

A trigger which moves a furre around in a dream is usually called a *teleport* or *warp*.

Teleportation is an extremely important concept in Dragonspeak. It likely is the most-used Dragonspeak idea over the entire game.

The most common use is the door teleport. Used to transport people from one spot to another, it allows you to make your dream look like you just stepped "inside" a building without seeing the area outside, or vice versa. Warps are also quite handy for adding private rooms inside a building, creating amusement rides, or simply letting people jump across the map without walking the whole distance.

Still, teleports don't have to move very far to be effective. Let's try making a simple set of stairs.

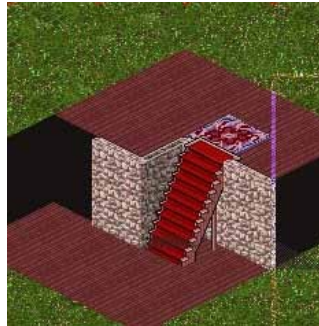
### **Full Wall Height Stairs**

Just suppose you had some stairs at location 14,20 on your map. You want a furre to step on them and move upwards to a platform at the top. You could use something like this:

(0:7) When somebody moves into position (14,20),  
(5:15) move the triggering furre to (16,15), or to someplace nearby if it's occupied.

Moving into the square where the stairs are will teleport the furre to the square the stairs appear to lead. However, the stairs only work one way at the moment. We want to allow fures to come back down the stairs, too! So, we need to add another block of script to handle taking them back down the stairway.

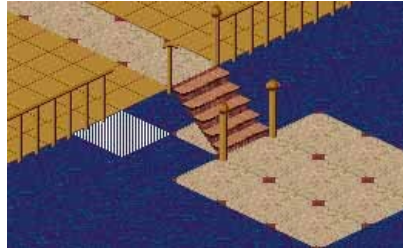
(0:7) When somebody moves into position (14,16),  
(5:15) move the triggering furre to (14,21), or to someplace nearby if it's occupied.



Note that the x,y positions are different this time around. This way the furre can go up and down without any problem. If we teleported them onto the stairs, to go back up they'd have to move off, and then back onto the stairs. If this seems a little confusing, take a look at the graphic. I suggest making a quick simple map and playing with the code to see how it works. The stair object is item 266.

## Half Wall Height Stairs

These are more tricky because with full stairs you have 2 floor tiles to work with. For example, you move into the base of the stairs. The space you move into is not the same as the space at the top of the stairs. With half height stairs there's a potential to accidentally move into the triggering floor space because there's only 1 space the entry points.



To fix this consider the following:

- (1:14) and the triggering furre is facing southeast (down and right),
- (1:16) and the triggering furre is facing northwest (up and left),

These lines fix the DS block to trigger only when the furre is facing in the direction you want when they move into the triggering floor space

Just like the Full Stairs, We use:

### \*NW

- (0:7) When somebody moves into position (48,43),
- (1:16) and the triggering furre is facing northwest (up and left),
- \* place furre at the top of the stairs
- (5:15) move the triggering furre to (48,41), or to someplace nearby if it's occupied.

### \*SE

- (0:7) When somebody moves into position (48,42),
- (1:14) and the triggering furre is facing southeast (down and right),
- \* place the furre on the stairs as they move down
- (5:15) move the triggering furre to (48,44), or to someplace nearby if it's occupied.

## The Door Wall

Ok so you want to build rooms on the map. These are 2 areas on the map separated by unwalkable spaces. Usually a Black floor tile (Floor # 161). That's real easy to do..

first Step is Already done for us. We can use the same DS Lines as we used with our Full Stairs

### \* North East

- (0:7) When somebody moves into position (32,24),
- (5:15) move the triggering furre to (46,19), or to someplace nearby if it's occupied.

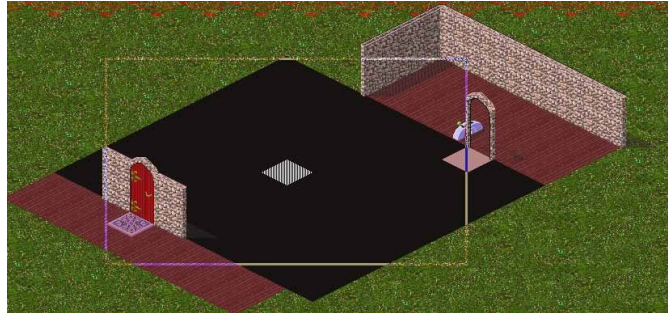
### \* South West

- (0:7) When somebody moves into position (44,20),
- (5:15) move the triggering furre to (32,25), or to someplace nearby if it's occupied.

What did you say? You want to add working doors? No Problem Theres a Few different ways to do it. We'll use the Wobject (Item Based Wall) to do it..

First Wall Shape 8 with Texture 1.. Is our Wall Arch.It just happens to be Wall Object 8.. this is just there for cosmetics only. The Real works done with the Item Checking. We want to teleport to the room

only if the door is open. In this Example Red Door (Item 542) is our open Door and Red Door ((Item 534) will be our Closed door. x,y Position (32,25) is our door location. At the end of this section I'll show you how to slip a lock on the door.



Consider these magic lines:

\* Open Door Furre moved From

(1:18) and they (moved from/are standing at) object type 542,

\* Open Door at the entrance

(1:1013) and position (32,25) is object type 542,

Yep this is very similar to the half walls. They control the movement.. Heading North East into the Movement position If the Doors Open then you would be teleported to the room. Head south west into the exit and the Entrance door is open.. You'd be teleported to the entrance.

\* North East

(0:7) When somebody moves into position (32,24),

(1:18) and they (moved from/are standing at) object type 542,

(5:15) move the triggering furre to (46,19), or to someplace nearby if it's occupied.

\* South West

(0:7) When somebody moves into position (44,20),

(1:1013) and position (32,25) is object type 542,

(5:15) move the triggering furre to (32,25), or to someplace nearby if it's occupied.

As this code is we're still missing something.. You see from the the image the Door is closed. (Item 534). So this works in the sense you don't get teleported to the room or out. So what we need is a way to open and close the Door.. When you Move into the door Open it. When you move from the door close it, But you teleport only into the room when its open. Sounds tricky? Nah.. It's simple. DS Triggers from top to Bottom.

DS Steps involved

1: Open the Door

2: Teleport to room

3: Close the Door

We already Completed Step 2 so Lets do Step 1

How do we open the door? We change it's Object. To this Walk into the Closed Door and where you moved into, change it to the open Door.

\* Open the Door by walking into it

(0:3) When somebody moves into object type 534,  
(3:6) where the triggering furre moved into ,  
(5:2) change floor type 534 to type 542.

That works all the time except one spot. That is Exiting the room. No problem! We patch that loose end in like this

\*Open Door from Inside Room

(0:7) When somebody moves into position (44,20),  
(3:2) at position (32,25) on the map,  
(5:2) change floor type 534 to type 542.

The (3:x) lines are areas. Those are for limiting to specific places on the map so you can use similar codes to affect different spots. You wouldn't want different Doors to conflict with each other would you?

Ok that Completes step 1 Those Doors open fine.. So how do we Close them? When the furre moves away from the Door change them back.

(0:1) Whenever somebody moves,  
(1:18) and they (moved from/are standing at) object type 542,  
(3:2) at position (32,25) on the map,  
(5:2) change floor type 542 to type 534.

Furcadia doesn't have a "(0:x) When some one moves from" Trigger so in Stead we use (0:1) Whenever somebody moves, with the Condition of Moved from object. We only need on block for Moved from Object because there's only one place we can move from it. Also this can be used For all those doors on the map. It's a great DS Saver

Ok Great we have all the steps completed so Lets put them all together. Remember Top to bottom triggering Order..

\* Step 1

\* Open the Door by walking into it

(0:3) When somebody moves into object type 534,  
(3:6) where the triggering furre moved into ,  
(5:2) change floor type 534 to type 542.

\* Open Door from Inside Room

(0:7) When somebody moves into position (44,20),  
(3:2) at position (32,25) on the map,  
(5:2) change floor type 534 to type 542.

\*Step 2

\* North East

(0:7) When somebody moves into position (32,24),  
(1:18) and they (moved from/are standing at) object type 542,  
(5:15) move the triggering furre to (46,19), or to someplace nearby if it's occupied.

\* South West

(0:7) When somebody moves into position (44,20),  
(1:1013) and position (32,25) is object type 542,  
(5:15) move the triggering furre to (32,25), or to someplace nearby if it's occupied.

\* Step 3

(0:1) Whenever somebody moves,  
(1:18) and they (moved from/are standing at) object type 542,  
(3:2) at position (32,25) on the map,  
(5:2) change floor type 542 to type 534.

There we go. That's all Complete. We can now move into a room with working animated doors its real simple once you understand that each block of code builds on another block in a logical but easy to understand sequence.

Ok So you want this room to be your bedroom and want to lock others out. Ok I did mention earlier that I'd show you how to add a lock. For this we need to more object. We'll use the Green Lever (Item 163) for our unlocked state and the red lever (Item 164) for our locked State. Our Lever position is (44,18)

By now you should think this is rather simple and You could be beating me to the punch line. But I'm gonna carry on any way.

Our Magic line is.

(1:1013) and position (44,18) is object type 163,

Slip that line into Step 1 with the Door change triggers.

Now add in

\* Unlocked Lever

(0:3) When somebody moves into object type 163,

\* Or Locked Lever

(0:3) When somebody moves into object type 164,  
(3:6) where the triggering furre moved into,  
(5:6) swap object types 163 and 164.

Now put it all together

\* Step 1

\* Open the Door by walking into it

(0:3) When somebody moves into object type 534,  
    (1:1013) and position (44,18) is object type 163,  
    (3:6) where the triggering furre moved into ,  
    (5:2) change floor type 534 to type 542.

\* Open Door from Inside Room

(0:7) When somebody moves into position (44,20),  
    (1:1013) and position (44,18) is object type 163,  
    (3:2) at position (32,25) on the map,  
    (5:2) change floor type 534 to type 542.

\* Step 2

\* North East

(0:7) When somebody moves into position (32,24),  
    (1:18) and they (moved from/are standing at) object type 542,  
    (5:15) move the triggering furre to (46,19), or to someplace nearby if it's occupied.

\* South West

(0:7) When somebody moves into position (44,20),  
    (1:1013) and position (32,25) is object type 542,  
    (5:15) move the triggering furre to (32,25), or to someplace nearby if it's occupied.

\* Step 3

(0:1) Whenever somebody moves,  
    (1:18) and they (moved from/are standing at) object type 542,  
    (3:2) at position (32,25) on the map,  
    (5:2) change floor type 542 to type 534.

\* Unlocked Lever

(0:3) When somebody moves into object type 163,

\* Or Locked Lever

(0:3) When somebody moves into object type 164,  
    (3:6) where the triggering furre moved into,  
    (5:6) swap object types 163 and 164.

Now we're all done. Enjoy your Room weaving