BITE

BY

BYTE

YOUR GUIDE TO ADVENTURE MAKER

Adventure Maker

OCTOBER 2008

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EDITOR'S PAGE 1

SUCCESS! Wait, another edition! Ughhh…

Chickens1127

If you read the first edition, there were great articles. *Yet To See The Light Of Birth* by Lyberodoggy, the Member of the Month interview with Chromegloss55. Jaked's Graphic Tip was good also. But we have a second October edition. You may say[4], "I thought this would be a monthly magazine," but no sir. This will be a bi-weekly to a tri-weekly magazine.

But let's get down and dirty. This edition will hopefully be longer and better. If you still don't want to write an article, just keep reading it, and maybe some time we'll convince you to write one[5].

[4]- Well, maybe not. But I still like to think so.

[5]- We need articles. Any articles. So just write an article.

Featured Article

The Chrome Zone...

Quality time with AM's resident helper guy...

Welcome to the first edition of the 'Chrome Zone', that special part of the mag where we take a look at things... a bit differently. This month's topic is Music Maker...

Yes. Music Maker. That small little package that comes bundled with AM. You may have already tried to use it. What did you think of it? Did you dismiss it as something that only produces poor quality MIDI sounds? Did you only manage to shake a few chimes and cheap-sounding jingles out of it? For the majority of people, that certainly is the case...

What those people don't realize is that music maker is FAR more powerful than you might have thought. You can produce tracks of good enough quality to use in any game. All you need to do... is practice. Get used to the software. Try it out. Give it another go. With very little effort, you can start to produce amazing-sounding tracks. So here are my top 5 tips for Music Maker:

1) Start simple. Think of a short melody that you're familiar with. Try and reproduce it with the default 'Acoustic Grand Piano'. This will get you used to timing and familiarize you with the notes. Remember: you don't need to know how to read music to use MM.

2) Get used to the different instruments. Just perform a few

tests with a few of the instruments you think you may be using. I would recommend staying away from the 'Overdriven' and 'Distortion' guitars (especially for higher pitches), as they don't sound that great in MIDI. By doing this, you will eventually learn with instruments sound good in MIDI form, and which sound quite poor...

3) The bass line. A key part of any track is to have a good bass line. The bass line can really drive the music in a certain direction. There are many instruments which work well as baselines, but for beginners I'd recommend the 'Acoustic Bass', as it works well with many instruments. Remember, bass lines are usually much simpler than the main track, and consist of less notes. Therefore, don't be tempted to change the bass notes EVERY time there is note change in the main track.

4) The main track. Plan your instruments carefully. Before you start a track, you should always have at least a vague idea of what you're going for. If you're going for an orchestral sounding track for example then: choir, tubular bells, brass section, horns and string ensembles would all be appropriate instruments. Once you know what instruments you're using begin to put together track. Stop and listen regularly to see how the track sounds. Do the instruments go well together? Does the bass line work with the main track? One mistake that people commonly make is they feel the need to use EVERY single track and clutter the song with unnecessary instruments. No. Only use the instruments you need to make the song sound good. Too many instruments often wrecks a song.

Oh and remember, you can use different instruments on the same track.

5) Percussion. Percussion instruments do not have different pitches in MIDI. Therefore it does not matter where they are placed on the track. Again, be careful with your use of percussion. If you're starting out then I'd recommend the use of the 'Electric Snare' combined with the 'Acoustic Snare' (less regularly) combined with usage of the 'Bass Drum'. But again, those will not work with every song. You may choose to have no percussion in the song as you do not feel it works. Generally speaking, 'percussion driven' songs use percussion to heighten the sense of urgency in a song and make it more frantic.

Also, one last tip, I'd recommend using alpha blending for more orchestral sounding tracks as the instruments blend together better.

Well, I hope you enjoyed this month's Chrome Zone. I'll be back next month with another interesting topic, until then... adiós!

Got a Question for the Chrome? Send them to taylorchickens1127@gmail.com or by PM! You'll have them answered in the next edition!

Jaked's Graphic Tip By Jaked

Texture is REAL IMPORTANT. You don't want to gave a door look like snow, you want it to look very wood-ish. In the case your using Poser or Bryce or some other modeling software, you don't worry about textures that much. But if your using a landscape editor, they probably had so much landscape they just flat-out said, "Just skip it, too much work for US to do!" Makes it harder, doesn't it??? But Texture Maker and others Make the whole process much Easier.

E-REALITY

BY JAKED/CHICKENS1127

In the near year on the forums, I have seen members grow to prosperity, but I've never seen anything like this. The new thing in General Chat- E-Reality. The first season took off, the first thread in a long time to get 150 replies. First, ZeonWarlock was first voted off, then Chromegloss55 quit out of inactivity, then Chickens1127 left the picture. Soon after, Mercedes got out, and then it went down to the final two. Lyberodoggy prevailed, and won a cool avatar. Season 2 is lurking in the distance...

PROGRAMMING #1

By Lyberodoggy

From here we will make an introduction to basic programming and ways of organizing thoughts into programs.
There are some principles in programming, as in all sciences ...
One of them is K.I.S. or Keep it Simple. Keep your code simple
Another one is the good software engineering. Make your code readable, with names and variables to explain their use and with commentary (will analyze these points later)
A final principle is the principle of minimum authority. Make your data accessible only to specific functions or methods (we will discuss about this later)

An easy language to get started, that costs nothing at all is VBS (Visual Basic Script). It is a variant of the popular Visual Basic and is provided with Windows OS.
Just type in your source code into an editor such as Notepad of

Windows and then select File-> Save As filename.vbs
Do not forget the extension .vbs because otherwise it will be a simple text file. After you save the file run it by double-clicking it or edit it by opening it with notepad.

In our first lesson we will introduce the popular Function MsgBox (= Message Box)
It's called a function because it accepts some arguments and returns a result based on the arguments (view text in a box)

The Syntax for this function is as follows: MsgBox (message, buttons, title)
So try the code that I will give you to see what happens.
Experiment and wait for the next lesson: Introduction of arrays and variables.

Code:
MsgBox ("Hello World", 0, "Hello")

Here you will find the instructions for the function:
http://msdn.microsoft.com/en-us/library/sfw6660x.aspx

Have some programming questions that you can't figure out? Just PM them to chickens1127 and they will be put in the magazine!!!

MLB OCTOBER

By Chickens1127

Do you love the game of baseball? Millions across the world do, and is the national pastime of the United States. This year, we saw the Phillies beat off the Dodgers in the NLCS and the Rays outlast the Boston Red Sox in 7 games. Both offenses rely heavily on the homerun, but the Rays are more consistent. The Phillies appear to have better and more experienced pitching, but watch out for James Shields and Matt Garza. Do you want the start-up Tampa Bay

Devil Rays or the Phillies? I personally think the Phillies will outlast the Rays.

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Many thanks for reading come again next time!