

Simple Chat Application: Using MOO

We are going to dive into one of the more exciting uses of The Games Factory 2 and Multimedia Fusion 2 by jumping into multi-users applications.

The products come with MOO, which by the way stands for “multiuser online object” and was developed by Sean Poling and Ryan Sadwich under the company name 3EE.

While in the past MOO was sold separately at the current time it is included with your purchase of the products.

Multi-user games and applications are not something you should jump into the first day you get TGF2 or MMF2. It would be very wise to build a few single player games before attempting something along these lines. Of course this simple chat client can be done by anyone who can follow the directions but as you add more and more features it can become a little complex to a new user to the products.

For this project we are going to develop a very simple simple chat client
Start a new application and open up frame number 1

Lets add the following objects to our frame

- Rich Edit : This will be used to display the chat messages
- Edit box : Used for user name
- Edit box: Used for sending messages
- MooClick : For the communication to the server and other chatters
- List : To display the list of users in the chat room
- 3 button objects with the following text
 - o Connect
 - o Disconnect
 - o Send

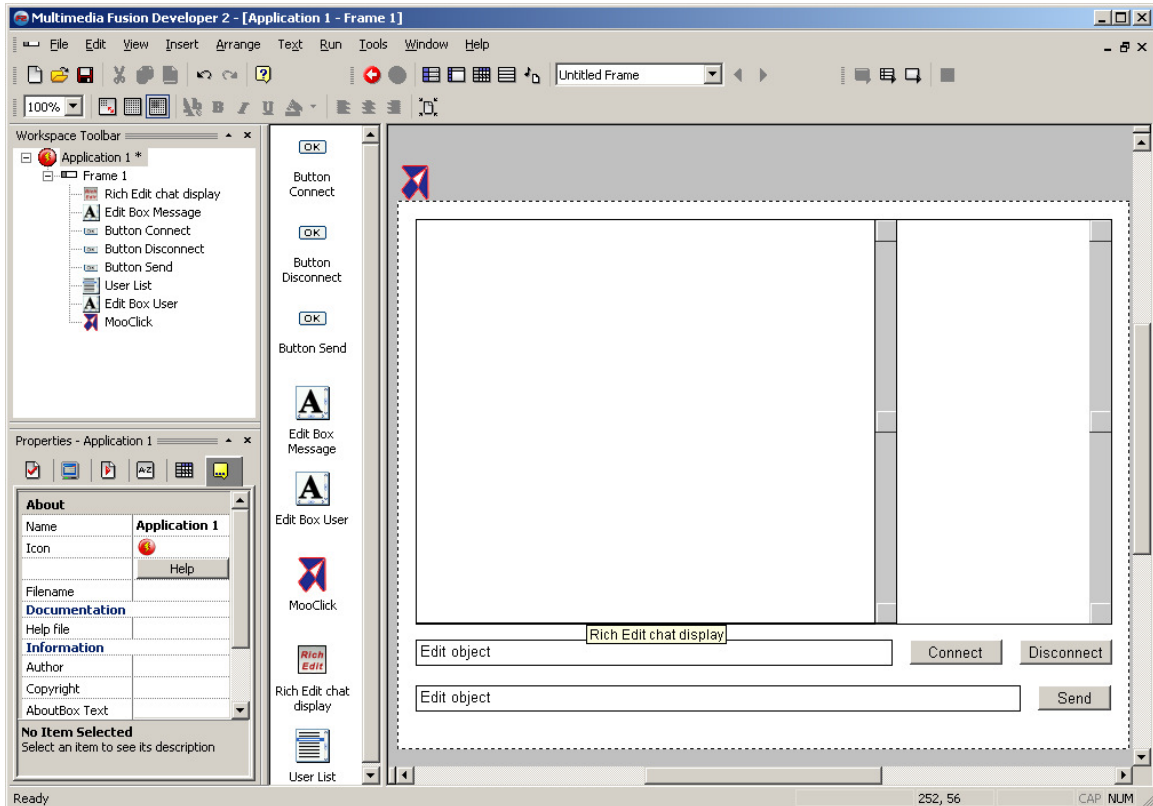
I am also a nut about naming objects with good names ☺

I have named by objects the following names

- Rich Edit: Rich Edit chat display
- Edit boxes: One named Edit Box User other one named Edit Box

Message

- List: List of users
- Button with Connect text: Button Connect
- Button with Disconnect text: Button Disconnect
 - o Button with Send text: Button Send



Event 1

Initialize our application

Event Conditions

Start of Frame

Actions

[Edit Box User]>Editing>Set Text>"Your Name"

[Edit Box User]> Control>Focus>On

[Button Disconnect]>Disable

[Button Send]>Disable

Ok lets find ourselves a server to use.

You can find a list of servers here: <http://www.mooserver.com/>

Event number 2

When the connect button is clicked – Connect to the chat server

Event Conditions

[Button Connect]>is clicked

Actions

MooClick>Set Player name >[Edit Box Username]>Get Text

MooClick> Connect to “sphax.dyndnx.org” on port 1203

[Button Connect]>Disable

Event number 3

We are now connected to the chat server so lets join a channel

Event Conditions

[MooClick]>Player>On Connect

Actions

[Button Disconnect]>Enable

[Rick Edit Chat Display]>Control>Set Text>"Connected to server"+newline\$+[MooClick]>Player>Get MOTD

[MooClick]>Player>Sign On To Channel>"Lobby_1234"

Event number 4

We are now signing into a channel

Event Conditions

[MooClick]>Player>Channel>On Sign On

Actions

[List of users]>Add a line>[MooClick]>Player>Get Player Name

[Button Send]>enable

Event number 5

Look for existing people on the channel to populate the user list

Event Conditions

[MooClick]>Player>Channel>User>On user is here

Actions

[List of users]>Add Line>[MooClick]>Player>Channel>User>Get User Name

Event number 6

Add user who join the chat after you have signed on

Event Conditions

[MooClick]>Player>Channel>User>On user joined

Actions

[User List]>Add Line>[MooClick]>Player>Channel>User>Get User Name

Event number 7

When people leave we need to remove them from the user list

Event Conditions

[MooClick]>Player>Channel>User>On User left

Actions

[User List]>Delete a line>[User List]>Find String Exact>FindStringExact("List of users", PCU_GetName\$("MooClick"), 1)

Event 8

Event Conditions

[Button Disconnect]>is clicked

Actions

[MooClick]>Player>disconnect

[List of users]>reset

[Button Connect]>enable

[Button Disconnect]>disable

[Button Send]>disable

Event 9

Here is where we will send the chat messages so the other chatters can read them.

One thing to remember in MOO – The client sending the message does not receive the message. That is ... When you send a message to the server you will not get that message back in a reply.

Event Conditions

[Button Send]>is clicked

Len(Edittext\$("Edit Box Message"))> 0

Actions

[MooClick]>Player>channel>send text on channel>P_GetName\$("MooClick")+":
"+Edittext\$("Edit Box Message") > 0

[Rich Edit chat display]>control>set text> newline\$+P_GetName\$("MooClick")+": "+Edittext\$("Edit Box Message")

[Edit Box Message]>Set Text>""

Event 10

Copy event 9 and change the event conditions to

Event Conditions

Upon pressing Enter

Len(Edittext\$("Edit Box Message"))> 0

Event line 11 – Our final line in this simple chat tutorial

Event Conditions

[MooClick]>Player>on message

[MooClick]>Player>On Message> Get Subchannel = 0

Actions

[Rich Edit chat display]>control>set text>NewLine\$+PCU_GetName\$(
"MooClick")+"."+P_OnMessage_GetText\$("MooClick")