

BLUE SCRIPT

MANUAL

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Version 1.1

Story Game Creator

Blue Script is a language made especially for Story Game Creator.

This is similar language to Batch Script and aims to simplify the use of Story Game Creator

List of commands:

The commands need to be in uppercase to work

PRINT

PAUSE

@START

CLOSE

STAT!WEBSITE

CLEAN SCENE/

GOTO

WINDOWSIZE

MBOX

>VBS

cols

line

NEXT(FRAME)

CALL

TYPE

SOUND

GETCHOISE

IF

SET

%Varname%

COLOR

CHOISE=

INPUTCHOISE=="number/word"

Start and end a Program

To start a program use @START

To end a program and close the window use CLOSE

Show Text

To display text use PRINT

PRINT Hello World

Variables

To create a variable you need to use

SET Example:

SET money=10

To get the variable value you need to use PRINT and use %varname%

PRINT %money%

Call files and Type Files

Use CALL to call files like bat or txt files

Use TYPE to type text from a txt file, you need this command to import ASCII frames

Scenes and actions

To create a new scene or a main frame you use SCENE/

Example:

SCENE/gamemenu

Use GOTO to go to another scene

GOTO gameend

IF and Actions

Use SET com to start the actions functions. Example:

CHOISE=3

GETCHOISE

INPUTCHOISE("1" GOTO SCENE|ACTION

INPUTCHOISE("2" GOTO SCENE|ACTION

Window size

Use WINDOWSIZE cols and lines

WINDOWSIZE cols=20 lines=20 >nul

Sounds and Colors

To get the windows beep use this command **SOUND**

To get window and text colors use **COLOR COLOR 01**

The color numbers are in Batch Script

Message Box

Use the **MBOX** command and **>VBS** in the end

Example:

MBOX" My message">VBS