

# Readables

This doc details the options I've added 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 gamepad A or keyboard T to read - the T is for consistency with grab props, see later) and the player can press to see the text.

There are no longer multiple pages. Instead, the displayed text, if it's too long, is given a scroll bar which can be navigated using the gamepad or mouse scroll.

## Readable Grab Objects

Prop\_Grab can now also support a front and a back text entry. If any text is available when you rotate the prop after grabbing (mouse+R or d-pad) and the prop's main body Z axis is facing the player, the player gets the front text. Similarly for the back. There's a rotation offset property available to change which is the front or back, to help out with existing models.

## 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.

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