

Torque Game Builder – Fish Demo Tutorial - Part 8

8. Config Datablock

8.1 Scripting a config datablock

Now that we have our fish behaving properly, we need to duplicate that fish. One way we could do that would be to drag over new animated fish and set up each of the settings we've already set. Fortunately, there is an easier way to accomplish this: we can use a *config datablock*. A config datablock is just a basic object that can hold any sort of object data. This would be object data that you want to be repeated across multiple objects. When you create an object, you can specify a config datablock, and all valid data will be used. If your object has already set a data value, which is also set on the config datablock, then your object's data will take precedence (as it should). As you can imagine this is immensely useful. Browse out to your *MyFishDemo/gameScripts* folder and open your *game.cs* script file. Add this config datablock to the end of your file. Be sure to not add it within any functions.

```
datablock t2dSceneObjectDatablock(FishDatablock) {  
    Class = "FishClass";  
    Layer = "16";  
    WorldLimitMode = "NULL";  
    WorldLimitMin = "-66.2102 -45";  
    WorldLimitMax = "66.1003 45";  
    WorldLimitCallback = "1";  
    minSpeed = "5";  
    maxSpeed = "25";  
};
```

Code Sample 8.1.1

As you can see, we have all the important values we just set on our single fish. The two values you might not be familiar with are the *WorldLimitMin* and *WorldLimitMax* values. From -66 to 66 it spans the entire space that we visually specified in the Level Builder. We have a class of *FishClass*, our layer as 16, our proper world limit mode and min and max values, and our callback option. We also have our two dynamic fields for our min and max speeds. Make sure you save your *game.cs* file.

8.2 Creating fish using our config datablock

Now that we have our config datablock, we can open up *TGB*. In the top right corner of your *Level Builder* screen you should see the different tabs called *Edit*, *Project*, and *Create*. Below that are some quick launch buttons, and below that is a *Datablock* option. This is for a config datablock. You can either define it before you create, that way you can drag and drop objects quickly without specifying the datablock; or you can specify it after you create the object in its scripting properties. Click the empty dropdown and select our *FishDatablock* (as shown in Figure 8.2.1).

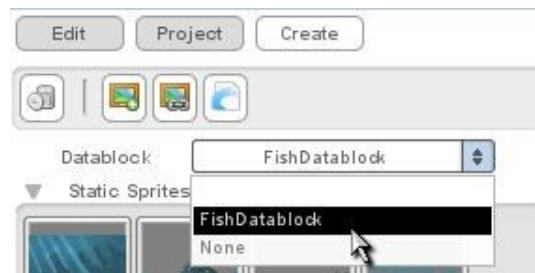


Figure 8.2.1

Now any additional objects we create will reference our *FishDatablock*. So drag and drop about 3 fish from your *Animated Sprites* object library into your level (as shown in Figure 8.2.2). Save

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your level and then play your level. Your new fish should swim around just like the original (as shown in Figure 8.2.3).

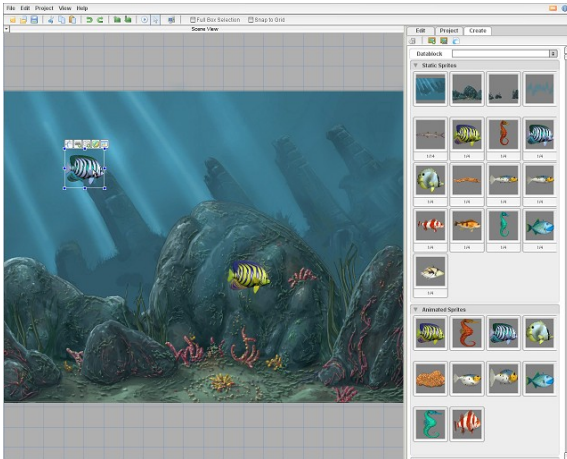


Figure 8.2.2a

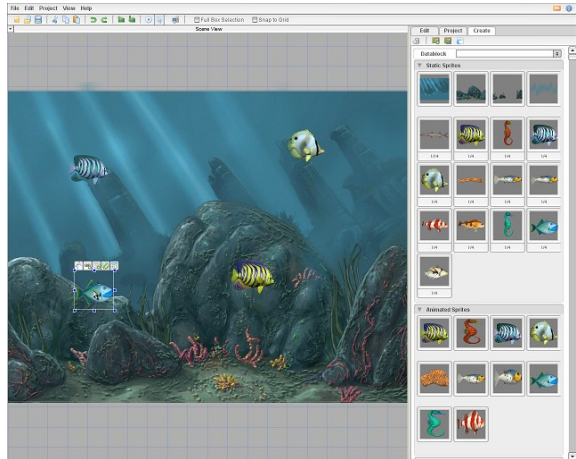


Figure 8.2.2b



Figure 8.2.3