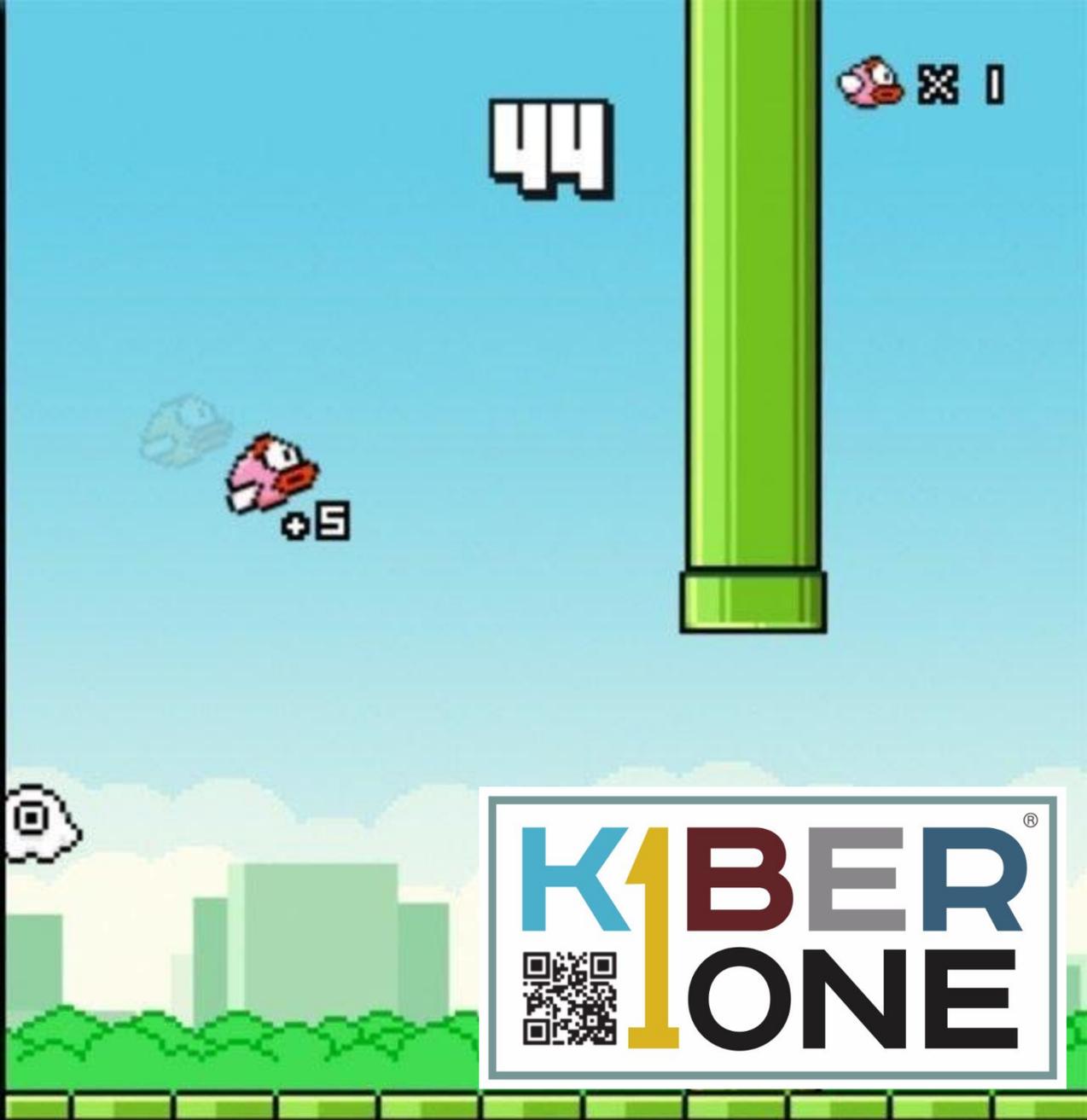




Construct 2

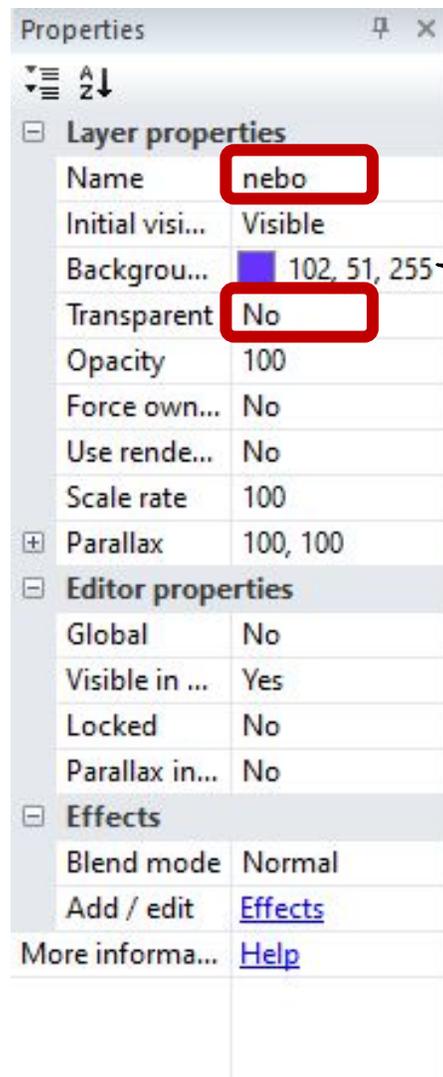
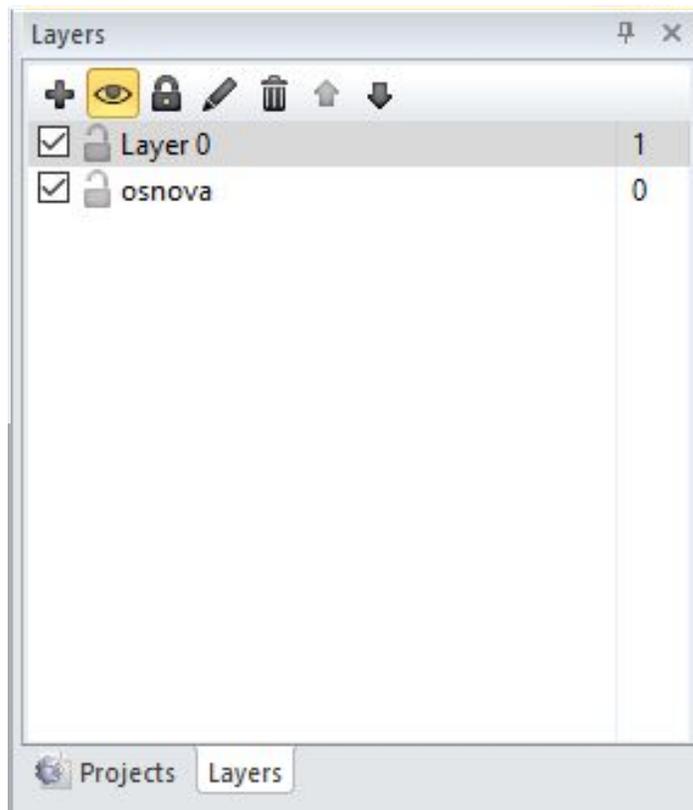


Урок # 2

# Пример оформления игры в Construct 2

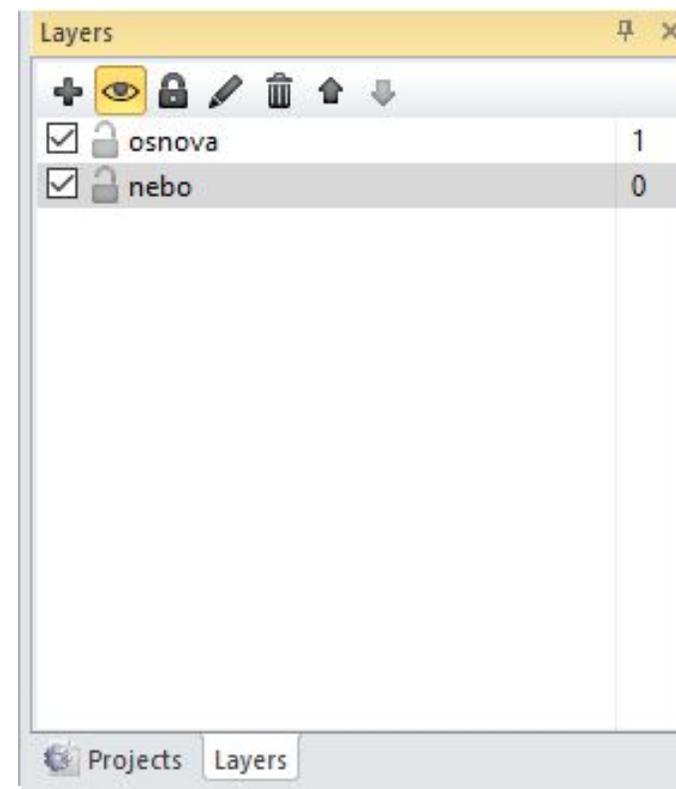
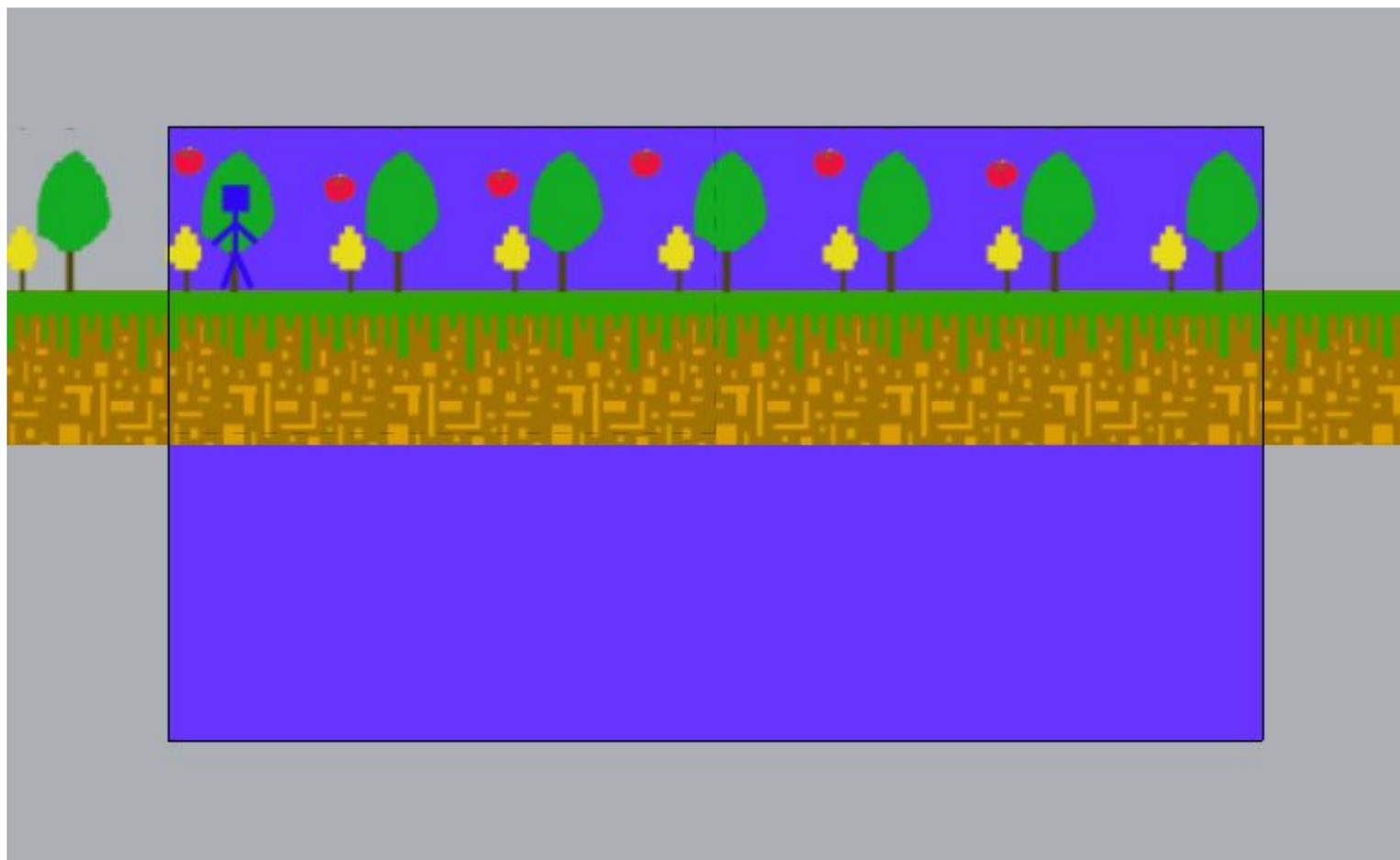


# Работа со слоями



Выбираем цвет неба

# Работа со слоями



# Добавление объекта облака (Tiled Background)



Добавляем облака и растягиваем по всей игре



Добавим эффект плаков



В параметрах сложем Parallax по X на 50



Запустим проект

Properties

Layer properties

Name	nebo
Initial visi...	Visible
Backgrou...	102, 51, 255
Transparent	No
Opacity	100
Force own...	No
Use rende...	No
Scale rate	100
Parallax	50, 100
X	50
Y	100

Editor properties

Global	No
Visible in ...	Yes
Locked	No

More informa... [Help](#)

# Подсчет очков, новый слой user int



Layout 1 Event sheet 1 x

Global number score = 0

1	player	On collision with point	point	Destroy
---	--------	-------------------------	-------	---------

Add event

Add action



# Подсчет очков, событие



Layout 1 Event sheet 1 x

Global number score = 0

1 player On collision with point Destroy

2 System Add event

Add action

Double-click an action in 'score':

Set value Subtract from  
Toggle boolean

Misc  
Destroy Set from JSON

Size & Position  
Move at angle Move forward  
Set height Set position  
Set position to another object Set size  
Set width Set X  
Set Y

Text  
Append text Set text

Z Order  
Move to bottom Move to layer  
Move to object Move to top

Cancel [Help on 'Text' actions](#) Back Next

# Подсчет очков, событие



Layout 1 Event sheet 1 x

Global number score = 0

1	player	On collision with point	point	Destroy
2	System	Every tick	score	Set text to score

Add event

Add action

Double-click an action in 'System':

Display

- Set canvas size
- Set pixel rounding
- Set fullscreen scaling
- Snapshot canvas

General

- Create object
- Go to layout (by name)
- Restart layout
- Sort Z order
- Go to layout
- Go to next/previous layout
- Set group active
- Stop loop

Global & local variables

- Add to
- Set value
- Reset global variables
- Subtract from

Layers & Layout

- Recreate initial objects
- Set layer angle
- Set layer blend mode
- Set layer effect parameter
- Set layer opacity
- Reset persisted objects
- Set layer background color
- Set layer effect enabled
- Set layer force own texture
- Set layer parallax

Cancel [Help on 'System' actions](#) Back **Next**

# Подсчет очков, событие



Layout 1 Event sheet 1 x

Global number score = 0

1	player	On collision with point	point	Destroy
			System	Add 1 to score
				Add action
2	System	Every tick	score	Set text to score
				Add action

Add event

Player касается яблочка, яблочко исчезает (разрушается) и в переменную score добавляется +1

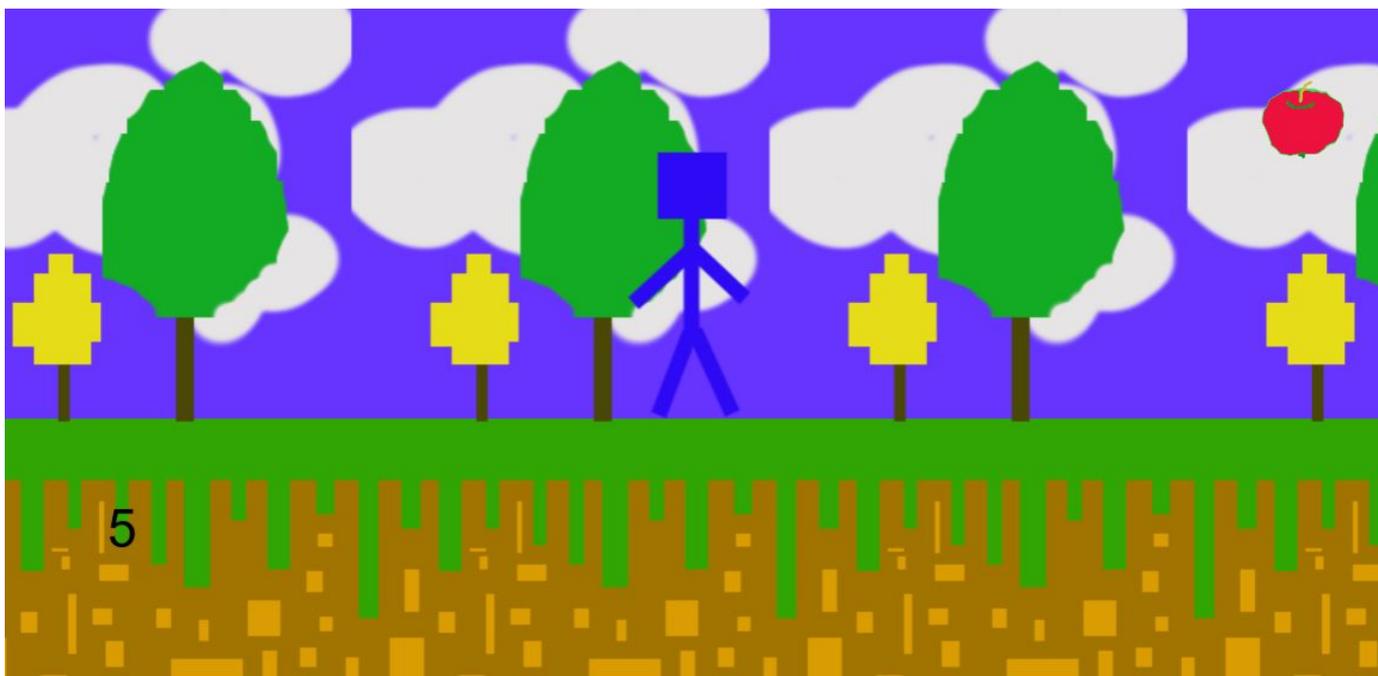
 Запустим проект



Изменить значение Parallax для слоя user int



Запустим проект



Заменить объект земля, деревья и облака на заготовленные

Заменить спрайт Player на картинку sonic stand



Заменить спрайт Point на картинку ring



Запустим проект



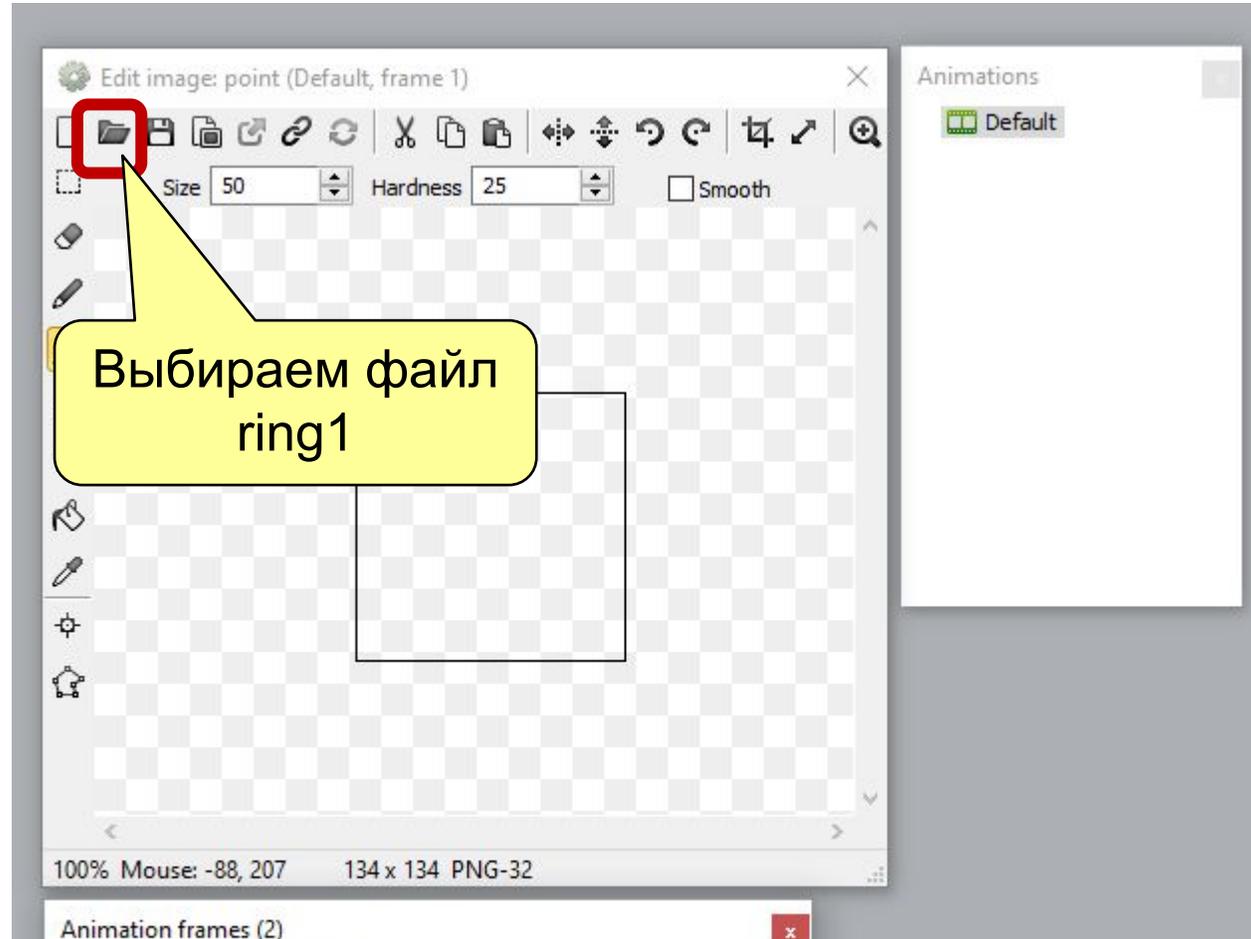
Переименуем спрайт Point в ring



Добавим анимация спрайту ring



# Анимация спрайтов



Добавить все файлы до ring9

# Анимация спрайтов



The screenshot shows a software interface with several panels. On the left, the 'Properties' panel is open, displaying 'Animation 'run' properties' with a table of settings. In the center, a golden ring is shown on a checkerboard background. On the right, the 'Animations' panel shows a 'Default' animation. Yellow callout boxes point to various elements in the interface.

Property	Value
Speed	5
Loop	Yes
Repeat count	1
Repeat to	0
Ping-pong	No

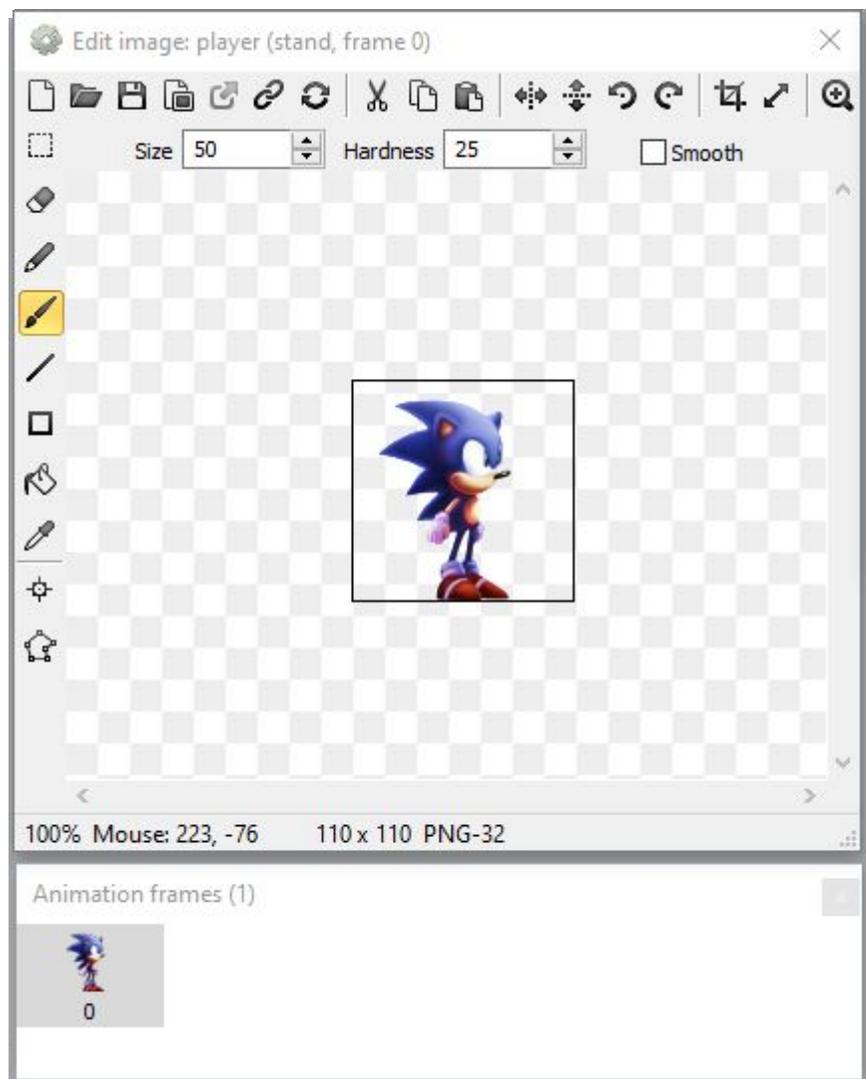
Callout boxes and their targets:

- Свойства анимации (Properties panel)
- Скорость (Speed: 5)
- Повторение (Loop: Yes)
- Сколько сек. повторять (Repeat count: 1)
- До какого кадра повторять (Repeat to: 0)
- Реверс анимации (Ping-pong: No)
- Название анимации (Default in Animations panel)



Параметр Loop выбираем Yes и Запускаем проект

# Анимация спрайта Player



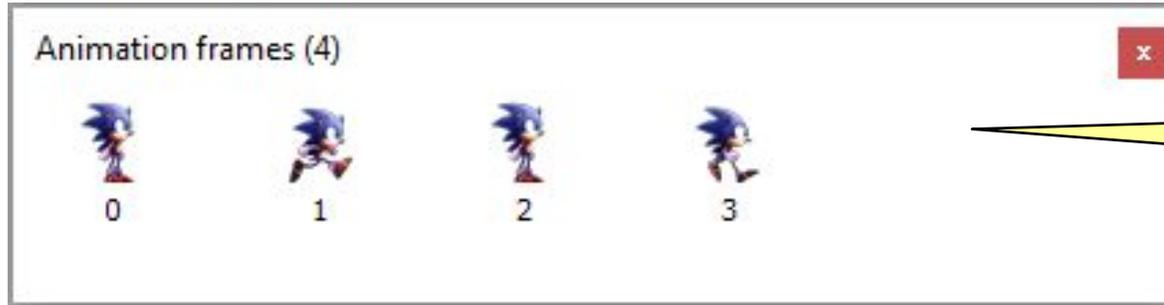
Animations

- stand
- run
- jump
- fail

Изменить название stand

Добавить анимации run, jump и fail

# Анимация спрайта Player



Анимация run



В анимацию jump добавим 1 frame sonic jump



В анимацию fail добавим 1 frame sonic fail



Переходим к описанию событий

# Свойства Анимации спрайта Player



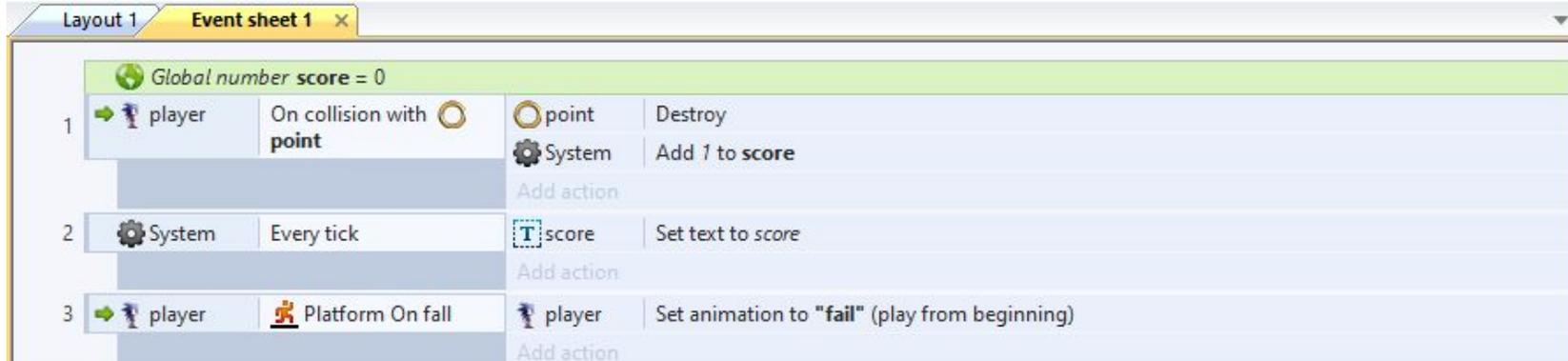
The screenshot shows the 'Add action' dialog for the 'Set animation' action. The dialog is titled 'Parameters for player: Set animation' and contains the following fields:

- Animation: "fail"
- From: beginning

The 'Animation' field is highlighted with a red box, and a yellow callout bubble points to it with the text 'Между кавычек пишем fail'. The 'Done' button is also highlighted with a red box. At the bottom of the dialog, the 'Next' button is highlighted with a red box.

Между кавычек пишем fail

# Свойства Анимации спрайта Player



Добавить событие On jump и действие применить Анимацию jump



Добавить событие On moved и действие применить Анимацию run



Добавить событие On stopped и действие применить Анимацию stand



Добавить событие On landed и действие применить Анимацию stand

# Свойства Анимации спрайта Player



Global number **score** = 0

1	player	On collision with point	point	Destroy	System	Add 1 to <b>score</b>
---	--------	-------------------------	-------	---------	--------	-----------------------

2

3

4

Context menu options:

- Add
  - Add another condition (C)
  - Add another action (A)
  - Add sub-event (S)**
  - Add blank sub-event (B)
  - Add comment (Q)
  - Add group (G)
  - Add global variable (V)
  - Add 'Else' (E)
- Insert new event above
- Insert new event below
- Make 'Or' block
- Toggle disabled
- Toggle bookmark
- Toggle breakpoint

fail" (play from beginning)

jump" (play from beginning)



Добавить событие Is moving и действие применить Анимацию run

6

7

Context menu options:

- Copy (Ctrl+C)
- Paste (Ctrl+V)
- Delete

player	Platform On landed	player	Set animation to "stand" (play from beginning)
--------	--------------------	--------	--

Add event

# Свойства Анимации спрайта Player



7	player	Platform On landed	player	Set animation to <b>"stand"</b> (play from beginning)
8	player	Platform is moving	player	Set animation to <b>"run"</b> (play from beginning)



Выделить 8 строку и нажать Ctrl+C затем Ctrl+V

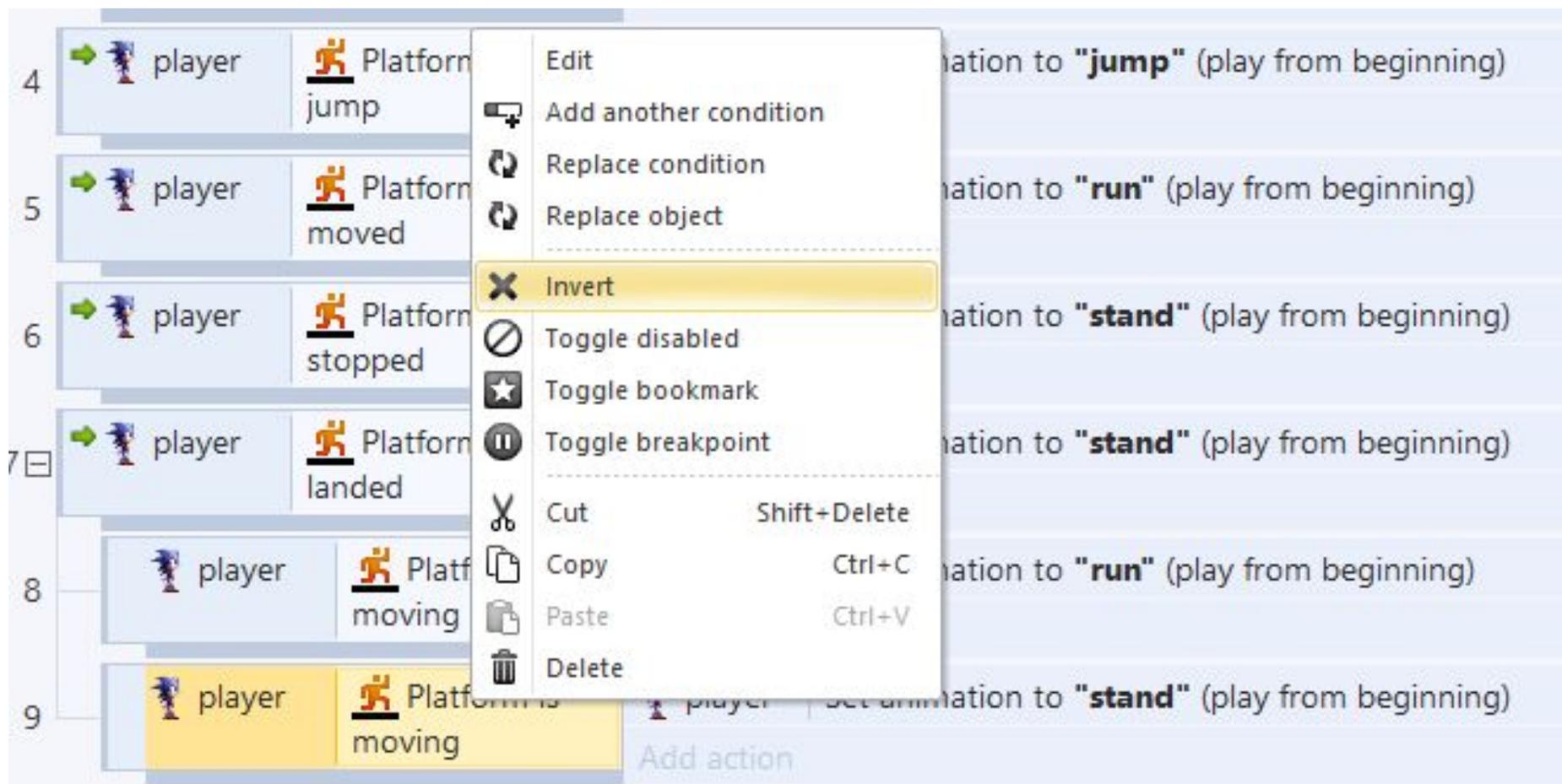
7	player	Platform On landed	player	Set animation to <b>"stand"</b> (play from beginning)
8	player	Platform is moving	player	Set animation to <b>"run"</b> (play from beginning)
9	player	Platform is moving	player	Set animation to <b>"stand"</b> (play from beginning)

Заменить на stand

# Свойства Анимации спрайта Player



Выделить 9 строку и нажимаем правой кнопкой мыши и выбираем invert



# Свойства Анимации спрайта Player



Global number <b>score</b> = 0			
1	player	On collision with point	point Destroy System Add 1 to <b>score</b>
2	System	Every tick	score Set text to <i>score</i>
3	player	Platform On fall	player Set animation to <b>"fail"</b> (play from beginning)
4	player	Platform On jump	player Set animation to <b>"jump"</b> (play from beginning)
5	player	Platform On moved	player Set animation to <b>"run"</b> (play from beginning)
6	player	Platform On stopped	player Set animation to <b>"stand"</b> (play from beginning)
7	player	Platform On landed	player Set animation to <b>"stand"</b> (play from beginning)
	player	Platform is	player Set animation to <b>"run"</b> (play from beginning)



Запускаем игру

# Свойства Анимации, устранение проблем



Установить одинаковое значение у всех frame анимаций



Animations

- stand
- run
- jump
- fail

Image points



Name	Number
Origin	0

100% Mouse: 197, 196 71 x 105 PNG-32 Origin: 45, -21

Animation frames (1)



0

Установить полигоны у всех frame анимаций



- Add point
- Select all
- Delete
- Apply to whole animation
- Apply to all animations
- Guess polygon shape
- Set to bounding box
- Help on collision polygons

100% Mouse: 41, 40 71 x 105 PNG-32

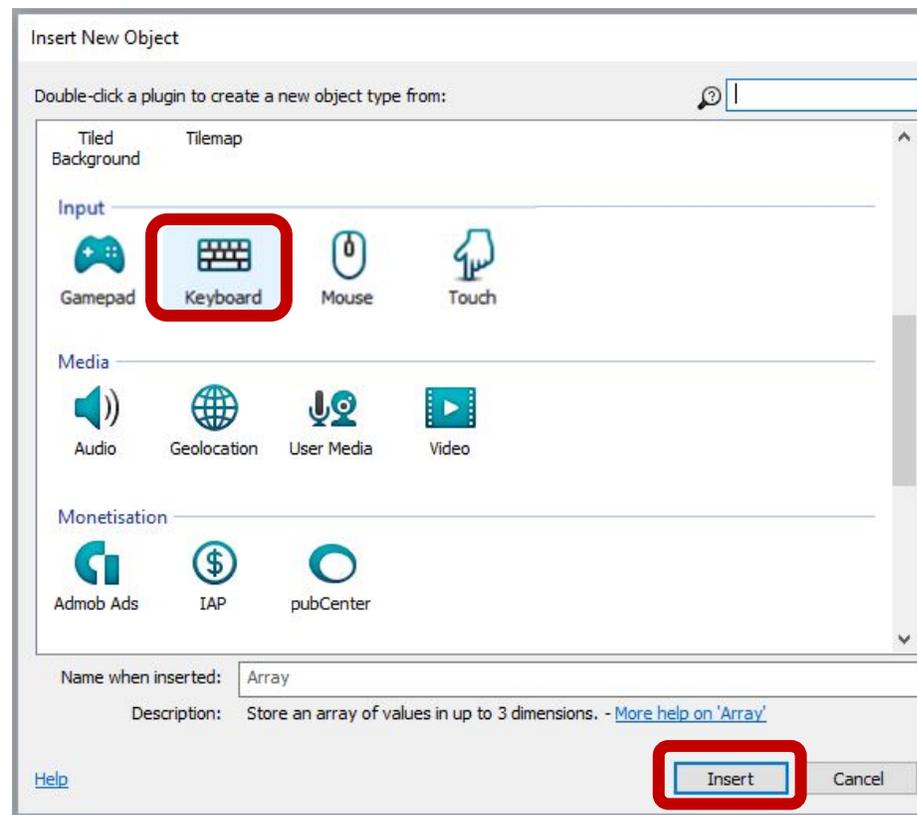
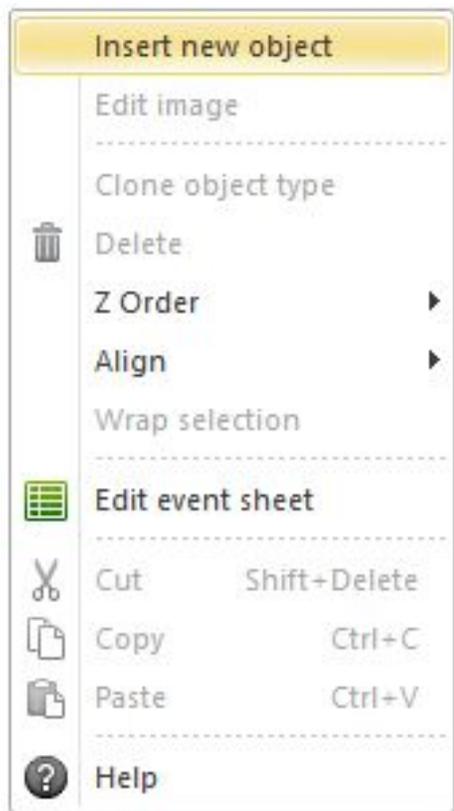
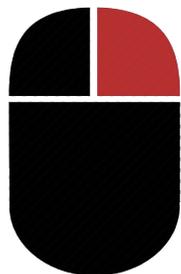
Animation frames (1)



0



Добавим плагин keyboard, для работы с клавишами



# Свойства Анимации, Разворот спрайта



Добавим 2 события, нажатия кнопки вправо и кнопки влево

Parameters for Keyboard: On key pressed

Choose a key. Note that international users and users on different operating systems or devices may not have the same keys available.

Key

Cancel [Help on expressions](#) Back Done

Choose a key

Press a key:

*i* The Num Lock state may affect the detected key.

Or choose a key that can't be detected above:

OK Cancel

Parameters for Keyboard: On key pressed

Choose a key. Note that international users and users on different operating systems or devices may not have the same keys available.

Key

Cancel [Help on expressions](#) Back Done

Cancel [Help](#) Back Next

Cancel [Help on 'Keyboard' conditions](#) Back Next

# Свойства Анимации, Разворот спрайта



Аналогично для стрелки вправо

The screenshot displays two rows of animation events in a software interface. Row 10 shows a keyboard event 'On Left arrow pressed' with an action 'Set Mirrored' for the 'player' object. Row 11 shows a keyboard event 'On Right arrow pressed' with an action 'Set Not mirrored' for the 'player' object. A dialog box titled 'Add action' is open, showing 'Parameters for player: Set mirrored' and a dropdown menu for 'State' set to 'Mirrored'. The dialog also contains the text 'Choose whether to horizontally mirror the object or set it back to normal.'



Запустить игру



Добавить еще один уровень в игру



Добавить колечки, деревья и облака на новый уровень