
Rotating Speech Bubbles

Posted by Zaggin - 2009/04/15 06:25

I want to know if there is a way to display certain information at random. I saw a skin do rotating measures/meters with IfAboveValue and was wondering if it could be displayed at random instead of in order.

:= Balloon Rotation =====

```
Measure=Calc  
Formula=Counter % 30  
IfAboveValue=0  
IfAboveAction=!execute #HideBalloon#
```

```
Measure=Calc  
Formula=Counter % 30  
IfAboveValue=10  
IfAboveAction=!execute #HideBalloon#
```

```
Measure=Calc  
Formula=Counter % 30  
IfAboveValue=20  
IfAboveAction=!execute #HideBalloon#
```

Sorry if this post is crude, but I did a better one and I was timed out when I tried to submit it.

=====

Re:Rotating Speech Bubbles

Posted by kenzo - 2009/04/16 00:09

This is a sample that displays 9 objects at random. you can refer to this one.

<http://www.rainlendar.net/cms/images/fbfiles/files/random.ini>

This method is the one based on the following article.

<http://www.rainlendar.info/oldforum/phpBB2/viewtopic.php?t=1282&highlight=measurerandom>

=====

Re:Rotating Speech Bubbles

Posted by Zaggin - 2009/04/18 04:56

Thank you for helping me.

=====