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Titolo	Torque 3D game development cookbook [[electronic resource] ] : over 80 practical recipes and hidden gems for getting the most out of the Torque 3D game engine // David Wyand
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ISBN	1-84969-355-2 1-299-19827-9
Descrizione fisica	1 online resource (381 p.)
Disciplina	005.26
Soggetti	Computer games - Programming Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: TorqueScript: The Only Script You Need to Know; Introduction; Accessing delimited fields within a string; Iterating on words in a string list; Retrieving components of a variable using accessors; Iterating on objects in a SimSet or SimGroup collection; Getting a random object from a SimSet or SimGroup collection; Finding an object in a SimSet or SimGroup collection using its internal name; Executing a method on a SimSet or SimGroup collection Creating a new SimObject instance Creating a new internal name only SimObject instance; Creating a new Datablock object; Creating a new singleton; Extending a SimObject instance using the class property; Using a variable to access methods or properties of a SimObject instance; Using call() to call a variable method on a SimObject instance with arguments; Using call() to call a variable function with arguments; Using script arrays as dictionaries; Using ArrayObject and custom script sorting callbacks; Scheduling SimObject methods; Scheduling functions; Activating and deactivating a package Chapter 2: Working with Your Editors Introduction; Setting up fogging of the level; How to cover seams and texture changes using decals placed in the World Editor; Copying the transform of an object to another in

the World Editor window; How to change the material of an object in the World Editor; Setting up a glow mask using the Material Editor window; Using a convex shape as a zone; Setting zone-specific ambient lighting; Grouping adjacent zones together; Chapter 3: Graphical User Interface; Introduction; Creating a password text edit box

Using pushDialog() and popDialog() and setting up the UI file to work with them; Displaying metrics (such as FPS) from the console; Displaying a list of all game objects; Displaying a level at the main menu; Dragging and dropping between two windows; Chapter 4: Camera and Mouse Controls; Introduction; Locking and hiding the mouse while the right mouse button is down; Clicking on an object in the scene (client-side); Clicking on an object in the scene (server-side); Picking up an item in the scene while the mouse is locked and hidden; Changing the camera's view and control mode

Giving the camera smooth movement; Having the camera follow a path; Chapter 5: Your Graphics Evolved; Introduction; Using the built-in video recording; Changing the material of a ShapeBase object using script; Building a custom material; Building a custom material using advanced lighting; Building a postFX; Chapter 6: Make That Sound Happen; Introduction; Playing a quick 2D or 3D sound on all clients; Using SFXEmitter to create networked sound effects; Playing a sound on a ShapeBase object; Playing music while a level is loading; How to have a background sound for a level

How to have music change according to the mood

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## Sommario/riassunto

Cookbook; packed with recipes to help you create amazing 3D games with Torque. The recipes provide clear step-by-step instruction and practical examples to advance your understanding of Torque 3D and all of its subsystems. The book is written for professional and indie game developers that have basic knowledge of TorqueScript, are acquainted with Torque 3D's built-in tools, and wish to take their skills to the next level. Having gone through the comprehensive Torque 3D 1.2 FPS game tutorial on the GarageGames website (or its equivalent) is assumed.

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