

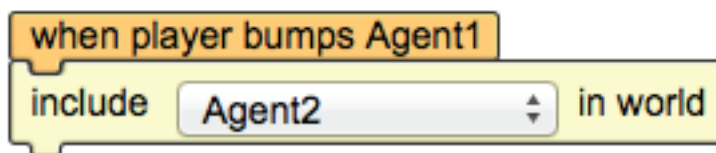


TaleBlazer Troubleshooting Guide

As you work with your budding game designers, they may run into issues as they learn the software. New designers may also have trouble articulating what is going wrong. Ask them what happened and what is supposed to happen. Have them look back at their work (maybe guide them where to start looking) to see if they can spot the issue on their own. If others have had similar issues, consider having them ask a peer to help out. Use this guide to help troubleshoot common issues.

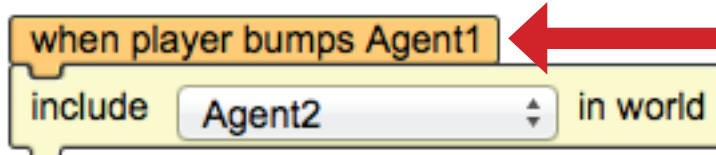
My agent isn't showing up!

- I. Has the agent been included in the world? Go to the agent *before* the agent that isn't showing up. Check:
 - a. Is there an **include** block that has the missing agent's name in the text field? If not, add one.



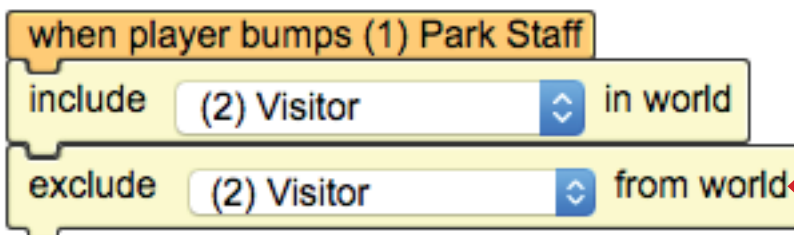
Does your missing agent's name show up on an **include** block?

- b. Is the **include** block connected to a **control** block? If so, is the **control** block one that would trigger the **include** block at the desired time?



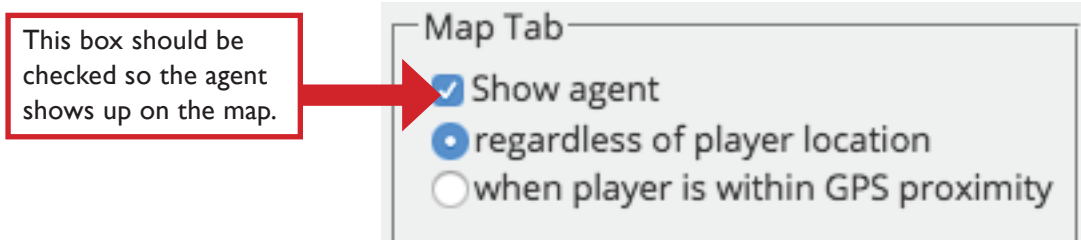
Is there an orange control block? Is it the one that will trigger the include block at the right time?

- c. Are the blocks actually connected to each other? Click on the **control** block and drag it around the scripting area. All the blocks connected to it should travel with it.
 - d. Is there an **exclude** block causing trouble? Make sure that the included agent hasn't been immediately excluded.

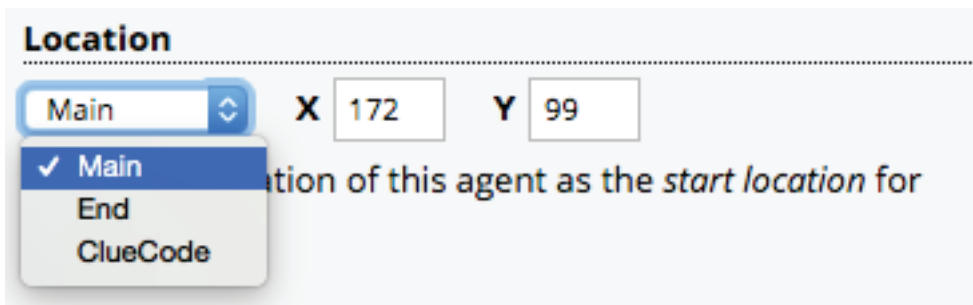


In this example, the agent "(2) Visitor" would be excluded as soon it was included, so the player would never see it.

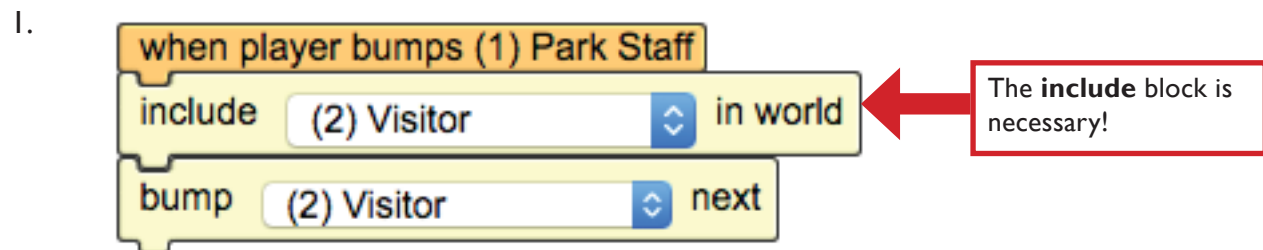
2. Is the agent invisible?
 - a. Go to the agent that isn't showing up and look at its bump settings. Is it set to show up on the map?



3. Is the agent in the correct region?
 - a. Go to the agent that isn't showing up and look at its location settings on the left side of the editor screen. Check to make sure the dropdown menu near the game coordinates reads the expected region (which map is the agent supposed to show up on?).



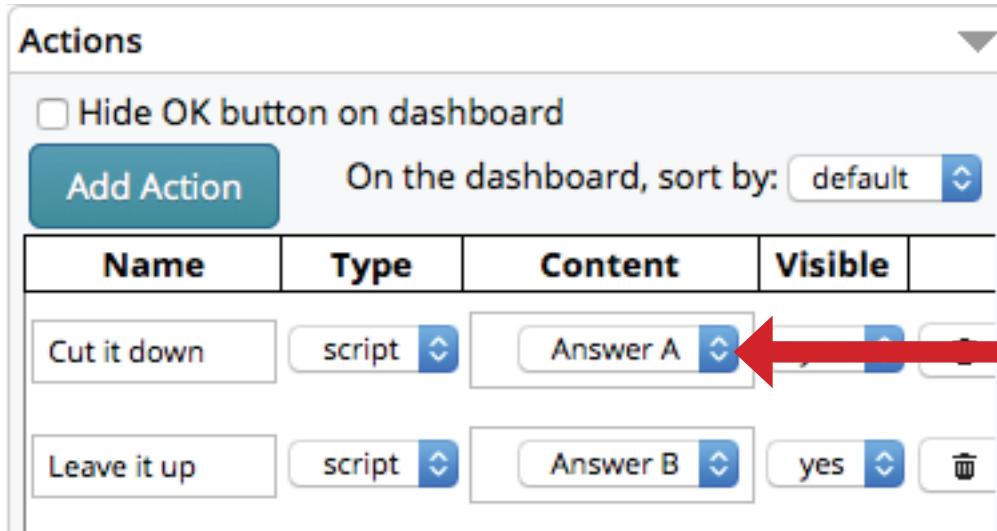
4. Are you using a **bump next** block?
 - a. If you are using a **bump next** block, you will still need an **include** block before it to include the agent in the world.



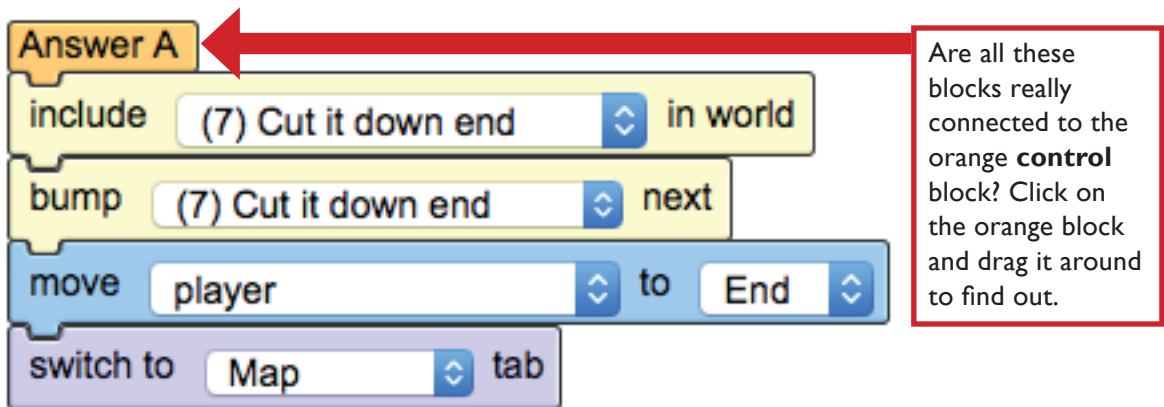
My action button isn't working (script actions)!

1. Does the button do anything when tapped in the mobile? If so, review the blocks attached to the action for anything unexpected.
2. If the button doesn't do anything at all, check the following on the agent or tab that has the malfunctioning script action:

- a. Scroll down and look on the left side for the area labeled Actions. Make sure there is something in the content column for the troublesome action.

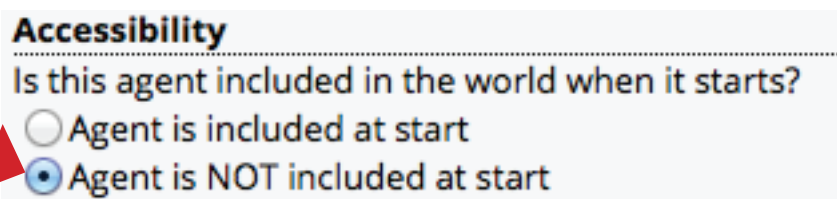


- b. If the action is a script action and the content column has the name of a script in it, look for the corresponding stack of blocks in the script area. Does the top-most **control** block have other blocks connected to it? (Make sure they are actually connected by moving the **control** block around the scripting area—the blocks beneath it should travel with it.)



This agent isn't supposed to be on the map at the beginning of the game!

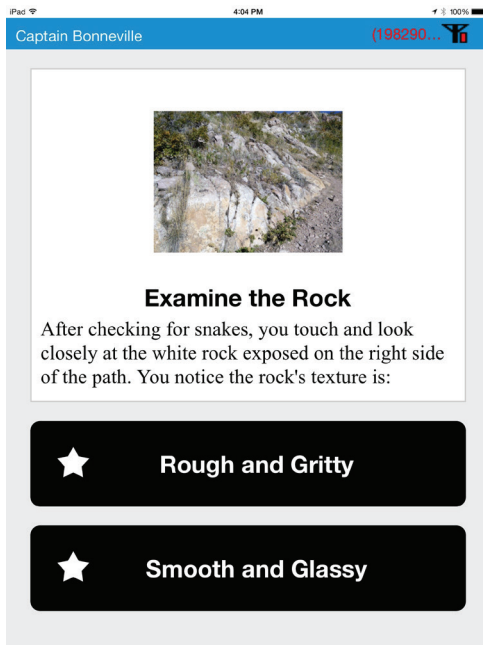
- I. This is almost certainly because the agent still has the default setting to be included at the beginning of the game. Go to the agent in the editor and look for the accessibility settings on the left side of the screen. Click the circle next to **Agent is NOT included at start**.



My agents aren't popping up in the right locations!

It can be a challenge to match up locations in the real world with places on the map in the game.

1. Know that GPS capabilities are limited. Even under the best conditions, GPS signals are only accurate to about 5 meters (about 16 feet). The agent will not pop up in the exact right spot consistently. If the player needs to look at something very specific, encourage game designers to use agent images and descriptions to help players find what they are looking for.



Here, the photo and description help the players find the rocks indicated, even if the GPS is slightly off.

2. Fine-tuning agent location is mostly done by trial and error. It is important for game designers to go outside to test their games (at least periodically). A couple things that might help with the process are:
 - a. Start with a game map that has paths and landmarks clearly marked. It is a whole lot easier to place an agent in relation to a landmark than find the correct spot in a sea of trees on a satellite map.



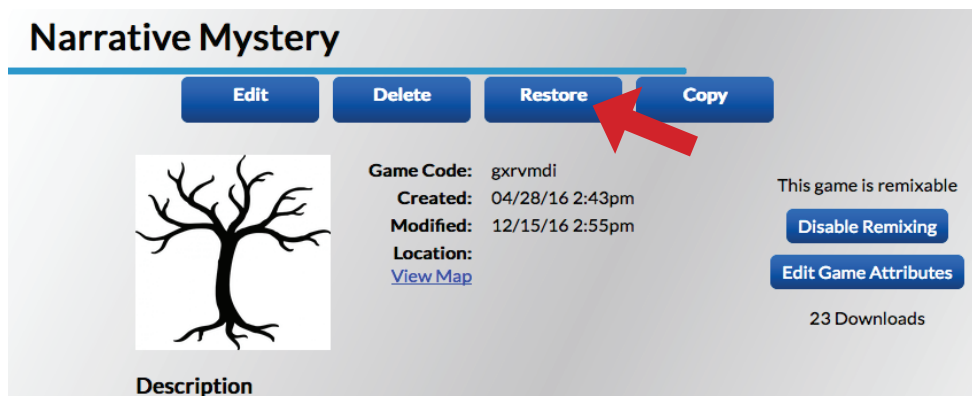
By lightening the image and drawing in some paths and buildings, the map on the right is much more navigable.

- b. Have printed versions of the game map available for designers to mark. When designers go outside to test their games, they should bring a map with them. If an agent is in the wrong place, the game designers can stand where they think the agent *should* be. They can look at their device to see where the player icon is on the game map, then mark that spot on the paper map as the new location for the misplaced agent.
- c. You may find that placing an agent a little bit away from where it “should” be on the map results in better results as you play test the game, especially if the players come consistently from the same direction. This is because there is radius around the agent in which the player will bump the agent. Moving the agent slightly on the map helps account for this extra radius from a specific direction. Doing this will work best in areas with strong GPS signals. In areas with weaker GPS signals, the inaccuracy of the GPS in general will render this technique less effective.

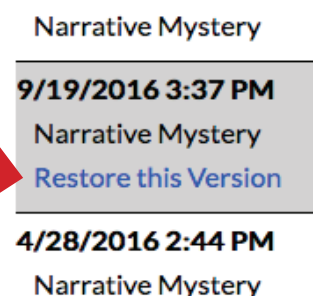
Revert to a previously saved version of the game

Sometimes major issues arise, or games are accidentally saved over by having the game open on more than one computer. The good news is you can revert to previously saved versions of the game! (This is another great reason to save games often!)

1. Go to your **My Games** list.
2. Instead of clicking the **Edit Game** button for your game, click **Game Page**.
3. Click the **Restore** button. A list of saved versions will appear.



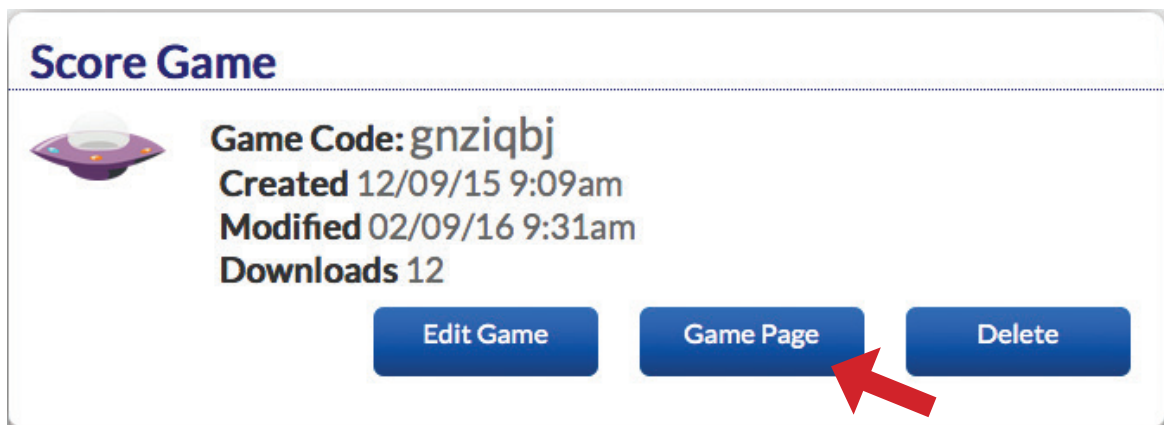
4. Look through the saved versions to find the one you want.
5. Click **Restore This Version**.



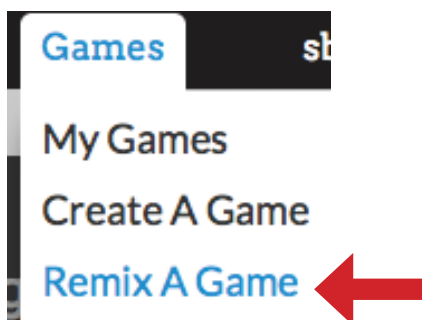
Copying a game

It can be useful to be able to copy a game—first to remix a game, as you do when using a template game or to save a version before making large changes to your game. There are a few different ways to copy games in TaleBlazer.

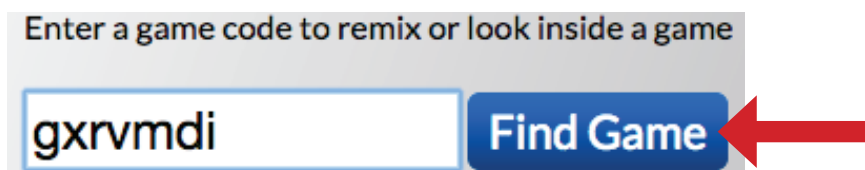
1. To copy a game that you made (it is already in your **My Games** list):
 - a. Find the game you want to copy in the **My Games** list on the TaleBlazer website.
 - b. Click the **Game Page** button for the game you want to copy.



- c. Click **Copy** on the page that opens up.
 - d. Rename and save your game.
 2. To copy a game from a different account using a game code:
 - a. Go to the **Game** menu and choose **Remix A Game**.



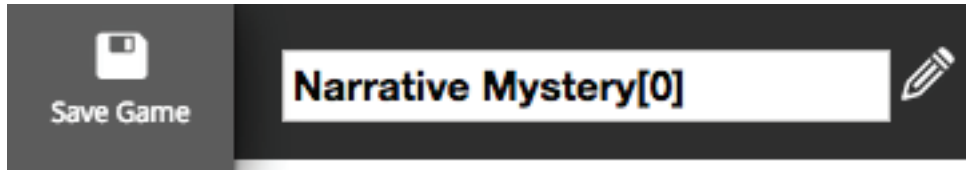
- b. Type in the game code and click **Find Game**.



- c. Click **Remix Game**.



- d. Type a new name for your game at the top of your screen.



- e. Click **Save**.

