



Screen Setup



This article has been marked as new, and may contain grammatical errors.

Contents [hide]

- 1 Introduction
- 2 Components needed for working screens
 - 2.1 The Entity in the map
 - 2.2 The _screens.txt
 - 2.3 The .res files
- 3 Packaging Your Map
- 4 Camera Usage In relation to screens
- 5 Restrictions

Introduction

The cool looking interactive screens we have in dystopia consist of 3 parts:

1. The entity in the map ([dys_screen](#) or [dys_cyberscreen](#))
2. The `_screens.txt` file (located in your `/maps` directory)
3. The `.res` files (located in your `/scripts/screens` directory)

Screens come in two flavours, [dys_screen](#) and [dys_cyberscreen](#). The difference being that `dys_screens` are just basic screens in the real world while cyberscreens are used in cyberspace (ie. can be password protected and have ice linked to them).

Components needed for working screens

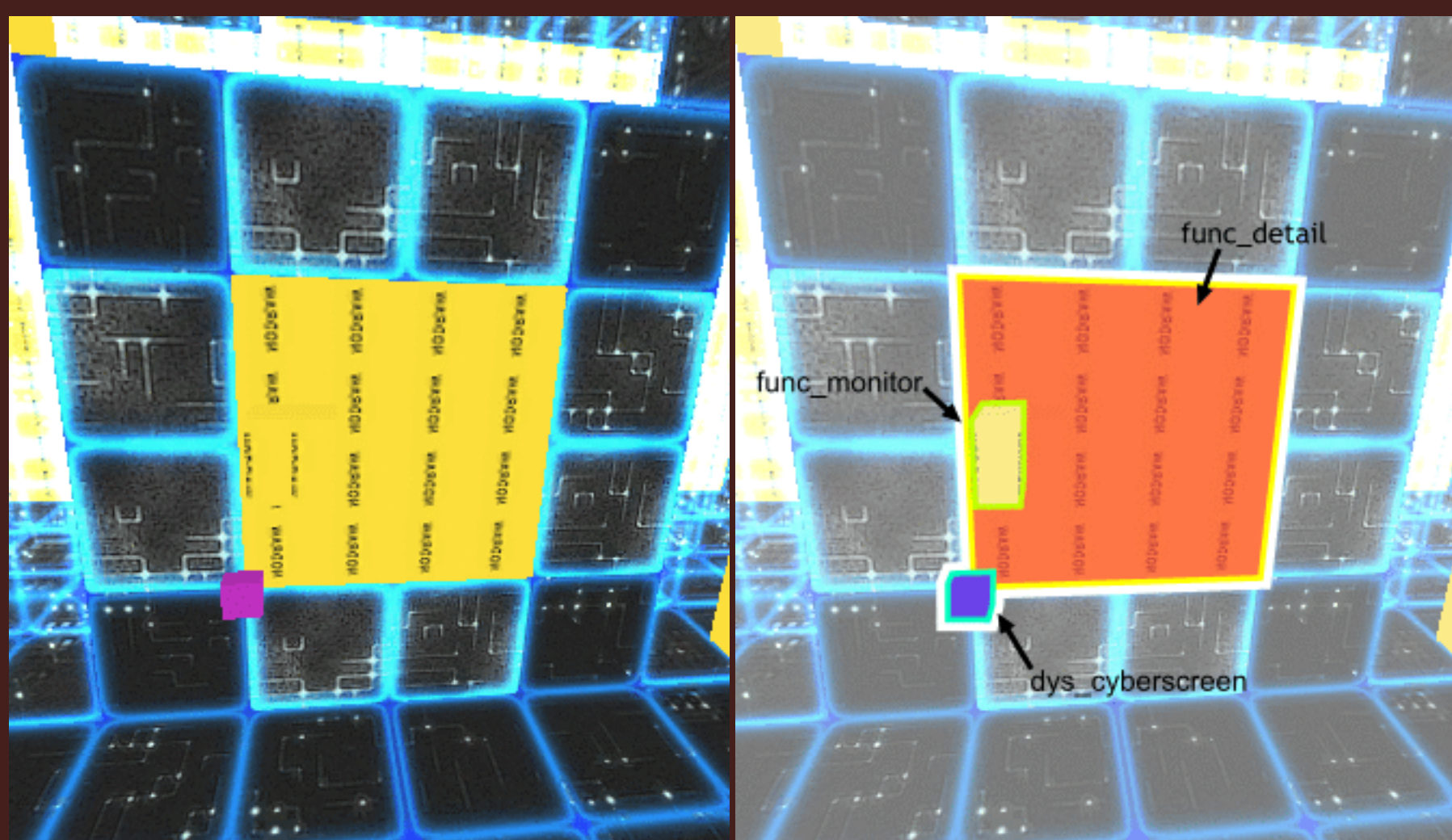
NOTE : IF YOU FAIL TO SET UP ANY OF THESE COMPONENTS CORRECTLY, YOUR SCREENS WILL NOT WORK/SHOW UP IN GAME.

The Entity in the map

When adding a screen you will need to determine what kind it will be. If it is in meatspace, you want a [dys_screen](#). If it is in cyberspace, and it can be passworded/encrypted/ICEd, you want a [dys_cyberscreen](#). You can also put [dys_screens](#) in cyberspace, if you don't want it to be passworded/encrypted/ICEd.

1. Add a [point_camera](#) where you want your screen; it is much easier to rotate a [point_camera](#) than a screen entity. The screen will render in game using the center of the entity as the bottom left corner of the screen. So you will need to place the screen in the bottom left part of where you want it to display. Then rotate the [point_camera](#) so that the x-axis (green line in 3D view) and y-axis (blue line in 3D view) both lead to the right and upwards of the screen, respectively.
2. Change the [point_camera](#) to the desired screen entity ([dys_screen](#) or [dys_cyberscreen](#)); this preserved the rotation data from the camera, which ensures the screen will be oriented correctly in-game. (If the rotation was not preserved, just set the Angles property in the Object Properties and set it to rotate to face how ever you want. This renders the whole point_camera method redundant.)
3. Give the screen a name under *Panel Name*. This name will be used for the `.res` file and the `.txt` file.
4. Adjust the Panel width and Panel height in the entity to fit your screen. This may take some trial and error to get right. (It is helpful to create a brush and fit it to the desired area as a visual measure, as you can simply copy over the dimensions to Panel width and Panel height and delete the brush when done).

LOCATION :: IN THE MAP ITSELF



If you want a monitor to be displayed you will need to add a `func_monitor`.

The _screens.txt

Known as the 'screen declaration file' its a basic `.txt` file which declares all the screens you use in your map, and must follow the naming convention `<mapname>_screens.txt` (so if your map was `dys_vaccine.bsp` the file would be `dys_vaccine_screens.txt`)

LOCATION :: Add the .txt file to your /dystopia/maps/ directory, along with your .bsp

Tip: Basically, if the screen appears in the real world (meatspace), it is a `dys_screen` and must be declared as such, if its a screen that appears in cyberspace, its a `dys_cyberscreen`. screens cannot be declared as both screen and cyberscreen. The easiest way to work out how the declaration files work is check out the `dys_vaccine_screens.txt` in the `/maps/` directory.

You will need to create a `.txt` file using the previously stated naming convention and add the following.

```
"VGUI_Screens"
{
}
```

In between the brackets you will need to add the name of all of your screens using the following syntax. For `dys_screens`'s you will to add the Panel Name of the `dys_screen` and declare it as a `dys_screen`. If you have a `dys_screen` and the Panel Name was `MyMap_Turrets`. Then you would need to add

```
"MyMap_Turrets"
{
    "type" "dys_screen"
}
```

To add a `dys_cyberscreen` you simply need to change the "type" from "dys_screen" to "dys_cyberscreen." Add a `dys_cyberscreen` with a Panel Name of `MyMap_CyberTurrets` and the full `.txt` file would look like this.

```
"VGUI_Screens"
{
    "MyMap_Turrets"
    {
        "type" "dys_screen"
    }
    "MyMap_CyberTurrets"
    {
        "type" "dys_cyberscreen"
    }
}
```

The .res files

Each screen is drawn from a `.res` file which uses basic `vgui` scripting to compose what is rendered on the screen in-game. We recommend for ease of use that you prefix your screens with your map name, and dont re-use the `.res` files from other maps in your own, as if we change the screen, or another mapper changes their screen, it may break its functionality on your map.

The `.res` file is where you choose how many buttons you want, the size of each button, the text displayed on the button(s), and the material for the monitor(if you choose to use one).

LOCATION :: /dystopia/scripts/screens/

Tip: check out the other .res files in there, they are named fairly obviously, and are quite simple, if you can understand html files, you should get the gist of these. Also, check out the [RES Structure Guide](#) for a more detailed explanation.

Packaging Your Map

Your maps must be packaged up with **both** the `_screens` file and the `res` files, otherwise the screens wont show up.

If you are still confused, check out the [template map](#)

Camera Usage In relation to screens

When making your screen you may want the background or a part of your screen to contain a camera.

Simply put, the 'render target' of the [point_camera](#) acting as the source of the image should have 1 of 4 settings

- camera1
- camera2
- camera3
- camera4

note that camera4 should only be used in cyberspace as it is also the screen used by heavies on the rocket launcher

Now depending on which target you use, you need an applicable texture on your screen in the `.res` file

ie.

- camera1 will use
 - `dys_monitor1a`
 - `dys_bwmonitor1`
- camera2 will use
 - `dys_monitor2a`
 - `dys_bwmonitor2`
- camera3 will use
 - `dys_monitor3a`
 - `dys_bwmonitor3`

and so on...

The [func_monitor](#) should be textured with `toolsnodraw`, and placed close to the screen entity. The screen will take the camera name from the `func_monitor` when deciding which `point_camera` to render the view from. Note that this goes against the normal use of `func_monitor`, and is a special case for dealing with screens.

Restrictions

1. cameras are only updated when within line of sight and 512 units away (1024 units in cyberspace)
2. cameras can be re-used as long as they cant be seen from each other, so you can have up to 4 different screens in 1 room, then another 4 (using the same textures and camera targets on a different set of cameras and screens) in another room etc. which allows for alot of flexibility in your maps.
3. camera4 should only be used in cyberspace as it is used in meatspace by heavies for their rocket launcher cam; it can be used in meatspace if it is in a place heavies can't reach/see, like small vents, but try to use textures 1-3 first.

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Categories: [Support Pages](#) | [New Pages](#) | [Mapping](#)

navigation

- [Main Page](#)
- [Community portal](#)
- [Current events](#)
- [Recent changes](#)
- [Random page](#)
- [Help](#)

search

toolbox

- [What links here](#)
- [Related changes](#)
- [Special pages](#)
- [Printable version](#)
- [Permanent link](#)