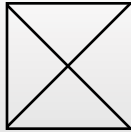





Endless - Object Creation


Object Editing for Exits

Object/Card Edit — Default




Default name or description? here.

Exit Profile 


Exit Behavior 

Exit Actions
An action will only execute when a player clicks one of the action buttons.

Unlock/Lock 

Open/Close 


Action 3 

Destroy 

New Action

Duplicate Test/Preview

Object/Card Edit — Edit/View Object Profile

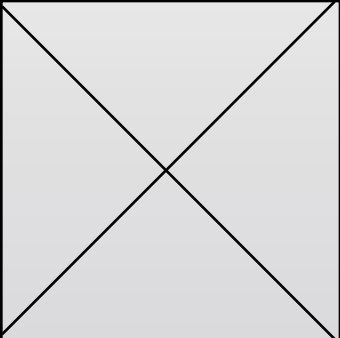


Name or description input? auto-populates here from this form

Exit **Exit Profile** Back

Exit Profile

The information provided here will appear as the default state of the object card.



Default Icon

Upload Your Own

Search The Marketplace

Image requirements and instructions here...

Name (0/XX Characters)

Name Goes Here

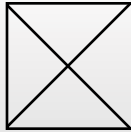
Description (0/XX Characters)

Description goes here...

Cancel

Save Changes

Object/Card Edit — View Object Level Behavior List



Default name or description? here.

Exit **Exit Behavior** Back

Exit Behavior

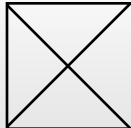
These settings allow you to control how players will interact with this Exit Card lorem ipsum.

Play Sound Effect - Name here truncated if needed...

New Behavior

Cancel Save Changes

Object/Card Edit — Edit/View Object Level Behavior for Sound Effects

 **Default name or description? here.**

Exit Back Exit Behavior Play Sound Effect - Name here...

Play Sound Effect On Delete

.....

This behavior allows you to add a sound effect for when a player clicks to view the object. The sound effect will only be heard by the player who has clicked on the object.

Name the Behavior (0/XX Characters)

Autofill w/ Sound file name

Play when object is clicked open clicked closed

.....

▶ 0:00 / 4:59 🔊

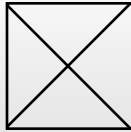
Upload Your Own Search The Marketplace

Audio requirements and instructions here...

Cancel Save Changes

Object/Card Edit — New Object Level Behavior Options

may not be relevant example for an exit






Default name or description? here.

Exit > Exit Behavior > **New Behavior** < Back

New Behavior

.....

Select an option.

- Play Sound Effect 
- Remove Object Card 
- Time/Reset 

Cancel

Object/Card Edit — New Object Level Behavior for Remove/Hide Object Card



Default name or description? here.

Object Logic & Effects > New Behavior > Remove Object Card < Back

Remove Object Card

.....
This behavior determines when an object card will be removed from the card stack in a room. By default, an object card is always available unless you specify otherwise with a rule.
.....

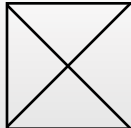
Execute when of the following rules are met:

when

Add Rule

Cancel Save Changes

Object/Card Edit — Edit/View Object Action

**Action start state name or description? here.**

Exit Back
Open/Close Action Button

On Delete

.....

This action gives the player the ability to open and/or close an object like a door or box.

Button Behavior ➤

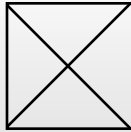
Start State Open Close

On **Open State Profile** ➤

On **Close State Profile** ➤

Cancel

Object/Card Edit - View Action Button Behavior List





Action start state name or description? here.

Exit > Open/Close Action > Button Behavior < Back

Open/Close Action Button Behavior

These settings allow you to control how players will interact with this Action lorem ipsum.


Play Sound Effect - Name here truncated if needed... 

Show/Hide Button 

New Behavior

Cancel Save Changes

Object/Card Edit - View/Edit Action Button Behavior for Sound Effect

 **Action start state name or description? here.**

ExitOpen/CloseButton BehaviorPlay Sound Effect - N...Back

Play Sound Effect

This allows you to add a sound effect when a player clicks on this button. Sound effects at this level will be heard by every player in the room.

Name the Behavior (0/XX Characters)

Autofill w/ Sound file name

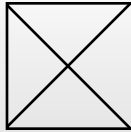
Play when:

"Open" is clicked ▼ ⊕

▶0:00 / 4:59 🔊

Audio requirements and instructions here...

Object/Card Edit - View/Edit Action Behavior Detail for Show/Hide Action Button



Action start state name or description? here.

Exit > Open/Close > Button Behavior > Show/Hide Button < Back

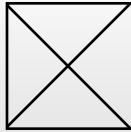
Show/Hide Behavior for Open/Close

These Logic Rules determine when an action will become available for a player to use. By default, an action is always available unless you specify otherwise with a rule.

Execute when of the following rules are met:

<input type="button" value="On"/>	Show	▼	when	Unlock	▼	is successful	▼	<input type="button" value="X"/>
<input type="button" value="On"/>	Hide	▼	when	Destroy	▼	is successful	▼	<input type="button" value="X"/>

Object/Card Edit — New Action Level Behavior



Default action state name or description? here.

Exit > Open/Close > Button Behavior > **New Behavior** < Back

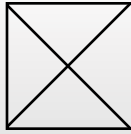
New Behavior

Select an option.

- Play Sound Effect >
- Show/Hide Button >
- Time/Reset >
- Spawn Objects >
- Require Inventory Item >

Cancel

Object/Card Edit — New Action Level Behavior for Spawning Object Cards




Default action state name or description? here.

Exit > Open/Close > Button Behavior > New > **Spawn Objects** < Back

Spawn Objects

The objects you place here will be added as new objects to the room's card stack when the button is clicked by a player.

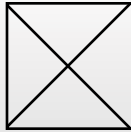
Spawn Objects when: ▼ Frequency: ▼ 

Spawned Objects

Drag & Drop an Object From Your Library Here

Cancel Save Changes

Object/Card Edit - View/Edit Action State Profile

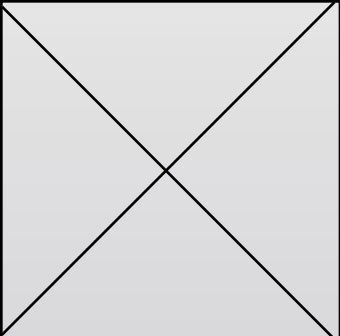


Current action state name or description? here.

Exit > Open/Close > "Open" State Profile < Back

Open State Profile On

The information provided here will appear when a player selects the "Open" action button on this object card.



Default Icon

Upload Your Own Search The Marketplace

Image requirements and instructions here...

Name (0/XX Characters)

Description (0/XX Characters)

Cancel Save Changes

New Object for a Container

New Container Object - Step One - Choose an Object Type

What do you want to create?

Item

Quis dernam, conserum, volore nonsedis doles etur ad quam abor mo molorpo sanihit aspeliam andit enimus moloreperis magnim vidio.

Container

Quis dernam, conserum, volore nonsedis doles etur ad quam abor mo molorpo sanihit aspeliam andit enimus moloreperis magnim vidio.

Exit

Quis dernam, conserum, volore nonsedis doles etur ad quam abor mo molorpo sanihit aspeliam andit enimus moloreperis magnim vidio.

Inventory Item

Quis dernam, conserum, volore nonsedis doles etur ad quam abor mo molorpo sanihit aspeliam andit enimus moloreperis magnim vidio.

Character (Friend/Enemy/Monster)

Quis dernam, conserum, volore nonsedis doles etur ad quam abor mo molorpo sanihit aspeliam andit enimus moloreperis magnim vidio.

Vehicle/Transport

Quis dernam, conserum, volore nonsedis doles etur ad quam abor mo molorpo sanihit aspeliam andit enimus moloreperis magnim vidio.

Weapon or Armor


Quis dernam, conserum, volore nonsedis doles etur ad quam abor mo molorpo sanihit aspeliam andit enimus moloreperis magnim vidio.

Item That Can Heal or Deal Damage


Quis dernam, conserum, volore nonsedis doles etur ad quam abor mo molorpo sanihit aspeliam andit enimus moloreperis magnim vidio.

New Container Object - Step Two - View Options/Start Screen

**Edit the Container Profile**

Container Profile 

Container Behavior 

Container Contents 


Object Actions
An action will only execute when a player clicks one of the action buttons.

Unlock/Lock 

Open/Close 

Cancel

New Container Object - Object Contents



Container Contents Back

Container Contents
The objects you place here will be visible when a player selects this card to view. You can add up to five.

Drag & Drop an Object From Your Library Here

Cancel Save Changes