

# Readables

This doc details the options for letting the user read text on various prop types.

## Readable Props

Prop\_Readables have been extended. They now support rotation (through mouse, or right-stick, or d-pad), and (only) two text entries, one for the front and one for the back. If you rotate to the appropriate side and a text entry is available for it, a prompt is shown (press interact to read) and the player can press to see the text.

The displayed text, if it's too long, is given a scroll bar which can be navigated using the gamepad or mouse scroll.

## Zoom Areas

Zoom areas support the same kind of reposition-and-zoom as terminals do. They're used to let the player zoom in on a (readable) object that's in the level so that they can see more detail and optionally pop up text (gamepad A or keyboard T again).

## Datapads

These are just handheld terminals the player picks up (based on Patrik's camera terminal) which can have full OnGUI methods written for them. So they can show off anything.

## Implementation

All (except Datapads) make use of the file utilities/Utility\_Readables.hps for displaying the text and the hints. Hints are turned off by turning off the global hint system in the Gameplay menu.

From:  
<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:  
<https://wiki.frictionalgames.com/hpl3/game/readables>

Last update: **2015/09/17 11:12**

