Variables: 10 Things Every Storyline Developer Wants to Know

Kevin Thorn: Chief NuggetHead
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If you...
- understand what variables are and interested in advanced uses,
- comfortable with variables and use them often,
- fully understand what I’m talking about, or
- get excited by the unlimited possibilities using variables,

this is NOT for you.
If you…

• understand what variables are but not sure how to use them,
• dabbled with variables, but not sure how to set up the logic,
• have no idea what I’m talking about, or
• get a headache by the mere mention of the word, "variable,"

this IS for you!

Groups

TYPES
MANAGING
TRIGGERING
USES
CONDITIONS
Only three Types

1. True/False
2. Number
3. Text

Only one value; same Type

Example:
Can't fill a Text bucket with a Number variable.
Only the Text variable can have an empty initial value.

Groups

- TYPES
- MANAGING
- TRIGGERING
- USES
- CONDITIONS
Naming the CamelCase way

Sort by Name, Type, Value
Changes after creating a variable

Groups

- TYPES
- MANAGING
- TRIGGERING
- USES
- CONDITIONS
Variables need a Trigger to change

TRIGGERING 7

TRIGGERING 8

Assignment same as SET
TRIGGERING 9

=!NOT Assignment same as Toggle

True / False variable only

TRIGGERING 10

Trigger stacking of variables

TIP:
If leaving a slide, ensure the Trigger adjusting the variable is first.
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Variables do not have States

By default, the Numeric Entry object automatically generates a variable of the same name – Numeric Entry. Same for Text Entry.

TIP: Rename our objects the same name as us.
True/False like On/Off switch

Adjust Variable When...
- Jump to Next Slide
- Show a Layer
- Hide a Layer
- Media Completes
- Timeline Starts
- Timeline Ends
- ...

I’m in control!

Trigger:
Set [varName] equal to the typed value when the CONTROL loses focus.
Set & Pass

Lesson Score 1 = 20
Lesson Score 2 = 15
Lesson Score 3 = 10
Lesson Score Total = 45

Referencing a variable

variable: FirstName

%FirstName%
Groups

TYPES
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Conditional Variables

On the Conditional approval of Queen Isabella Feona (IF)
**ADJUSTING 18**

**Toggle Boolean variable**

- **Action:** Adjust variable
- **Variable:** PlayVideo
- **Operator:** NOT Assignment
- **When:** User starts
- **Object:** VIDEO.bin - Button

**Show Conditions**

- Learn more...

**ADJUSTING 19**

**Adjusting Variable based on State**

- **Action:** Adjust variable
- **Variable:** Correct
- **Operator:** Assignment
- **Value:** Value ▶ True
- **When:** Timeline starts
- **Object:** z1.Unified Side
- **On Condition:** Script Layer 1 - Button "state is Visited"

**Show Conditions**

- VISITED

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Adjusting State based on Variable

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