

Part 4 – colors, fonts and status window

In this part of the tutorial we will look into text and background colors, fonts and the use of the status window in the Glk version of the interpreter.

Colors

By default the interpreter window shows white text on a black background. XVAN has built in functions to change text and background colors:

- `background(<color>)` sets the background color
- `text(<color>)` sets the text color.

Possible values for <color> are blue and black. Note that blue and black must be defined as words in the vocabulary file.

Setting the background color to either blue or white automatically sets the text color to white.

Setting the text color to either blue or white automatically sets the background color to black.

For our sample story we want white text on a blue background, so we change the player's `t_init` trigger as follows:

`o_player.t_init`

```
t_init
background(blue) # blue background with white text
printcr(d_init)
printcr("")
entrance(owner(o_player))
```

Fonts (Glk interpreter)

XVAN has print functions that can print **boldface** and *italic* text:

- **`printbold()` and `printcrbold()`**
- *`printitalic()` and `printcritical()`*

These functions work only in the GLK version of the interpreter. You do not have to make separate game source files for Glk and non-Glk. The non-Glk interpreter will handle these functions but will print normal text.

In our tutorial story, we want the location names to be printed in boldface. In the common `t_entrance` trigger and the various location `t_entrance` triggers we change the text "`printcr(d_shortdescr)`" to "`printcrbold(d_shortdescr)`". We won't copy it all here, you'll find it in the final story file `part4-end.xvn`.

Status window (Glk interpreter)

The Glk version of the interpreter has a three line status window on top of the game window. Following functions are available to manipulate the status window:

- `clearstatus()` clears all text from the status window;
- `printstatus()` prints text from current cursor position in status window;
- `printcrstatus()` same as above but adds a carriage return;
- `setcursor()` positions the cursor at the given position in the status window.

In the status window, we want to continuously display the player's location, number of moves and score. We create a trigger in the player object:

```
t_status_window
clearstatus()
# print the number of moves
setcursor(0,0)
printstatus("Moves: [m_init]")
# print the score
setcursor(0,1)
printstatus("Score: [r_score]")
# print the location's name
setcursor(0,2)
if islit(l_location) then
printstatus(l_location.d_shortdescr)
else
printstatus("Darkness")
```

The non-Glk version of the interpreter will accept the commands but do nothing.

We want to refresh the status window at the end of every move, so we create the following timer:

```
m_status_window
init      0
step      0
direction  up
interval  1
state     go
trigger_at 0
execute   o_player.t_status_window
```

This is what the status window looks like (the white part above the blue window).

```
G XVAN Interpreter
Glk
Moves: 5
Score: 50
Closet

*** XVAN tutorial ***

South hallway
You are in the south hallway. To the west is a passage to the living room. To the east are stairs leading up. The hallway continues to the north.

> u
You are now halfway up the stairs. The stairs continue up to the north and down to the south.

> x step 11
There's a tiny button on the side of the step.

> press button
As you press the button, step 11 retracts a bit, lowers about an inch and then slides backwards out of sight, revealing a passage down into the closet!

[Your score just went up by 50 points!]

> d
Closet
You are in a dark closet below the staircase. To the west is the closet door, which is closed.
Visible exits are up and down.
There is an old carpet on the floor.
Attached to the wall is a drain pipe.

>
```

This is the end of part 4. Everything we did is in the files part4-end.xvn and part4-end.lib (the last file is identical to part3-end.lib).