# Dungeon Craft Tutorial: Logic Block - How to change walls

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To use a Logic Block event to change a wall, you need to follow the procedures outlined below:

1. Decide which wall you want to change. Note the coordinates of the cell and which face of that cell the wall is on. The top face is North, the left face is West, the bottom face is South, and the right face is East.

2. Choose a square on the map where you would like to place the Logic Block event and click on it. If there is already an event at this square, you will need to choose the proper place in the event chain.

3. From the drop down box, choose "Logic Block" by first highlighting it and then clicking on it.

4. Click "Add"
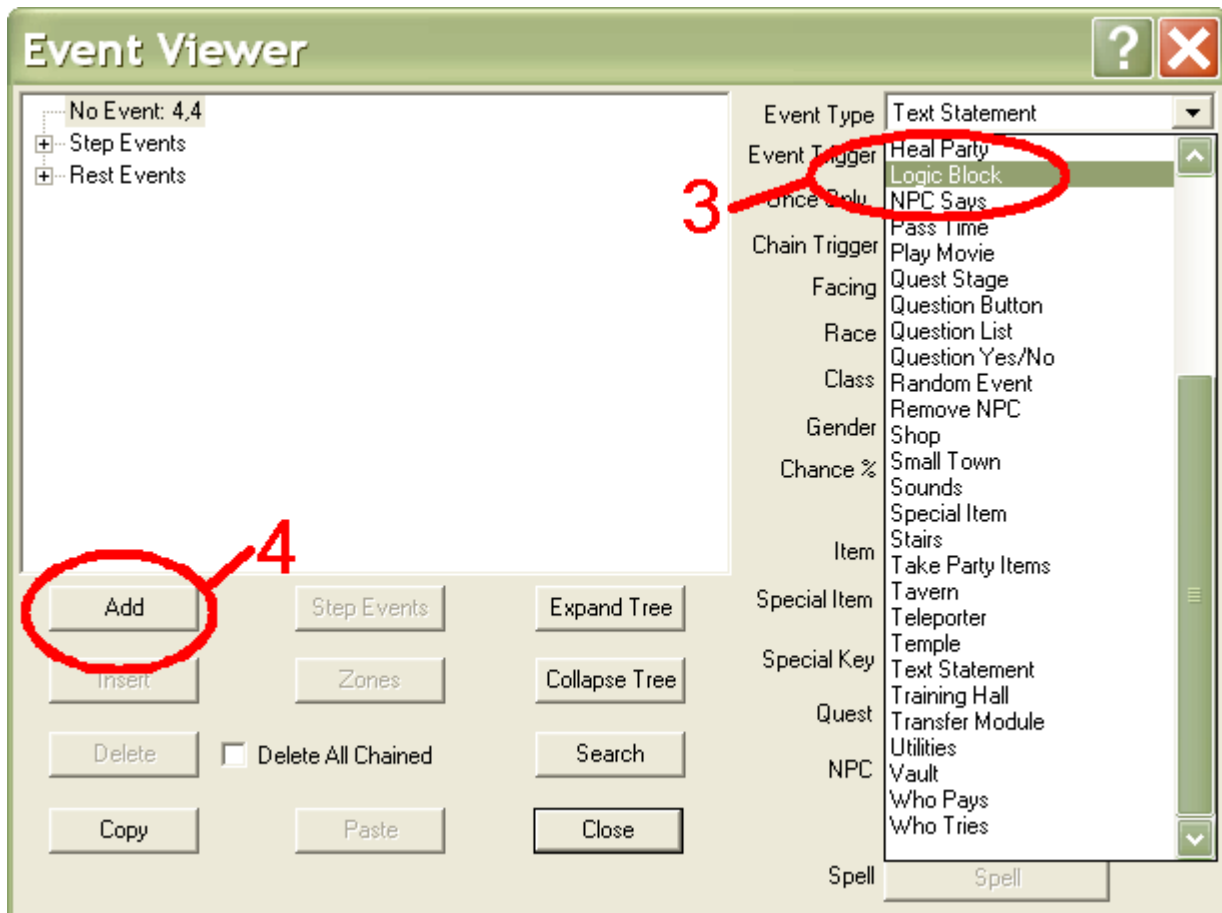
5. When the Logic Block event appears it seems a bit overwhelming, but is easy to understand if you break it down into it's three parts. The seven boxes labeled C, E, I, H, J, K, and L are logic gates.

The five boxes labeled, B, A, D, G, and F are input boxes. The two boxes at the bottom, labeled first action and second action, are the action boxes. For this use of the Logic Block, we are only interested in the two action boxes.
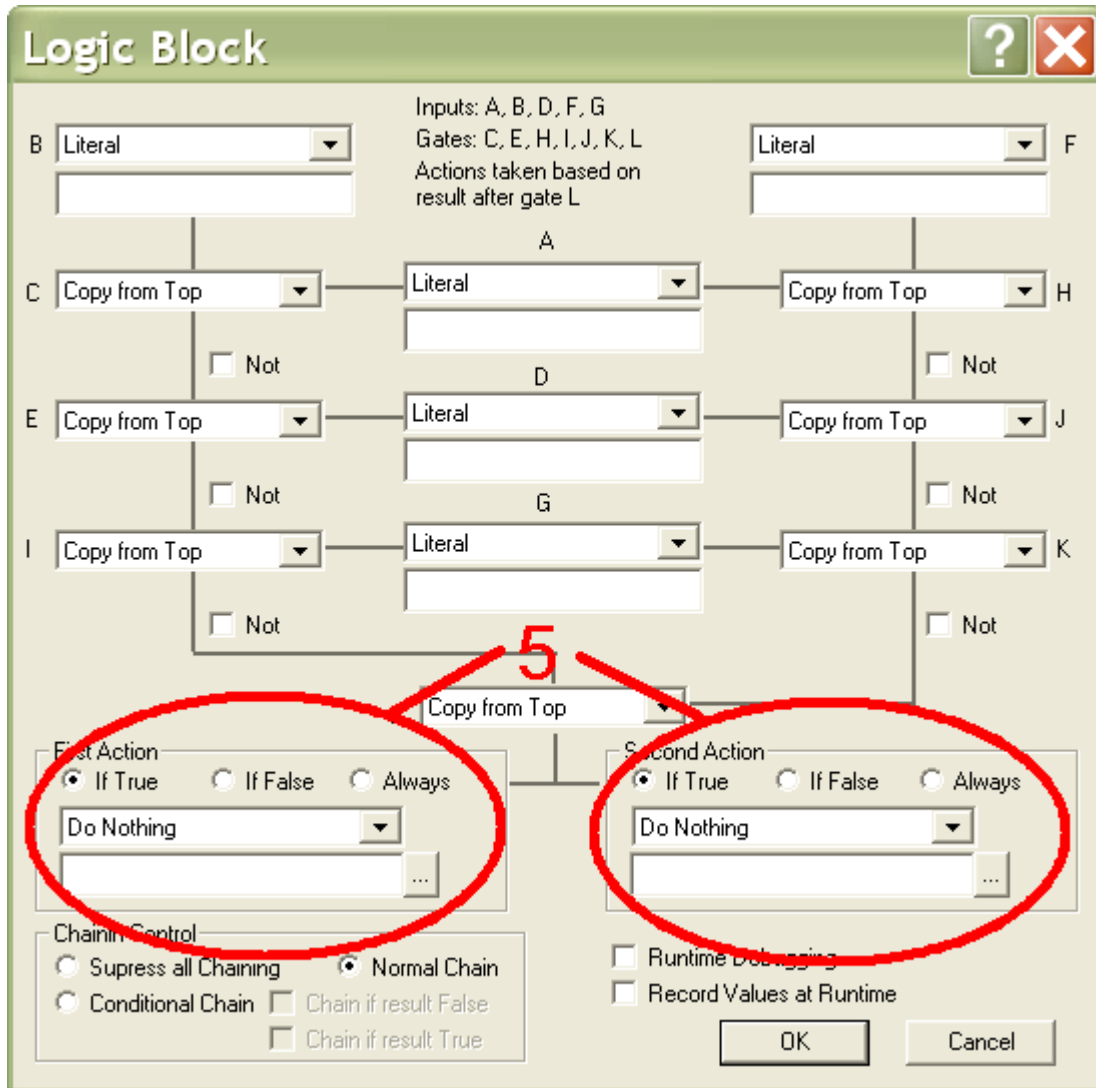
6. We are now going to set the wall to change. Select the drop down arrow for First Action and click on it. Select "Set Level ASLs" and in the box right below the drop down menu, type "$Wall,x,y,d=#" where x is the x-coordinate of the cell that contains the wall you wish to change, y is the y-coordinate of the cell that contains the wall you wish to change, d is the direction (N for North, W for West, S for South, E for East), and # is the number of the wall slot (look at the wall editor and subtract 1 from the number, as DC starts counting at 0). Make sure that the "Always" radial button is selected. In my case, I want the wall in cell 4,5 on the South side to disappear, so I've entered, "$Wall,4,5,S=0" (0 was chosen because it is the blank slot).

7. Now we can set the blockage (whether or not you can walk through the wall) in the Second Action. As before, select "Set Level ASL" from the drop-down menu. In the box below the drop down menu, enter "$Block,x,y,d=OpenBlk" where x is the x-coordinate of the cell that contains the wall you wish to change, y is the y-coordinate of the cell that contains the wall you wish to change, and d is the

direction (N for North, W for West, S for South, E for East). Make sure that the "Always" radial button is selected. In my case, I entered "$Block,4,5,S=OpenBlk" because I want the PCs to be able to walk through the wall.

For purposes of understanding ASLs (Associated String List), everything on the left side of the equals sign is the variable and everything on the right side of the equals sign is the setting for the variable.
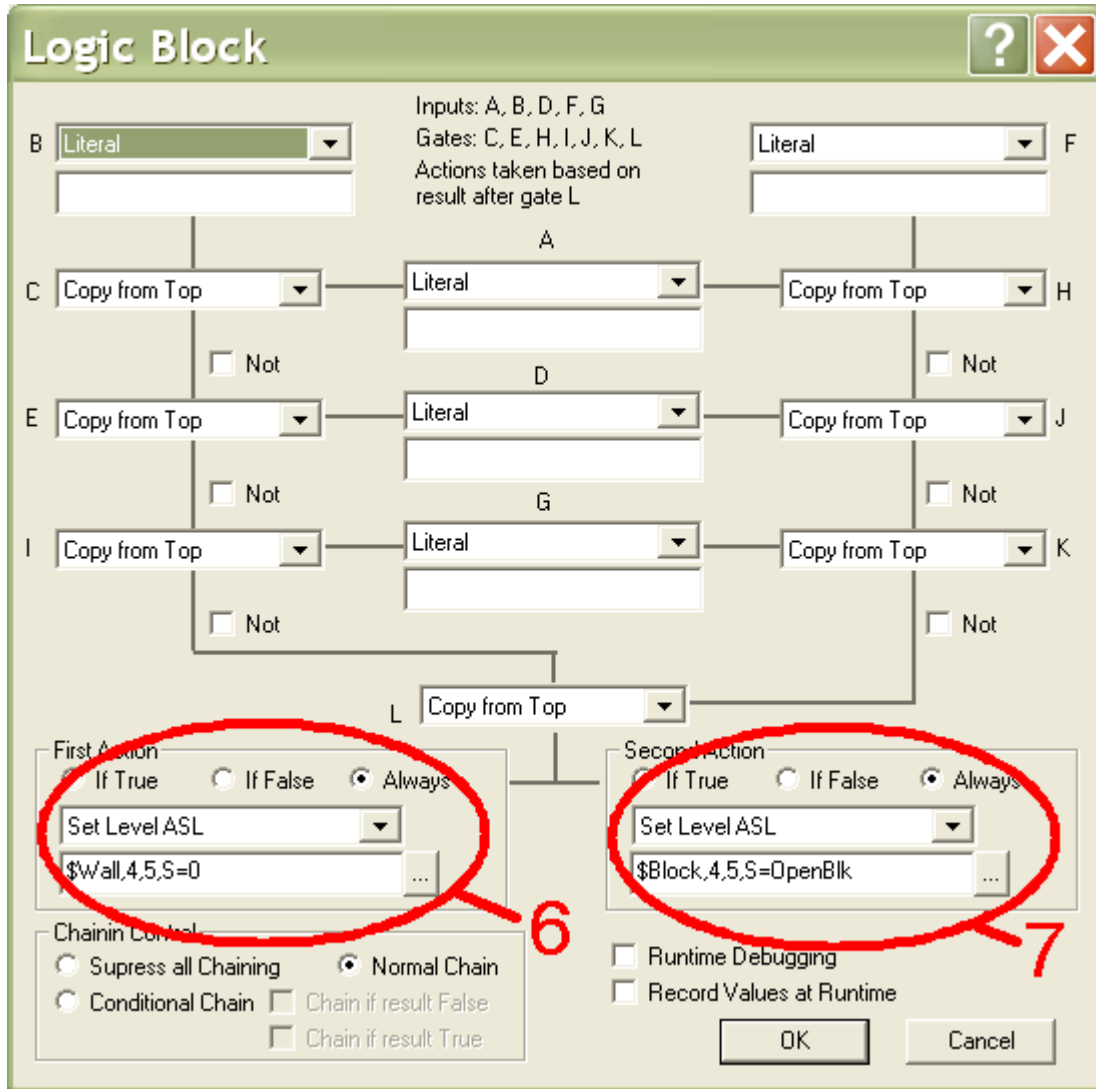

8. Now is the time to test the event to make sure it works the way you want it to. First, save your design. Next, hit the key combination of CTRL+t to enter test level mode. Move to the cell that contains the Logic Block event, and this will make the wall that you specified 'disappear' and the blockage be changed to passable.

To place the wall back and return the blockage to it's original state can be accomplished by another Logic Block event.

9. Choose a square on the map where you would like to place the Logic Block event and click on it. If

there is already an event at this square, you will need to choose the proper place in the event chain.

10. From the drop down box, choose "Logic Block" by first highlighting it and then clicking on it. Click "Add".

11. As was noted above, we are only interested in the Actions at the bottom of the Logic Event.

12. For the First Action click the drop down menu and select "Remove Level ASL". In the box below it, we will type the name of the wall ASL variable we established in step 6. Using my earlier example, I will enter "$Wall,4,5,S" in the box. Remember, we are only concerned with the variable, so only enter what is on the left side of the equals sign.

13. In the Second Action area, click the drop down menu and select "Remove Level ASL". Just like with the First Action, we are only concerned with the ASL variable so only enter what appears on the left side of the equals sign. Using the name of the variable used from my example in step 7, enter "$Block,4,5,S".
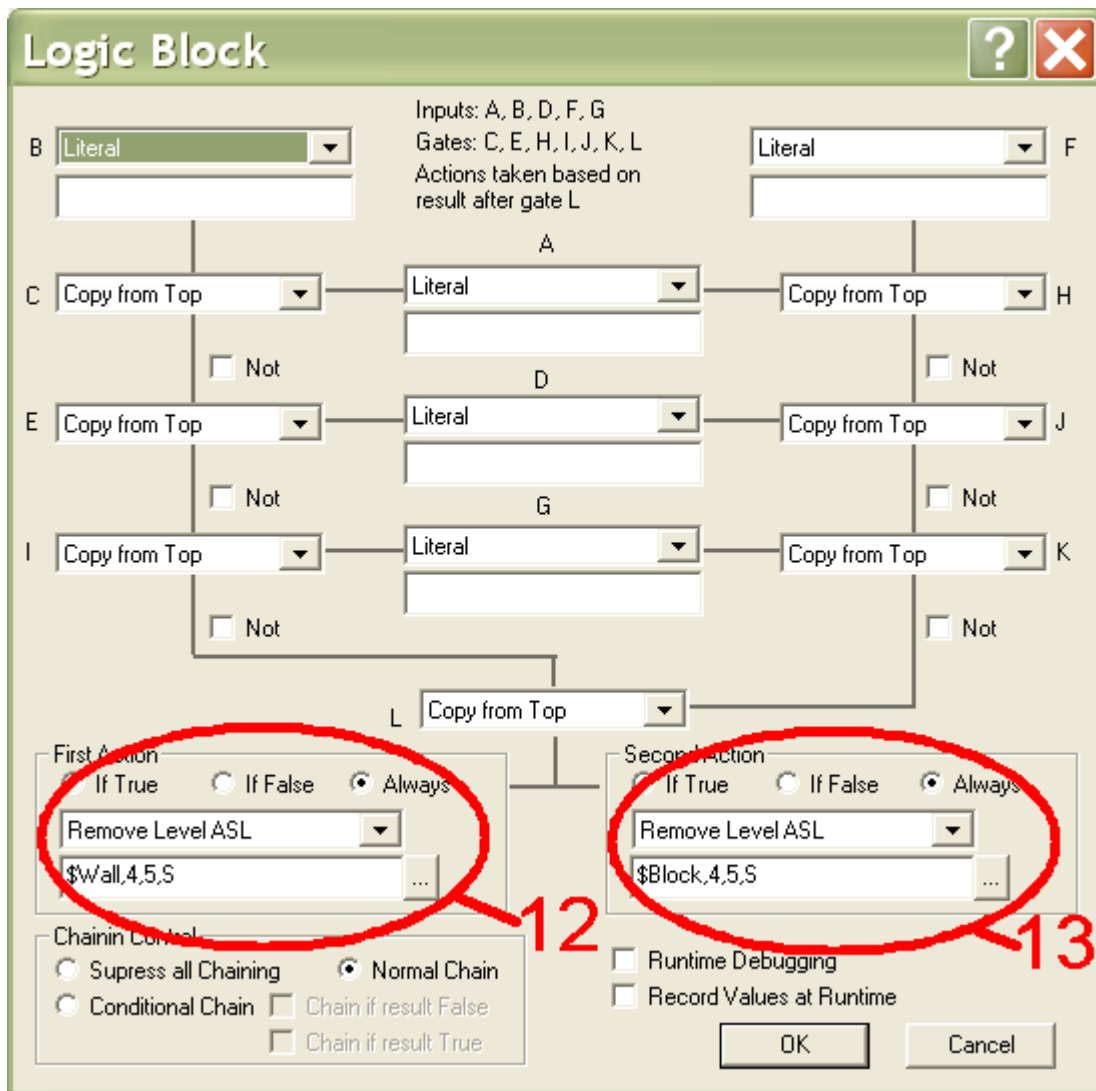
14. Now, we want to test this event. Save your design and hit CTRL+t to enter the test level mode. It is important to fire the event to remove the wall first, otherwise, we will not know if the second Logic Block event has fired properly.

For your consideration:

- We have chosen the Level ASL for this event because it only effects the cell on this level. If you were to choose the Global ASL, for example, it would change that cell and wall position on all levels used in the game.
- To start with a blank area and have a wall filled in, you must actually place the wall in the editor and 'take it away' using the method described in the first half of this tutorial. You could this by placing the Logic Block event at the starting position. To make the wall appear at some alter point, you would follow the steps in the latter half of the tutorial to remove the ASL.
- The Logic Block event may be used in conjunction with other events as part of a chain to set up all kinds of interesting possibilities, such as toll roads or explosions. Your imagination is the limit.
- To change graphics only, use the first half of the tutorial on it's own. Remember to subtract 1 from the wall slot number to use the desired wall.

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