YAGAC

Balrog Soft

COLLABORATORS

	TITLE : YAGAC		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Balrog Soft	August 8, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

YAGAC

1.1 YAGAC.guide

```
                                       YAGAC v0.8ß

            © 1999-2000 YAGAC v0.8ß by Pedro Gil
          -----------------------------------------


        English
```

1.2 English

```
                              Instructions in English
             ~~~~~~~~~~~~~~~~~~~~~~~~~~


         What is YAGAC?

          Requeriments

            Tutorial

      LEGAL STUFF READ THIS

      Contact with the autor

       Others productions
                          Please, Send me an email with opinions,
           etz,...

--------------------------------------------------------------------------

             <Index>
```

1.3 What is YAGAC

                     What is YAGAC?

     YAGAC is Yet, Another Graphic Adventure Creator, a new graphic
adventure creator, with YAGAC you will make Commercial Graphics
Adventures.

     Take your mouse you only need a mouse to create a graphic
adventure.

     With~this preview version you only can edit 2 ROOMS.

     YAGAC Package has a languaje for graphic adventures called
LAGA, click on tutorial to see LAGA commands.

     When you create an adventure with YAGAC, the editor writes
a LAGA source, and you can modify in a text editor!!!

          <Index>

          << Back <<

1.4 Requeriments

                         Requirements

     Workbench 2.04+, only one...

          <Index>

          << Back <<

1.5 Tutorial

                       Tutorial

LAGA Commands (LAnguaje for Graphic Adventures)

  Please read this first!!!!

    OBJECT is ever the object number, never internal name.

   IMPORTANT!!! ONLY ONE COMMAND IN A LINE!!!! IMPORTANT!!!!

```
   EVER WRITE in CAPITAL LETTERS

   See sources/Tutorial.yagac with YAGACEd to see an example.

Defining data:

SPRITEBANK["file.abk"]
FONT["Name.font",SIZE]

Defining anims:

WLKUP[Image1,Image2,ImageX,....]

   WLKDOWN,WLKLEFT,WLKRIGHT,STPUP,STPDOWN,STPRIGHT,STPLEFT,TALKUP,TALKDOWN
   TALKLEFT,TALKRIGHT,PICKUPUP,PICKUP_DOWN,PICKUPLEFT,PICKUPRIGHT.

   You must use this commands as WLKUP command

XSPEED[PIXELSBYFRAME]
YSPEED[PIXELSBYFRAME]
SPEED[DELAYINANIMS] 1 unit -> 50ths of second

TALKSPEED[DELAYINANIM] 1 unit -> 50ths of second

Defining user anims:

USERDEF[Number,Delay,im1,im2,imx,...]

     Delay in "talks user anims delay" are 50ths of second, but in
     other anims are the same but multiply by 10.

     im1, im2, imx are the images of the sprite bank

NROOM[ROOMS] -> number of rooms in the adventure
SROOM[ROOM] -> number of the start room (the first room of the adventure)
MROOM[ROOM,MUSIC] -> set music in a room (MUSIC is a number)

Objects:

OBJECT[NUM,TYPE,(DEGREE/VARVAL/USAGE),PRIO,ACTIV,OBJDEF,OBJROOM,"INNAME","EXNAME", ←
    INVSHAPE,XPOS,YPOS(,SECONDBOB)]

  NUM -> internal number of object
  TYPE -> 3 types of objects

        0 for MANAGEABLE -> You can use this type of objects, and pick up
        1 for EXITS -> are the same than Doors
        2 for DECORATIONS -> they are only decoration, but you can interact with ←
           them

   (DEGREE/VARVAL/USAGE)

     for type 0 -> degree of use, 0 for low or 1 for high (high use are USE OBJECT ←
        WITH OBJECT)
     for type 1 -> status of VARiable VALue exits objects 0 or 1 (ex: 0 -> door ←
        closed, 1 -> door open)
```

```
    for type 2 -> with usage 0, objects has a normal use, with usage 1, object is  ←
        only an anim.

    VARiable VALue
        this variable is an internal variable to control DOORS.

     Example:

        VARVAL=0 is closed door
        VARVAL=1 is open door

        and second bob is the shape of the object when VARVAL turns to 1
```

PRIOrity

```
  0 for priority -1 ever at background
  1 for priority 0 you can walk in background and top
  2 for priority 1 ever at top
```

ACTIVate

```
  0 for a hide object
  1 for activate object
```

OBJDEF

```
  This is the image number of the sprite bank (2 - ?) for this object
```

OBJROOM

```
  The room where object is locate
```

"INNAME"

```
  Internal name for object (only if the source code is loaded in YAGAC)
```

"EXNAME"

```
  Name of the object in the adventure
```

INVSHAPE

```
  This is the image number of the sprite bank for the inventory object shape
```

XPOS

```
  X cord for locate object
```

YPOS

```
  Y Cord for locate object
```

SECONDBOB

```
  This argument is only for type 1 objects. This is the~¡mage number for swap  ←
      with the objdef if the varval change to 1.
```

MARK[NUM,XPOS,YPOS,DI]

    You can use this command if you want to assign a position for the MAN when you ↩
       click in a object

    NUM is the object

    XPOS Xcord for the mark

    YPOS Ycord for the mark

    DI is the direction for the man in the mark

        DI=1 for DOWN
        DI=2 for UP
        DI=3 for LEFT
        DI=4 for RIGHT

SMARK[NUM,XPOS,YPOS,DI]

    This command is the same of MARK but, you use this to assign the start ↩
       position of MAM in a room

    Changes with MARK

     NUM is the room

DVERB[NUM,"phrase"] (DTALK,DUSE,DLOOK,DPICK,etc)

    With this command you can assign a phrase for the man when an action are ↩
       ordering.

    NUM is the object

    Example:
        DTALK[1,"I cant"]

        this command is the same that(SEE LAGA STRUCTURE):

            IF TALK(1)
                SHOWTEXT "I cant",0
            ENDIF

QUESTION[PAGE,POS,"Phrase"]

    with this command you can design the dialogs phrases

    PAGE, page of dialog
    POS 1 to 5, five phrases to write
    PHRASE the phrase.

PAGE[NUM,POSPHRASE,JUMP,CLEAR,EXIT]

    with this command you can design the dialogs pages

    NUM number page

```
    POSPHRASE phrase position
    JUMP if you want to jump to another page if you click in this phrase , 0 no ←
        jump
    CLEAR delete the phrase when somebody click on it with value 1
    EXIT -1 if is the goodbye phrase, other values is for text answer (SEE BELOW)

    Example:

        Dialog: Hello
                How old are you?
                Bye

        LAGA Dialog:

            QUESTION[1,1,"Hello"]            -> Design the first phrase of the ←
                first dialog
            QUESTION[1,2,"How old are you?]  -> Design the second phrase of the ←
                first dialog
            QUESTION[1,3,"Bye"]              -> Design the third phrase of the ←
                first dialog

            PAGE[1,1,0,0,0]  -> Design the first
            PAGE[1,2,0,0,0]
            PAGE[1,3,0,0,-1]
```

TEXT[NUM,OBJ,ANIM,TEXT]

```
    This is for the answer of dialogs

    NUM for text number
    OBJ the object to talk
    ANIM anim of object talking
    TEXT the text that the object says
```

MUSIC[NUM,"music.mod"]

```
    with this command you assign mods for your game

    NUM number of the music
    "music.mod" name of the mod
```

```
  -/- STRUCTURES -/-
```

LAGA have commands to organizate actions, this command are:

```
    IF CONDITION

        STAMENTS

    ENDIF

    multiple conditions:
```

```
        IF CONDITION
          IF CONDITION
            STAMENTS
          ENDIF
        ENDIF


    the conditions can be:

        OBJECT is the number object


    all conditions of an object present this structure

        DEFATT(OBJECT)

            IF CONDITION
                STAMENTS
            ENDIF

            ENDATT

        ENDDEF
```

ENDATT means the finish of conditions of this objects
and ENDDEF is necessary too.

IF VERB(OBJECT)
    VERB can be TALK,USE,LOOK,etc

    mean: IF YOU TALK WITH OBJECT THEN STAMENTS

IF SITEM(OBJECT)=0/1

    mean: IF OBJECT IS IN INVENTARY THEN STAMENTS 0 object in room, 1 object ←
        in inventary

IF VAR(NUMBER)=/>/</»/«NUM

    mean: IF INTERNALS VARIABLE NUMBER IS NUM THEN STAMENTS

        » IS > OR EQUAL
        « IS < OR EQUAL

IF SCENE(ROOM)

    mean: IF MAN IS IN SCENE ROOM THEN STAMENTS

IF STATUS(OBJECT)=0/1

    mean: IF VARVAL OF OBJECT IS 0/1 THEN STAMENTS

STAMENTS:

VAR(NUM)=1

```
   Let the internal variable num to 1 or anything number

   variants: VAR(NUM)=+1

           is the same that ADD to VAR(NUM) the number 1

           VAR(NUM)=-1

           is the same of VAR(NUM)=-1 but with minus

SHOWTEXT "Text",OBJECT

   Object says an message "Text"

       OBJECT 0 is the man

       If object>0 then you need define a TEXT command for the object

OBJPOS(OBJECT)=XPOS,YPOS

   Locate OBJECT in a new position

CMARK(OBJECT)=XPOS,YPOS

   Locate OBJECT mark in a new position

DMARK(OBJECT)=DI

   Change OBJECT MARK direction

OBJUPDATE

   Redraws all objects

OBJACTIVATE(OBJECT)

   Show the OBJECT

OBJDESACT(OBJECT)

   Hide the OBJECT

ADDITEM(OBJECT)

   Add OBJECT to inventory

DELITEM(OBJECT)

   Delete and object to inventory

DVERB(OBJECT)="Text"

   Change descriptions actions of an OBJECT

TOUCH(OBJECT)=0/1
```

```
   Change usage of an OBJECT

 CHANGESCENE(ROOM)

   Change to another ROOM

 DIALOG(PAGE)

   Start an a dialog PAGE
```

```
             <Index>

             << Back <<
```

1.6 How to use

```
                    How to use

     This is a preview demo, and you only can make simple examples,
  but you can see how work the program.
```

```
             <Index>

             << Back <<
```

1.7 ORDER

```
                Legal stuff

   YAGAC v0.8ß is a preview freeware version, you can distribuying free
 If this program will appear in a magazine, the magazine must send to me
 an email with the peticion. Future versions wont be freeware, otherwise
 I'll write the system of distribution in this package.

 Write to my direction to all suggestions.
```

```
             <Index>

             << Back <<
```

1.8 Contact with the autor

                         Contact with the autor

   My EMAIL:

     balrog@teleline.es

  Visit my home page:

  http://members.tripod.com/~balrogsoft/

   My address:

      Pedro Gil Guirado
     C/Ramon y Cajal, 22
   02500 Tobarra (Albacete) Spain

             <Index>

             << Back <<

1.9   Others productions of Balrog Soft

                   Other productions of Balrog Soft

   Assigner Pro - Assign your disk, make scripts and add assigns
 in your user-startup

   Game Boy Ripper - Game boy GFX Ripper....

   Mpeg Play GUI - Front end for any mpeg player

   Bomb - Clone of scorched tanks

   Mouse Flash - Replaced the command Lmouse

   Ceporro 2000, Artificial Intelligency program in spanish.

   Irc Encrypter - A irc encrypter, only for Amiga!!!

   Amitamagochi - The best tamagotchi simulator for Amiga.

   Remember Day - This program remember to you special days.

 Future productions

   Amitamagotchi final version(Delayed or canceled ???), and Game Boy
 Ripper final version. And more....

   YAGAC Final version

`<Index>`

`<< Back <<`