BITE
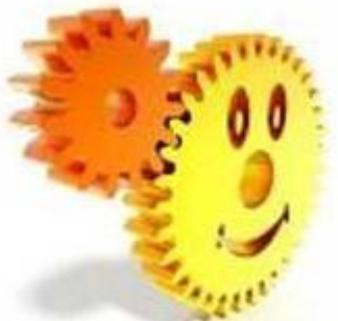
BY

BYTE

YOUR GUIDE TO ADVENTURE MAKER

Adventure Maker

NOVEMBER 2008

EDITOR'S FIRST PAGE:

Member Of The Year & More

Welcome to the Fourth edition of Bite By Byte, Adventure Maker's publication. In this issue, Member Of The Year will be up for grabs. We'll preview some of the candidates and tell you how it will work. Also, Lyberodoggy continues his programming series. You will also read Jaked's Graphic Tip and more.

I am sorry that this edition is a little late. I was a little gun shy after last edition putting it out early and I really haven't had time. This edition will also include an article about the Adventure Maker forums and what you need to do to help the whole community.

Best Wishes and Good Readings,

Chickens1127, Founder and Editor

Featured Article: Programming #3- Operators and Binary

By Lyberodoggy

The operators are among the key pieces of programming. An Operator is a symbol that performs logical processes to its operants. For example, in the reasonable expression

A=B+C A = B + C

the Operators are the + and =, while the operands are the variables A, B and C.

In Visual Basic and most languages are all operators other than limited exceptions read from right to left. In the previous sentence the program will run the first addition command B + C, the outcome of which will be temporarily saved in memory and then execute the assignment command A = (B + C) with (B + C) being the calculated result.

List of operators in VBS:

+	| Addition Binary operator	| Priority Level 3
-	| Deduction Binary operator	| Priority Level 3

*	| Multiplication Binary operator	| Priority Level 2
/	| Division Binary operator	| Priority Level 2
^	| Power Binary operator	| Priority Level 1
()	| Priority Change unit operators	| Priority Level 0
=	| Binary comparison equality/assignment operator	| Priority level 4
<	| Binary comparison less than operator	| Priority level 4
>	| Binary comparison greater than operator	| Priority level 4
Bitwise AND	| logical operator AND	| Priority Level 5
Bitwise OR	| logical OR operator	| Priority Level 5

_____

Now you would tell me that you don't understand much... And you would be right. That is why I explain immediately:

We set some operators and their priority levels.

The smaller the level, the greater the priority.

For example in the expression

$X=60<1+5^7-8/(6+2)$

Operations will be read from right to left and will be processed in the following order:

$Á=5^7$

$Â=6+2$

$C=8/Â$

D=A-C

E=1+D

X=60<E

This way X will be assigned the value true, which is the logical result of the comparison 60<78125

The Bitwise operators are logical operators like <,> which return True or False values depending on two conditions that they accept as operands. Example:

The expression

X=1<5 AND 3>2

will return a True value, since both conditions are verified.

Bitwise Table: (I put True = 1 and False = 0)

AND

Expression 1	Expression 2	Result
1	1	1
1	0	0
0	1	0
0	0	0

OR

Expression 1 | Expression 2 | Result

1	1	1
1	0	1
0	1	1
0	0	0

But enough with the operators. We will learn them gradually.

The second part of the course contains one of the basic principles of structured programming: The Comments.

The comments are lines which we use to comment our code, to divide it into parts or even remove whole code snippets in a reversible way.

The comments make the code more readable and understandable by a third party if you plan to give your programs as an open-source platform. They also help to use software again, a technique we will use in a more advanced tutorial segment, when we get to functions and procedures.

The comments are typed after the comment operator ', the known apostrophe, and anything written on the same line, after ' is ignored by the compiler and isn't considered as code, otherwise it would cause an error. The standard library remark function REM () does the same job if you enter the comments inside the parentheses and does not invalidate the rest of the line.

Remark Example:

```
'Code Written By Christos

'Adding A to B:

X=B+A 'asigning to X the value of the operation X=B+A


'code snippet removal:

'MsgBox I 'MsgBox I
```

The remarks on lines 1,2 and 5 are line comments.

The comment in line 3 is parallel to the code.

The last line is a piece of code that has been temporarily removed and turned into a comment. If you remove the apostrophe it will become code again.

So much for today... Phew!

I wish you a good time experimenting.

Next lesson: data input, functions and procedures.

Can't seem to get this stuff to work? Send the questions to taylorchickens1127@gmail.com , Lyberodoggy will answer them ASAP, the answer will be sent back to you, and it will be included in the next issue for others.

MEMBER OF THE YEAR

BY CHICKENS1127

Bite By Byte is holding a contest as you read in the last edition. Because the Member of the Month is shut down, I have taken it into my own hands to crown a Member Of The Year. This is the criteria:

1) Being active during the whole 2008 year
2) Answering general questions and attempting to welcome new members
3) To have a general knowledge of Adventure Maker
4) And being pleasant.

Anybody is up for voting, but in this article we will preview 5 possible candidates. In the next issue, we will tell you how to vote...

#1- Lyberodoggy

A moderator on the forums, he has a great knowledge of programming and Adventure Maker. He is extremely active and is friendly to all.

#2- Mystery

Another moderator, she extends her hand out to new members and is critical in the day to day running of the forums.

#3- Mercedes

Though not a moderator, most agree that she is extremely friendly and adds life to the forum. Also a Member of the Month.

#4- GM-Support

GM-Support hosts the forum, pays the fees, and most importantly created Adventure Maker. If it wasn't for AM, the forum would not exist and this magazine would not either.

#5- Candle

Candle is an administrator who keeps the forum always in order. He has also done some valuable tutorials over the year.

Now, if you weren't listed here, don't take offense, everybody is up for voting, and I just picked 5 who are good role models.

Jaked's Graphic Tip: GIFs

By Jaked

This is the number one toughy for all aspiring game makers, "How the rooster doodles do I animate this switch thing?" In AM, you can use programs like GIF maker:

1. Create 6 frames of one switched; one in OFF position, one in ON position, and the rest in between.
2. Get out GIF animator and put them in.
3. Save it as Switch_Animation.
4. Import them into the hotspot properties.

Credits

Thanks for all. This was a brief edition because I needed more articles. Keep writing! Next edition we have a special guest editor...

Thanks to:

Me :D

Jaked

Lyberodoggy

And the whole community...