Raiden & Realspawn
The Ultimate Complete Menu WDL

Introduction: Hello, and welcome to our “Menu Tutorial”. This package created by Realspawn and me(raiden) will provide you with a script that will only need minor modification for your needs, and template images and sounds that can replace other template images and sounds, to give you a new and exciting menu, quick and easy. Below I have outlined the steps necessary to get you started right away, so let’s begin.

The name of the wdl that you will need is:
ultima_panel.wdl
This file comes standard as part of the download, so if you didn’t get it with your download, try the download again to make sure that you have it.

Along with this .wdl file, you should have also received 7 images and 3 sounds. Here are the names of the files:
blk.bmp
butoff.bmp
butover.bmp
mainmenu.bmp
creditmenu.bmp
optionmenu.bmp
Impact8.bmp
Menusound.mid

Creditsound.mid
Butsound.wav

Make sure you have these files, they are necessary for the script.

I know your anxious to get your menu working, so let's make it happen.

Step 1: Open your game folder, then from there open your main game wdl script. I am using GST-Builder for my editor. If you don't have it, you can use "Notepad". If you are not sure of the name of your main wdl, it will have the same name as your main level built in wed, provided you have created a script for your level through "File" – "Map Properties" in WED.

Step 2: Now we will do a simple modification to get the menu panel started and working. In your main game script, look for these lines:

```
////////////////////////////////////////////////////////////////////////////
// The INCLUDE keyword can be used to include further WDL files,
// like those in the TEMPLATE subdirectory, with prefabricated actions
include <movement.wdl>;
include <messages.wdl>;
include <menu.wdl>;   // must be inserted before doors and weapons
include <particle.wdl>; // remove when you need no particles
include <doors.wdl>;    // remove when you need no doors
include <actors.wdl>;   // remove when you need no actors
include <weapons.wdl>;  // remove when you need no weapons
include <war.wdl>;      // remove when you need no fighting
//include <venture.wdl>;  // include when doing an adventure
include <lflare.wdl>;   // remove when you need no lens flares
```

Now add this "include" file, to use the code for the menu panel in your game, like this:

```
//////////////////////////////////////////////////////////////////////////////
// The INCLUDE keyword can be used to include further WDL files,
// like those in the TEMPLATE subdirectory, with prefabricated actions
include <movement.wdl>;
include <messages.wdl>;
include <menu.wdl>;   // must be inserted before doors and weapons
include <particle.wdl>; // remove when you need no particles
include <doors.wdl>;    // remove when you need no doors
include <actors.wdl>;   // remove when you need no actors
include <weapons.wdl>;  // remove when you need no weapons
include <war.wdl>;      // remove when you need no fighting
//include <venture.wdl>;  // include when doing an adventure
include <lflare.wdl>;   // remove when you need no lens flares
include <ultima_panel.wdl>;
```

Step 3: Now we need to modify the code in your main script some more to get the panel to show up. Find this part of code in your main script:

```
//////////////////////////////////////////////////////////////////////
// The main() function is started at game start
function main()
{
// set some common flags and variables
//  warn_level = 2; // announce bad texture sizes and bad wdl code
  tex_share = on; // map entities share their textures

// center the splash screen for non-640x480 resolutions, and display it
  splashscreen.pos_x = (screen_size.x - bmap_width(splashmap))/2;
  splashscreen.pos_y = (screen_size.y - bmap_height(splashmap))/2;
  splashscreen.visible = on;
// wait 3 frames (for triple buffering) until it is flipped to the foreground
  wait(3);

// now load the level
  level_load(level_str);
// freeze the game
  freeze_mode = 1;

// wait the required second, then switch the splashscreen off.
  sleep(1);
    splashscreen.visible = off;
  bmap_purge(splashmap);  // remove splashscreen from video memory

// load some global variables, like sound volume
  load_status();

// display the initial message
  msg_show(mission_str,10);

// initialize lens flares when edition supports flares
ifdef CAPS_FLARE;
  lensflare_start();
endif;

// use the new 3rd person camera
  move_view_cap = 1;

// un-freeze the game
  freeze_mode = 0;

//  client_move();  // for a possible multiplayer game
// call further functions here...
}
```

And this is how we need to modify it. We are going to break the main function up into 2 functions. One function will be called main() and the other, main_start(). Here is how it should look:

```
////////////////////////////////////////////////////////////////////
// The main() function is started at game start
function main()
{
// set some common flags and variables
//  warn_level = 2; // announce bad texture sizes and bad wdl code
  tex_share = on; // map entities share their textures

// center the splash screen for non-640x480 resolutions, and display it
  splashscreen.pos_x = (screen_size.x - bmap_width(splashmap))/2;
  splashscreen.pos_y = (screen_size.y - bmap_height(splashmap))/2;
  splashscreen.visible = on;
  mouse_mode = 1;
  mouse_on();
// wait 3 frames (for triple buffering) until it is flipped to the foreground
  wait(3);
  splashscreen.visible = off;
  bmap_purge(splashmap);  // remove splashscreen from video memory
  main_back();
}
//now this function will be called from the menu panel
function main_strt()
{

// now load the level
  level_load(level_str);
// freeze the game
  freeze_mode = 1;
  wait(1);
  panels_off();//added for "ultima_panel.wdl"
// load some global variables, like sound volume
  //load_status();//use music_level & sound_level vars
// display the initial message
  msg_show(mission_str,10);
// initialize lens flares when edition supports flares
ifdef CAPS_FLARE;
  lensflare_start();
endif;
// use the new 3rd person camera
  move_view_cap = 1;
// un-freeze the game
  freeze_mode = 0;
//  client_move();  // for a possible multiplayer game
// call further functions here...
}
```

Keep in mind that the modifications of the above code, were done in a new script built by WED 5.24. If you have changed anything to your new script prior to the above modifications, you probably want to include those changes too.

Step 4: Now we need to edit the ultima_panel.wdl. Let's open it up. You will need to scroll down in the code until you come to:

```
//define your text object for your credit string
// DO NOT MODIFY
text credit_txt {
    layer 3;
    pos_x = 0; // we'll set it with code
    pos_y = 0; // we'll set it with code
    font = standard_font;
    size_y = 150; // char_height * visible rows (15 * 10)
    offset_y = 0;
    strings = NUM_CREDIT_STRINGS;
    string = "*********************************************************************************";
    string =         "Realspawn and Raiden Present: The Ultimate Complete Menu WDL";
    string = "*********************************************************************************";
    string = " ";
    string = "Concept and Idea: Realspawn";
    string = " ";
    string = "Images: Realspawn";
    string = " ";
    string = "Sounds: Realspawn";
    string = " ";
    string = "Start Midi: Loops Of Fury by Chemical Brothers";
    string = " ";
    string = "Options Midi: Snadstorm by Darude";
    string = " ";
    string = "Programming: Raiden";
    string = " ";
    string = " ";
    string = " ";
    string = "Special Credit: Neonlite, for his contribution of the scrolling text code";
    string = " ";
    string = "*********************************************************************************";
    string = " ";
    string = "This menu system has been brought to you by: U.L.S.  Leaders in gaming software!!!";
    string = " ";
    string = "*********************************************************************************";
    string = " ";
    string = " ";
    string = " ";
    string = "Email Realspawn @: renepol@zonnet.nl";
    string = " ";
    string = "Email Raiden@:     lpendle033@hotmail.com";
    flags = d3d;
}
```

Do you see the lines that start with "string = ", they start underneath the line: strings = NUM_CREDIT_STRINGS; All you need to do to include your game credits, is replace my credit lines with yours. Start with the first "string = " and replace that line of asterisks with your first credit line. Then go to the next "string =" and make it: string = " "; this will put a space in between your lines. Then continue down adding your credit strings. Make sure that your line of text starts with a " character and ends with "; characters, other

wise you will get an error. Very important too, you can add more “string =” lines if you need, but if you do not use every “string =” line as shown above, delete out the “string = “ lines you do not use. Once you hav e finished adding your credit lines, the last part of this step is simply to count the number of “string =” lines you have total. Then you will need to scroll up in notepad until you find this part of the code:

```
//define and initialize your defines for the text for the credit menu
//DO NOT MODIFY
define TEXT_PANEL_OFFSET_X, 80; // offset for x pos of visible text
define TEXT_PANEL_OFFSET_Y, 230; // offset for y position of visible text
define SCROLL_SPEED, 1; // scroll faster == bigger number
define NUM_CREDIT_STRINGS, 31; // how many strings in the TEXT?
```

In this line: define NUM_CREDIT_STRINGS, 31; Replace 31 with the total number of credit strings you counted. That’s it, now on to the final step.

Step 5: This should be no problem after everything you’ve already done. Once you have downloaded a set of template images and sounds from the site, just simply move those files into your game directory. All of the template files will keep the same names, so if you already have one of our template sets in there, you may be prompted to overwrite those files. I would recommend backing up, any template set you download, in case you overwrite your originals.

Now run your game and check out your cool, new, menu system.Enjoy!!! If you have any questions or comments, don’t hesitate to contact: renepol@zonnet.nl or lpendle@cox-internet.com