

Simple Chat Episode 3 Adding the group draw feature

New objects to add to frame
String Parser 2
Active white
Active black
Quick Background

Event:
Start of frame

Actions:
[String Parser]>list tokenizing>delimiters>add delimiter>”
[Active Black]>invisible
[Active White>invisible

Event:
Repeat while left mouse key is pressed
+
mouse pointer lays within zone() to ()
+
[MooClick]>player>channel>is signed on
+
[Special]>limit conditions>restrict actions>”.05”

Actions:
[Active black]>position>set X coordinate>[mouse+keyboard]>Current X position of mouse
[Active black]> position>set Y coordinate>[mouse+Keyboard]>Current Y position of mouse
[Active black>animation>paste image into background

[MooClick]>player>channel>send text on channel>Str\$(X("Active Black"))+” , +Str\$(Y("Active Black")) on subchannel 5 on channel

Event:

Repeat while right mouse key is pressed

+

mouse pointer lays within zone() to ()

+

[MooClick]>player>channel>is signed on

+

[Special]>limit conditions>restrict actions>".05"

Actions:

[Active white]>position>set X coordinate>[mouse+keyboard]>Current X position of mouse

[Active white]> position>set Y coordinate>[mouse+Keyboard]>Current Y position of mouse

[Active white]>animation>paste image into background

[MooClick]>player>channel>send text on channel>Str\$(X("Active white"))+" , "+Str\$(Y("Active white")) on subchannel 6 on channel

Event:

[MooClick]>player>on message

+

P_OnMessage_GetSubchannel("MooClick")=5

Actions:

[String Parser]>Set source string>[MooClick]>player>on message>get text

[Active black]>Set X position to>VAL(>[String Parser]>List tokening>get element>element 1 >)

[Active black]>Set Y position to>VAL(>[String Parser]>List tokening>get element>element 2 >)

[Active black>animation>paste image into background

Event:

[MooClick]>player>on message

+

P_OnMessage_GetSubchannel("MooClick")=6

Actions:

[String Parser]>Set source string>[MooClick]>player>on message>get text

[Active white]>Set X position to>**VAL**(>[String Parser]>List tokening>get element>element 1 >)

[Active white]>Set Y position to>**VAL**(>[String Parser]>List tokening>get element>element 2 >)

[Active white>animation>paste image into background