

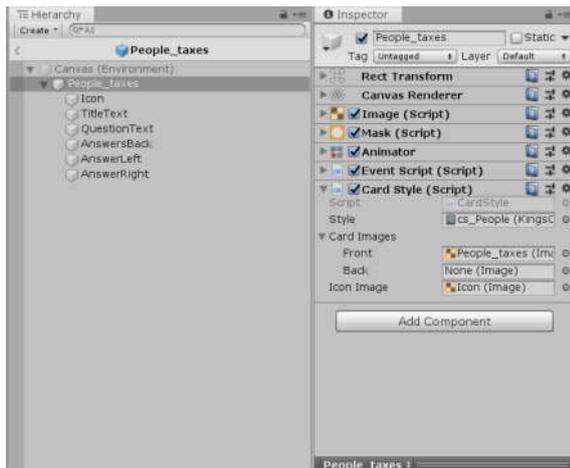
Kings Import for Panels of the Major scene

Initial Version from KMDelius, 19.09.2019

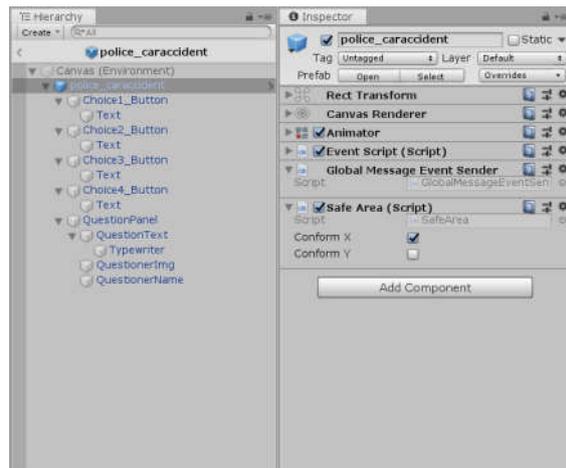
Please note: because of a bug in the Version 1.55 of the import script, the card style is not correctly set for the card itself. The actualized script is attached in the forum and can be copied over the original one. Don't forget to make a backup of your project before.

1. Differences between Kings Card Scene and Major Scene (Version 1.55)

Prefabs between the Cards and the panels for the Major scene are only slightly different.



Kings - Card Prefab

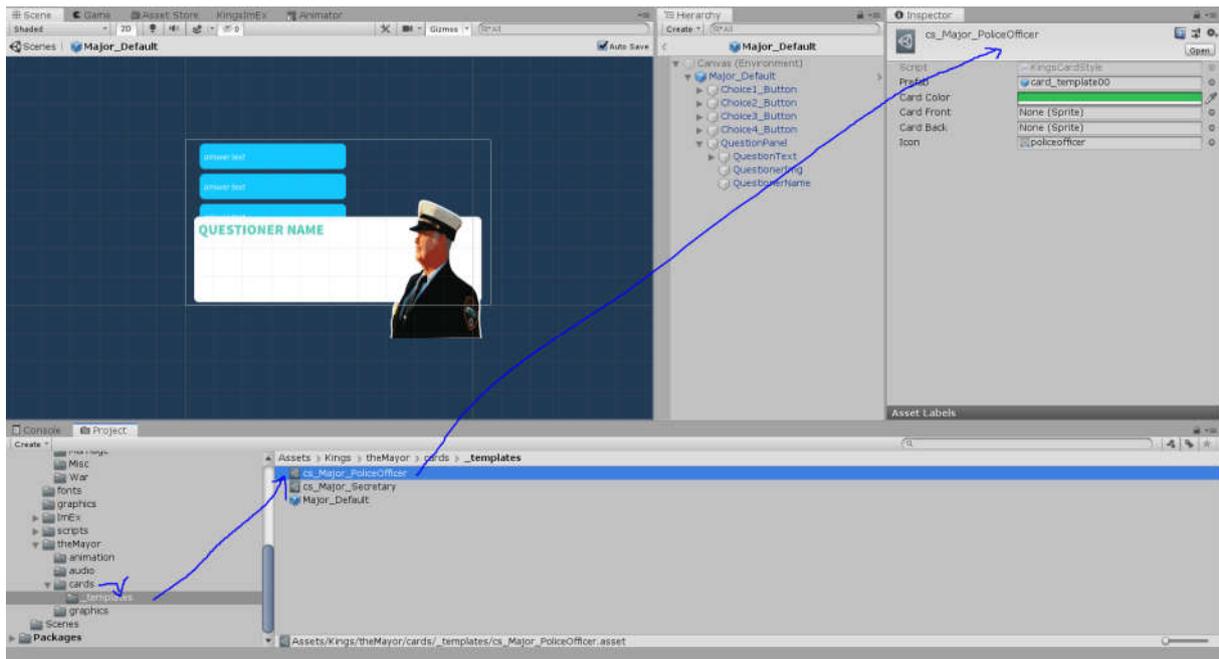


Kings - Major Prefab

In the hierarchy the Card Prefabs have no buttons, while the Major Prefabs are mainly controlled by buttons. By default the Major Prefabs are missing the CardStyle script, which is needed in order to work with the Import-Export System (referred as ImEx). The additional Safe Area script in the Major Prefab is helping to prevent background images to interfere with a notch or similar. The main script for controlling is the Event Script where most of the game logic is attached, which is similar in both cases.

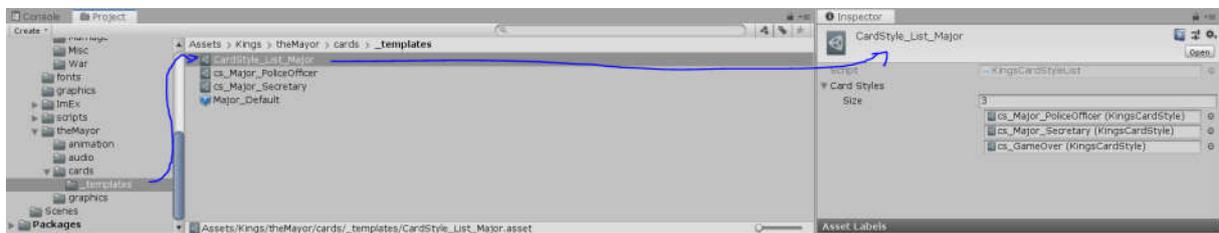
2. Create a card style for the Kings - Major Prefabs

Make a folder for your templates and create a new or copy an existing template for the Major Prefabs. The Prefab itself is linked later. In the following example the Icon-Field is used to replace the character Image depending on the card style. Card Front and Back are left empty.



3. Create a new Card Style List

To split between the card styles for the default cards and the Major panels, a new Card Style List is created. E. g. copy the original "CardStyle_List" and rename it to "CardStyle_List_Major". Link all new card styles which were created for the Major Panels:

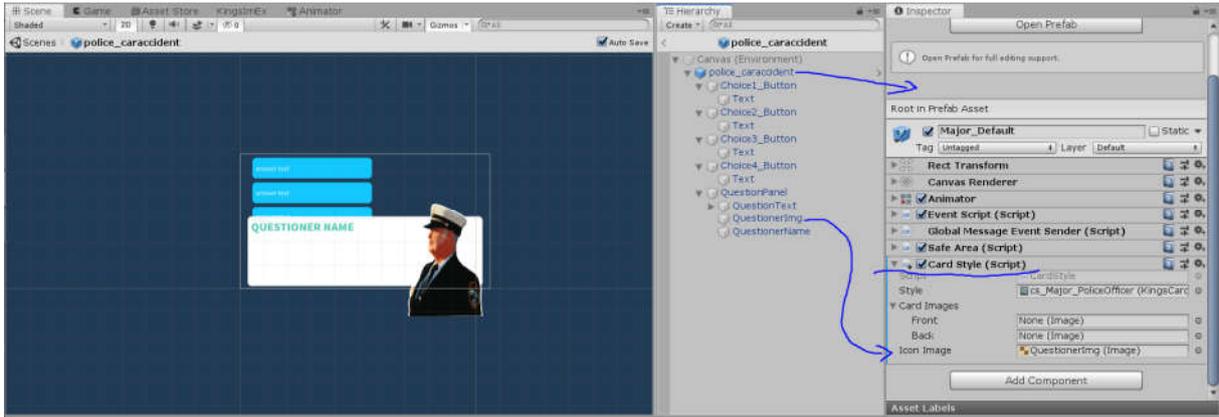


Alternative: Use the old list and add your new card styles.

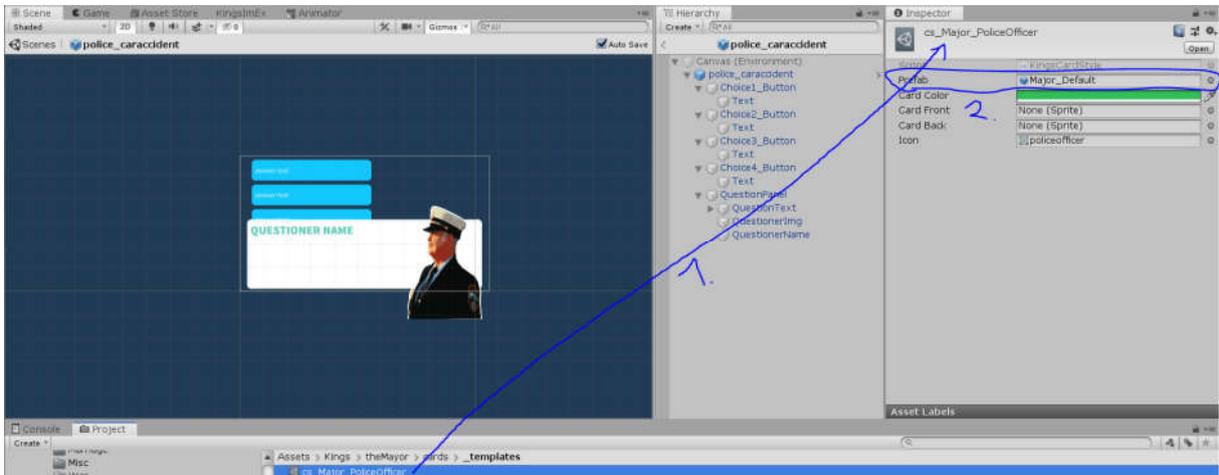
4. Create a new Prefab for the Major panels

Copy an existing card from the Major Prefabs and remove special setting like follow up cards from the event script. In this example the card "police_caraccident" was copied and renamed to "Major_Default". This example card was used, because it had the linking of the four buttons finished. For Major Panels with two answers, another prefab card with two buttons would be preferable.

For the template of the Major Panel the script "Card Style" have to be attached. In this example the questioner image "QuestionerImg" is linked to the Card Style script as icon, therefore the image can later automatically be replaced with the icon image from the card style.

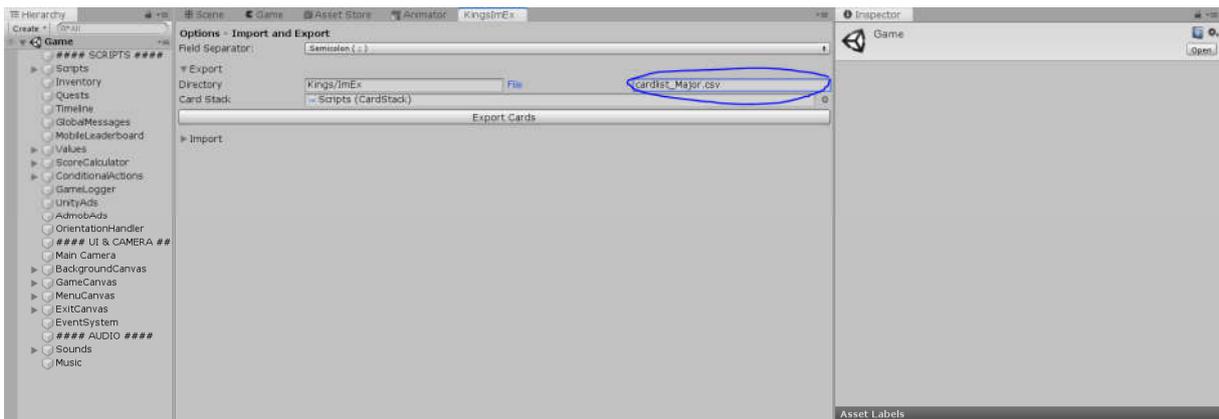


Now go back to the card style file from step 2 and link the prefab:



5. Export the existing Cards from Kings - Default mode (optional)

This step is optional, you can create your own csv file for importing Major Panels, for this example the cards from the default Kings mode are used and later reimported as Major Panels:



6. Adjust the card style names in the csv file (optional)

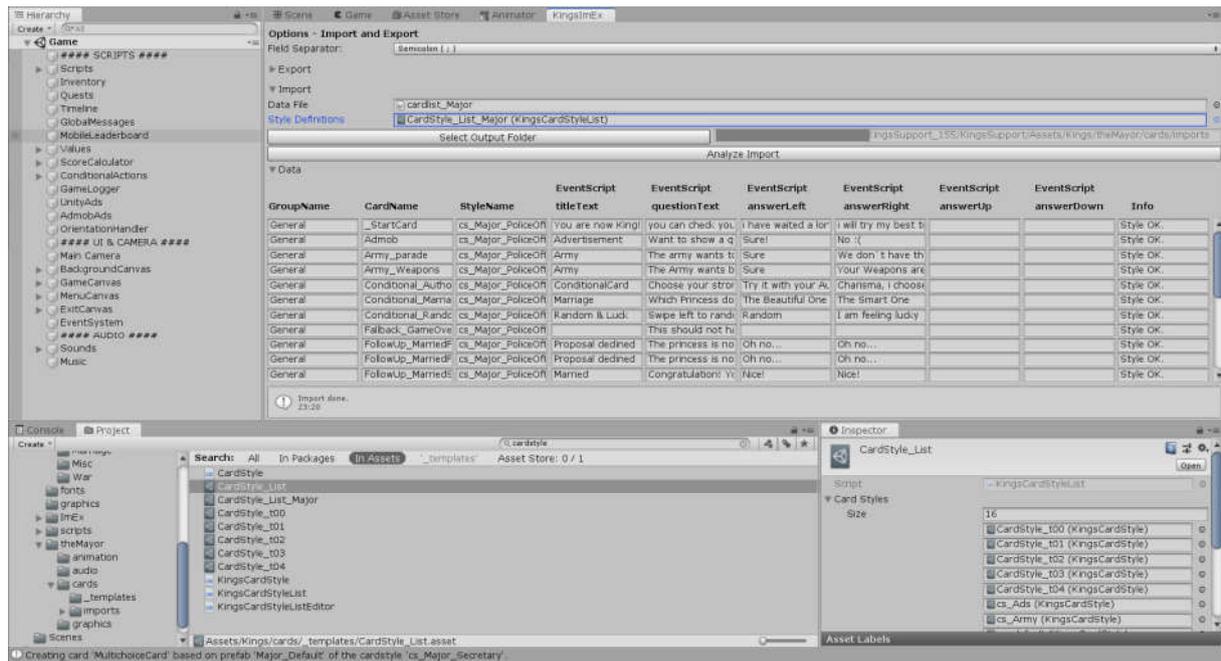
To get the correct card styles for the import, the card style names have to be adjusted in the csv file. In this example two styles for the panels are used randomly.

GroupName	CardName	StyleName	EventScript.titleText	EventScript.questionText	EventScript.answerLeft	EventScript.answerRight	EventScript.answerUp	EventScript.answerDown	Info
General	_StarCard	cs_Major_PoliceOfficer	You are now King!	you can check you	i have waited a lon	i will try my best to			Style OK.
General	Admob	cs_Major_PoliceOfficer	Advertisement	Want to show a q	Sure!	No :(Style OK.
General	Army_parade	cs_Major_PoliceOfficer	Army	The army wants to	Sure	We don't have the			Style OK.
General	Army_Weapons	cs_Major_PoliceOfficer	Army	The Army wants be	Sure	Your Weapons are			Style OK.
General	Conditional_AuthorityCharisma	cs_Major_PoliceOfficer	ConditionalCard	Choose your stron	Try it with your A	Charisma, i choose			Style OK.
General	Conditional_MarriageLookIntelligence	cs_Major_PoliceOfficer	Marriage	Which Princess do	The Beautiful One	The Smart One			Style OK.
General	Conditional_RandomConditionsLuck	cs_Major_PoliceOfficer	Random & Luck	Swipe left to rando	Random	I am feeling lucky			Style OK.
General	Fallback_GameOver	cs_Major_PoliceOfficer		This should not happen!	There is no available	card left, you are now			Style OK.
General	FollowUp_MarriedFail1	cs_Major_PoliceOfficer	Proposal declined	The princess is no	Oh no...	Oh no...			Style OK.
General	FollowUp_MarriedFail2	cs_Major_PoliceOfficer	Proposal declined	The princess is no	Oh no...	Oh no...			Style OK.
General	FollowUp_MarriedSuccess1	cs_Major_PoliceOfficer	Married	Congratulations!	Yo Nice!	Nice!			Style OK.
General	FollowUp_MarriedSuccess2	cs_Major_PoliceOfficer	Married	Congratulations!	Yo Nice!	Nice!			Style OK.
General	FourWaySwipe	cs_Major_Secretary	FOUR WAY SWIPE	Which faction do y	Army	People	Religion	Money	
General	GameOver_Log	cs_Major_Secretary							
General	GameOver_Score	cs_Major_Secretary	Game Over						
General	GameOver_Timeline	cs_Major_Secretary							
General	GameOver_Army	cs_GameOver	Game Over	The army put you i	Oh no!	Why!?			
General	GameOver_Money	cs_GameOver	Game Over	Your Kingdom is ba	Oh no!	Why!?			
General	GameOver_MoneyContinue	cs_GameOver	Game Over?	Your Kingdom is ba	Open the Chest!	No, i want to keep it!			
General	GameOver_People	cs_GameOver	Game Over	You lost the trust	Oh no!	Why!?			
General	GameOver_Religion	cs_GameOver	Game Over	Some fanatics cruc	Oh no!	Why!?			
General	MagicBean	cs_Major_Secretary	Magic Bean	The Magic Bean yo	Damn!	Bring me the Head			
General	MagicChicken	cs_Major_Secretary	Magic Chicken	Your Magic Chick	Oh no!	Oh no!			
General	Merchant	cs_Major_Secretary	Merchant	A strange looking,	I Magic Bean - 10	Mysterious Egg - 2	Crystall Ball - 15	Gold - 100	I don't want any of these
General	MoneyCredit	cs_Major_Secretary	LEND MONEY?	Lend the neighbor	Sounds good!	You can't have my			
General	MultiChoiceCard	cs_Major_Secretary	Multichoice	Choose one to incr	ARMY	PEOPLE	RELIGION	MONEY	

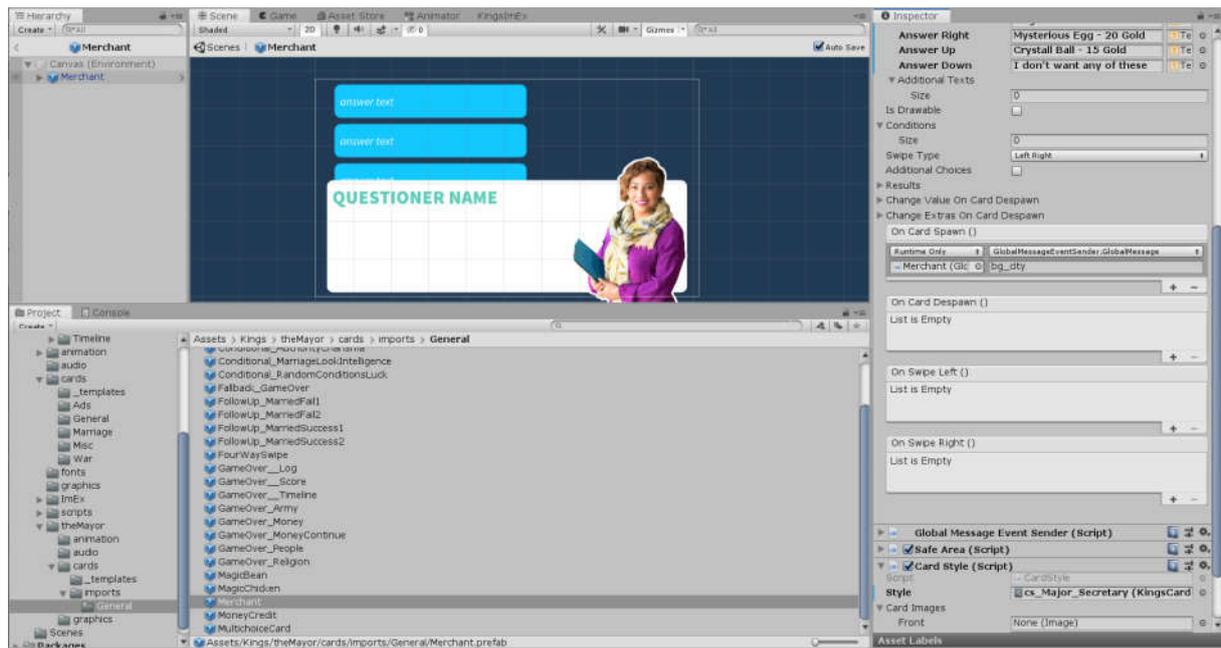
Save your csv file and close your editing tool.

7. Import the csv File using the Major Panel Prefabs

Import the new Major Panels by using the ImEx window. Select your according csv file and the newly generated card style list:



Result:



A bunch of new Major Panel "Cards" ;)