Addendum
to the World Builder manual
Version 1.1

There are always a few last-minute additions to a program that don't make it into the documentation. And after a program has been out for some time, shortcomings in the manual become painfully evident from the user phone calls. That's why this Addendum is necessary. Please take a moment and look through it. It will save you time in the long run.

**Changes from Version 1.0

World Builder - Version 1.0 of World Builder had a problem when a magic object was assigned a "Successful Message" in the Object Data window (the program would bomb). This problem has been corrected in Version 1.1.

Sound Converter - Page 77-78 of the World Builder manual describes the MacNifty Audio Digitizer and how to convert sounds created by Sound Cap into sounds that can be used by World Builder. Recently, MacNifty changed their name to Impulse, making the new name of the sound digitizer the "Impulse Audio Digitizer." Also, the Sound Cap program that came with the digitizer has been replaced with a program called Sound Wave. Version 1.0 of Sound Converter worked with Sound Cap, but not with Sound Wave. The enclosed version 1.1 of Sound Converter works with both Sound Cap and Sound Wave.

Disk Space

When you work with World Builder, there must be at least 30K of free disk space. This is needed for some temporary files that World Builder creates and uses while you are editing a scene. If you can use 800K disks, copy the contents of the World Builder master to an 800K working disk. The Demo World file and the sample sounds are not necessary unless you want to use something from these files in your own games.

If you are working with 400K disks, make a duplicate of the Master disk. Since we utilize 400K disks for this program, you are going to have to remove some items before you can begin using a 400K disk. Trashing the sample sounds and Demo World will give you enough disk space to get started.

Printing

The entire contents of any window (text or graphics) can be printed out by simply choosing the PRINT command from the File menu while the window is open and selected (while it is the "active" window). If the Scene Map is large, it will be split and printed on multiple pages. If you are having problems working with your scene code, you should probably print it out so you can see the entire contents of the window.

Writing and Debugging Scene Code

As much as we would like to, it is not possible for us at Silicon Beach Software to help you with writing scene code. Those of us who provide telephone support know our products, but we are not programmers and we are unable to teach you to program. Second, it is virtually impossible for even the most experienced programmers to determine the source of software and hardware problems over the phone. Fortunately, there are other options available to those of you who need help writing a scene code in World Builder.

The mini-programming language in World Builder is very much like BASIC. We suggest that you get one or two introductory books on BASIC and become familiar with variables, IF-THEN, numeric and string comparisons, logical AND, logical OR, looping, nested looping and the whole general notion of the "flow" of a program. Don't be intimidated by these fancy terms. Learning this much about BASIC can be accomplished in a matter of a couple of days.

When you do run into difficulties, the best thing to do is find a friend to help. Select someone who has a little more

experience with programming. Go through your code together with this person. Usually you will be able to discover your error and also learn more about World Builder at the same time. Don't be afraid to experiment and try new techniques. You'll be surprised at how much flexibility the scene code gives you.

Details that are often overlooked in the Manual

Occasionally items that are mentioned in the manual only once, in as few as one or two sentences, are crucial to the completion of the task you are trying to accomplish. Here are some important points from the World Builder manual. We are certain you will save considerable time and effort by studying the following information:

1) The first scene that appears in a game is the one where the "player character" is located. The player character is established by clicking in the YES radio button to answer the question "Is character the player character?" This question appears in the first dialog box when you choose *Open Character Data...* from the Window menu. At the top of that same dialog box is the phrase "Name of initial scene." The name of the scene that you enter there is the scene in which the player character will first appear and hence, this is where the game will begin.

2) There are two ways that the game can end. One is if the player character dies for any reason. The other is if you send the player character to storage with the MOVE command in your scene code.

3) Sound files can be pasted into the Scrapbook, even though no graphic image or text is associated with these files. This is discussed in the manual on page 74. This is an easy way to get sounds from an existing game such as *Enchanted Scepters* and bring them over to your game.

Changes to Chapter 7

There were some last minute changes and additions to chapter 7.

1) On page 79, the second sentence should read:
"Apple and File menus are available" rather than "Apple, File, and Edit menus..."

2) The following paragraph should appear just before the second *Important Note* on page 80:
"The World Builder sound driver requires that repeated sounds be an exact multiple of 185 bytes in length. Normally you never have to worry about this since the Sound Converter automatically trims repeated sounds to the nearest multiple of 185 bytes. However, this trimming can sometimes make an audible difference if the sound has important contents at its very end. The best way to avoid getting any unexpected changes when a repeated sound is converted is to add a little bit (at least 185 bytes) of silence to the end of the sound while in SoundCap. Or, if your sound has to synchronize with itself when repeated, make sure that it is an exact multiple of 185 bytes in length, using SoundCap's Buffer Size command."

3) The first paragraph of page 81 is no longer correct. The following paragraph describes what happens when Sound Converter performs a conversion:
"The program does not have a progress indicator dialog, and no messages are displayed. Rather, the cursor changes to a watch while conversion is in progress. For typical sounds, the conversion only takes two seconds, and for the longest allowed sounds, about ten seconds."

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