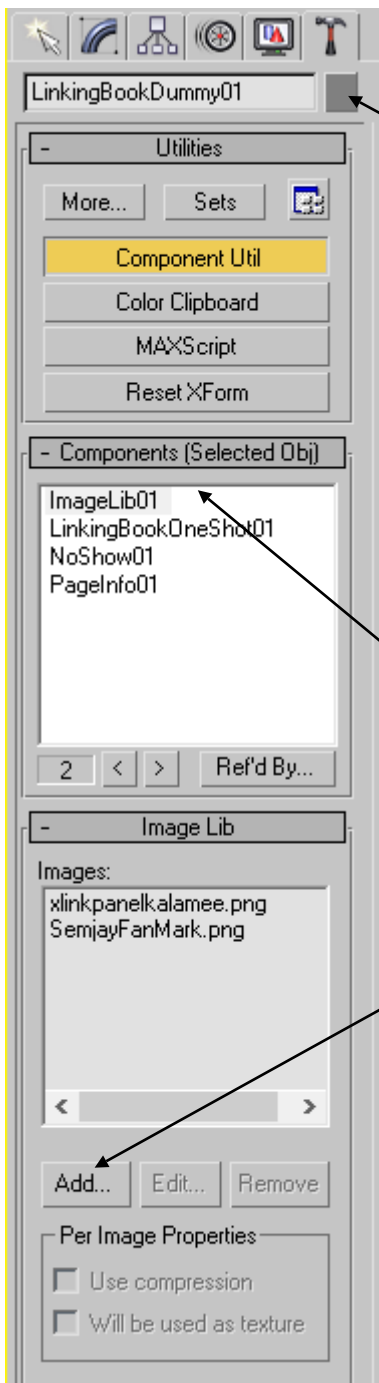
Select your Image Library component.

Click Add and choose the image by browsing to your textures folder.

NB Image Library

You only need one Image Library in your Age. Subsequent linking book panel images and journal images can all be added to the same Image Library object.

And that's it! You're done!
You can export in the usual way, link in and link out to Chiso Preniv or wherever!