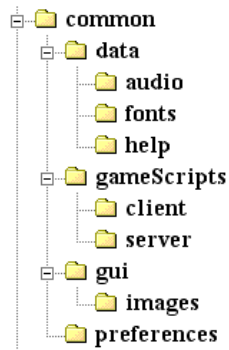


Torque Game Builder – The *common* Folder

Introduction

When you package a Torque Game Builder project, the *common* folder will be included with your project-specific folder. This *common* folder contains many scripts and other resources that TGB requires for most applications. Sometimes, you will want to edit these resources or examine them to understand exactly what they are doing. This document will give you a general idea of what you will find in *common*.



When you package your project, only the compiled script files will be included in the *common* folder. In order to view or make changes to these scripts, you must look in the *common* folder in your *TorqueGameBuilder/games* folder.

data Folder

This folder contains folders for various non-script data files that are used by TGB.

audio Folder

This folder contains standard sound files. TGB can load .ogg and .wav files.

font Folder

This folder contains standard font files.

help Folder

This folder contains help files in the .hfl format (.hfl files uses a html like syntax). This format can be viewed with a text editor.

gameScripts Folder

This folder contains many scripts that are used by TGB games. It includes the *client* and *server* folders that are used for networking.

<i>common/gameScripts</i> Folder	
Script File	Synopsis
audio.cs	Audio and OpenAL setup
canvas.cs	Functions for the TGB canvas (the overall display window)
common.cs	Loads all files in the <i>common</i> folder
cursor.cs	Cursor (mouse pointer) functions
keybindings.cs	TGB keybinding (keyboard/mouse/joystick) interface

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<i>common/gameScripts</i> Folder	
Script File	Synopsis
levelManagement.cs	Setting up and cleaning up game levels
metrics.cs	Utilities for various metric (status) callbacks
options.cs	Used by the <i>Options</i> dialog (for resolution, sound etc.)
projectManagement.cs	Setting up and cleaning up projects
projectResources.cs	Setting up and cleaning up resources
screenshot.cs	Capturing screenshots and movies
scriptDoc.cs	Outputting script functions and classes to a file

client Folder

This folder contains files that are used by the clients in a networked game.

<i>common/gameScripts/client</i> Folder	
Script File	Synopsis
chatClient.cs	Clientside chat utilities
client.cs	Connecting to the server
message.cs	Handling messages from the server
serverConnection.cs	Dealing with server connections (connect errors, connection dropped etc.)

server Folder

This folder contains files that are used by the server in a networked game.

<i>common/gameScripts/server</i> Folder	
Script File	Synopsis
banlist.cs	Contains a list of banned clients, if there is one
chatServer.cs	Serverside chat utilities
clientConnection.cs	Dealing with client connections (requests, drops etc.)
kickban.cs	Kicks off and bans clients
message.cs	Sending messages to the clients
server.cs	Setting up and cleaning up the server

gui Folder

This folder contains standard Torque Game Builder GUIs that are used by most games. It also contains script files and a folder of images that are used by those GUIs. The .gui files in this folder have fairly self-explanatory names, and can be examined from the GUI editor. It is highly recommended that you make backup copies of any GUIs you edit.

<i>common/gui</i> Folder	
Script File	Synopsis
cursors.cs	Loads the standard cursor
help.cs	For HelpDlg.gui
messageBox.cs	For all the standard message box GUIs
profiles.cs	Contains all the standard text formatting options for GUIs

images Folder

This folder contains all the images used by standard Torque Game Builder GUIs

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preferences Folder

This folder contains the preferences for your project as well as TGB keybindings.

<i>common/preferences</i> Folder	
Script File	Synopsis
bind.cs	TGB keybindings
defaultPrefs.cs	The default preferences... will be used the first time this project is run
prefs.cs	Current preferences... this file is altered/created when the user sets up preferences, such as screen resolution or sound volume.