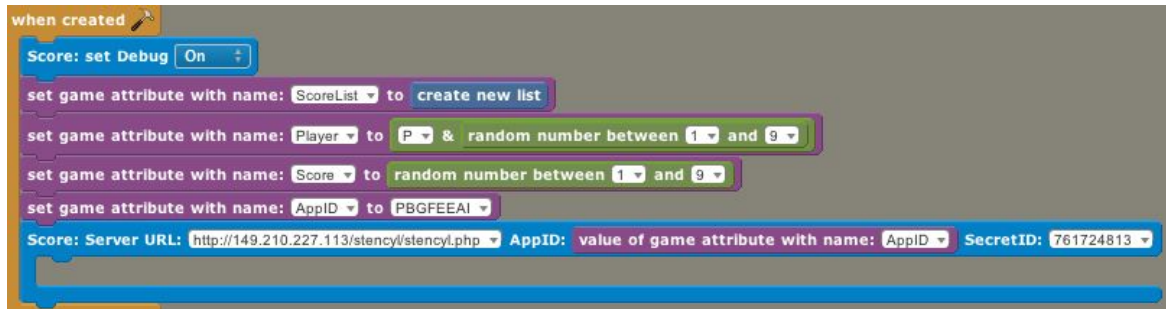


ScoreBoard

Extension: Score

You could use the Score extension separately from the multiplayer extensions, but you could mix them as well.

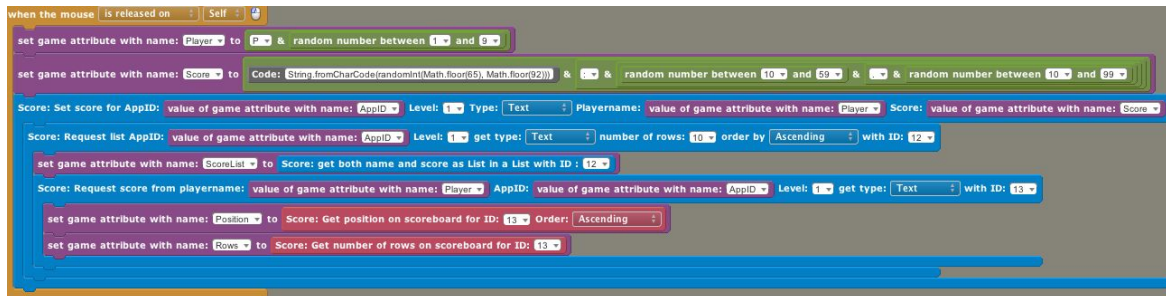
Connection



We use a game attribute to store the AppID so that we can later use that Application ID for the other blocks.

You could use other AppIDs to have several different type of scoreboards. For example one that stores only week scores and one that stores overall scores.

Send and Receive Score



In this example we generate random score and a playername with P<nr> where <nr> is between 1 and 9 to have a maximum of 9 players which scores will alter each time you click the scene-button.

You can set different types of scores: Text, Number and Time

Inside the 'Set score' wrapper we request scores. This is not mandatory. You can do a request in another part of your game.

Note: Requesting the score will connect to the server so avoid Drawing/Time events that fire frequently. Use request blocks with caution!

Requesting is done with the Application ID and a 'request-ID'. You can have multiple queries and you want to reference your result based on the ID.

Position Blocks

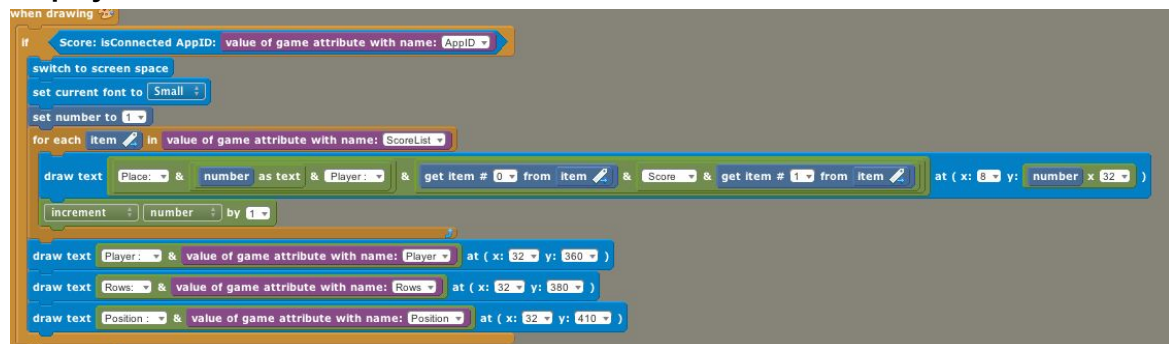
There are two get-blocks with which you can display the number of rows there are in the scoreboard table rather than requesting them all and counting them.

You need to use these blocks with a request for a player rather than a list of players.

Use: 'Get number of rows'

To get the position for a player use the 'Get position on scoreboard'

Display Scores



The scores are stored as a list inside a list.

This means that the playername and playerscore are in a list.

All scores are also in a list.

So if you want to retrieve the playername from a scoreboard entry you need to use the 'get item #xx from <the_score_board_list>'

Inspect the example game carefully so that you can use the same mechanism in your games.

Have fun.