



WHERIGO UTTERINGS

GEOLYMPIX MEGA: OXFORD 2012

WHERIGO beta

GC22T2T

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Basic Wherigo Tutorial

Weston-super-Mare



With thanks
to
myriadgreen and a_snail

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Winter Gardens - Weston-super-Mare - Sunday 9th August

Weston-super-Mega 2009

The UK's Second Mega Event

Story Line!

Story Line:
Starting at the Winter Gardens Pavilion



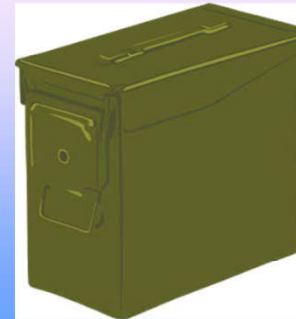
Story Line:
Head over to the Ferris Wheel



Story Line:
Over to the SeaQuarium



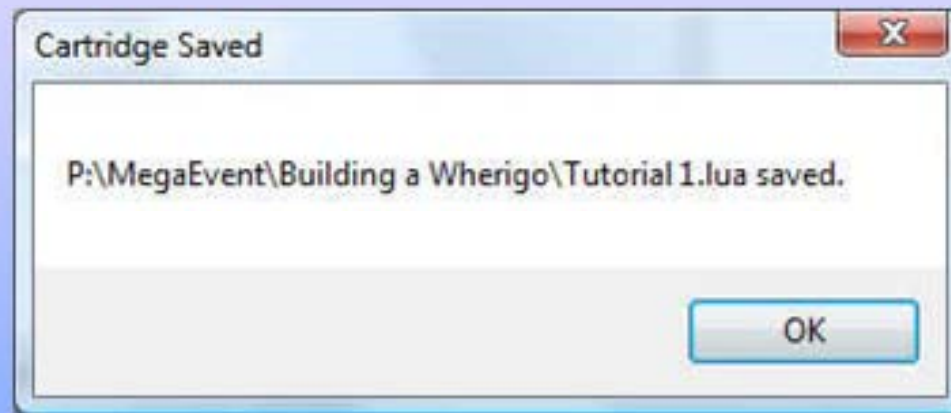
Story Line:
And finally to the cache



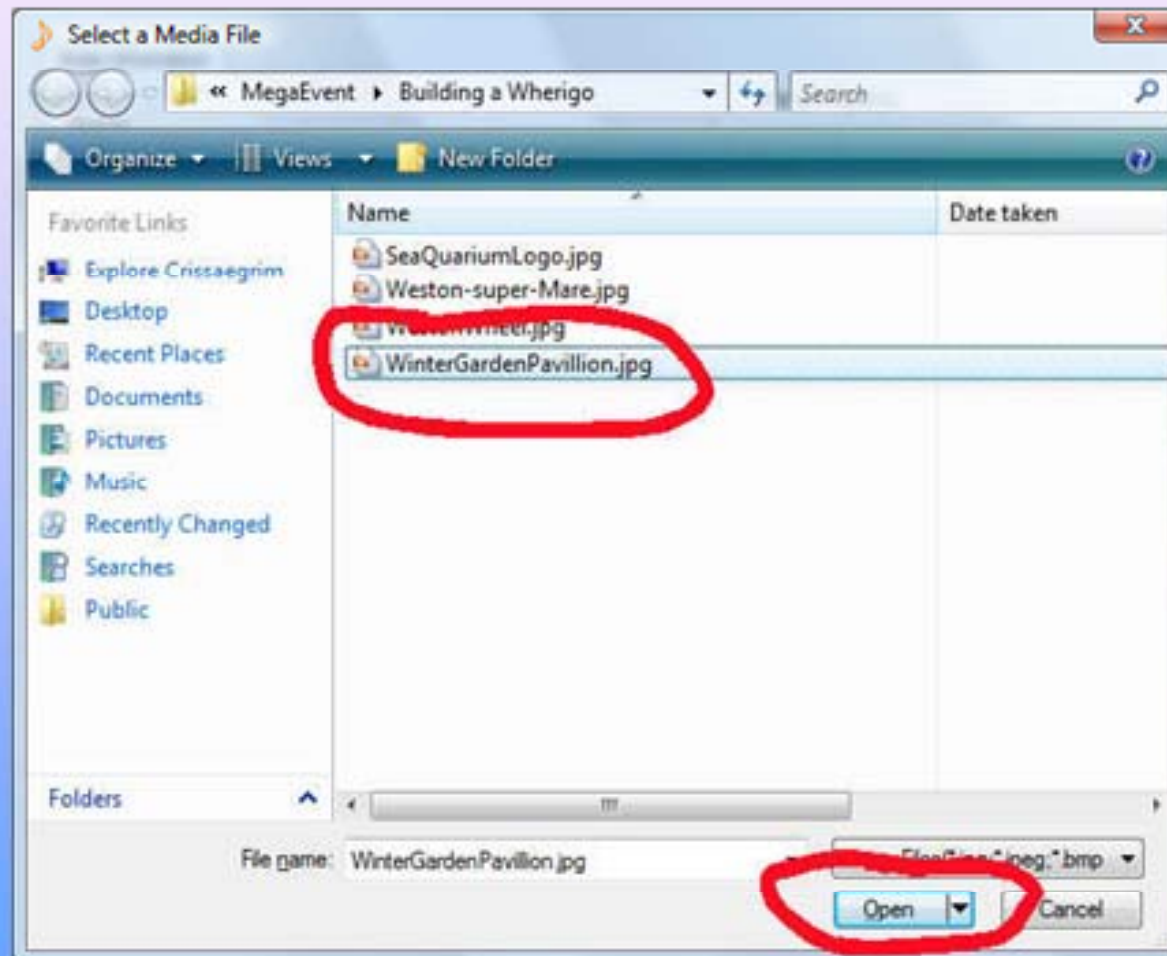
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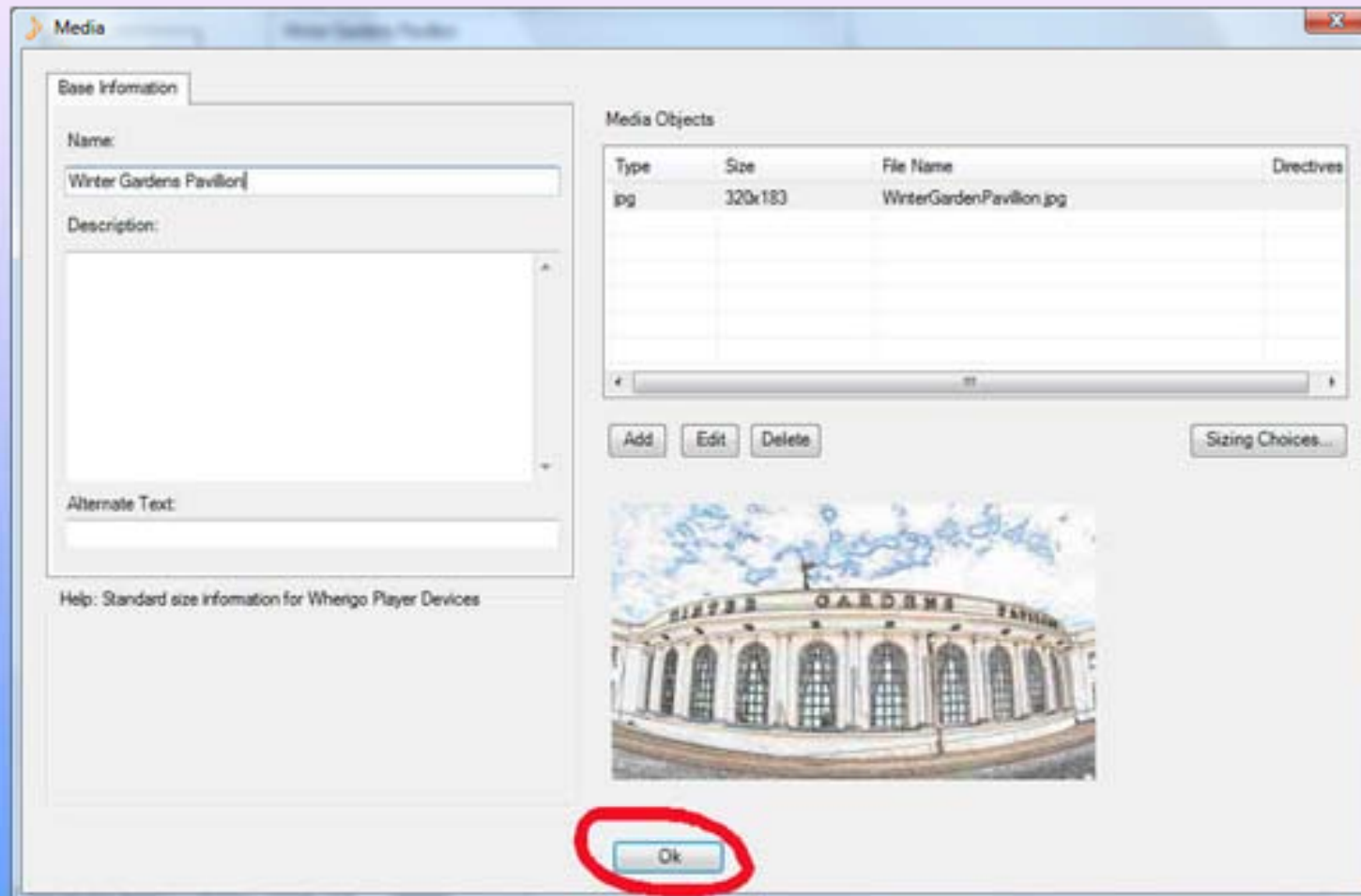
... and you get a confirmation message that its saved.



Select your picture



Check its the right picture and select **Ok**



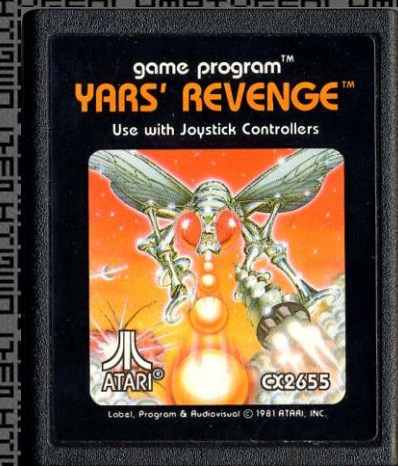
Good luck, and happy
caching!

Wherigo Jargon Player

- ▣ Multiple meaning
 - The program/application on the device
 - The geocacher/muggle (not all wherigo cartridges have to lead to a geocache) playing the game.

Wherigo Jargon Cartridge

- ❑ Not a physical games cartridge as some may remember for the Atari games console.
- ❑ Download file.



Wherigo Jargon File Extensions

- ▣ Lua
- ▣ GWC
- ▣ GWZ
- ▣ GWL
- ▣ GWS

Wherigo Jargon

File Extensions - Lua

- ❑ Lua is a “lightweight” programming language.
- ❑ The file is the script which is produced by the builder that the Wherigo players follow.
- ❑ It can be read in text editors like Microsoft word.
- ❑ Pointless fact: "Lua" (pronounced LOO-ah) means "Moon" in Portuguese.

```
require "Wherigo"  
ZonePoint = Wherigo.ZonePoint  
Distance = Wherigo.Distance  
Player = Wherigo.Player  
  
-- #Author Directives Go Here# --  
-- #End Author Directives# --  
  
cartWestonsuperMareMegaEventTutorial = Wherigo.ZCartridge()  
  
-- MessageBox Callback Functions Table used by the Builder --
```


Wherigo Jargon

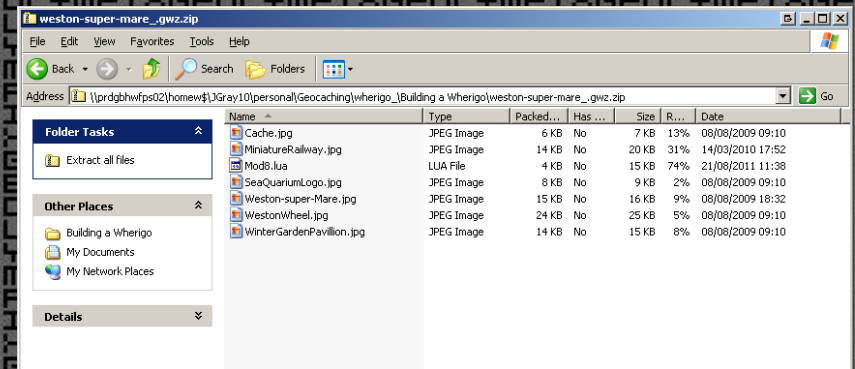
File Extensions - GWC

- ▣ A compiled Groundspeak Wherigo Cartridge file that can be opened with the Wherigo Player.
- ▣ This is what you get when you download a cartridge from Wherigo.com.

Wherigo Jargon

File Extensions - GWZ

- ❑ This is nothing more than a zip file containing the Lua code and all media objects for a cartridge.
- ❑ In fact, if you manually rename the file extension from .gwz to .zip, the file can be opened by any extraction program.



Wherigo Jargon

File Extensions - GWL

- ▣ A cartridge log file.
- ▣ If a cartridge has logging enabled, this file will be automatically generated whenever the cartridge is played.
- ▣ It contains a record of every action performed by the device and is useful for debugging purposes.

Wherigo Jargon

File Extensions - GWS

- ▣ A Groundspeak Wherigo Save file.
- ▣ This stores a player's current progress and allows the cartridge to be resumed at a particular point.
- ▣ It's also a way to unlock a completed cartridge.

Wherigo Jargon Events

- ▣ Scripts of what happens when
e.g. showing a message
asking the player a question
moving objects or characters

Wherigo Jargon Commands

- ▣ A method of asking the player to choose what they wish to do and then run events depending on what they have chosen.
- ▣ Shows a menu of the commands

Wherigo Jargon Zones

- ❑ Original point (co-ords)
- ❑ Generate Points feature on Groundspeak builder adds a surrounding box.
- ❑ If you add points, ensure in order
- ❑ You need at least 3 points. You can add many more, in any shape but requires additional processing power for each point.

Wherigo Jargon

Zones – Active vs. Visible

Inactive and invisible - The player cannot see anything and events do not get triggered when the player reaches the zone.

Active and invisible - The player cannot see the zone on the map and in the locations menu but if they reach the zone then events will be triggered.

Active and visible - The player can see the zone in the list of locations and also on maps when using PocketPC cartridge.

Inactive and visible - The player cannot see anything and events do not get triggered when the player reaches the zone.

Wherigo Jargon

Input

- ▣ How to ask a player a question.
- ▣ You need to have a variable associated with the what the player answers.
- ▣ Variables can be multiple choice or numbers or a string of characters.
- ▣ You can compare the variable value provided by the player (like checking an answer is correct). Initiate events depending on the comparison results.

Wherigo Jargon – Builders Groundspeak's own builder

- ▣ It tries to do everything.
- ▣ You have to know how Wherigo works if you want to do something that should be easy.
- ▣ Doesn't look pretty.
- ▣ Unable to open cartridges on a 64-bit machine.

Wherigo Jargon – Builders Earwigo's

- ▣ Web-based.
- ▣ Only option for If you have a Mac and don't want to emulate a Windows environment

Wherigo Jargon – Builders

Urwigo

- ❑ Windows-based builder.
- ❑ Largely visual.
- ❑ Urwigo obscures most text in your cartridge, making it more difficult for people to cheat.
- ❑ Import what you create from Groundspeak's builder into Urwigo, you can't do the opposite.
- ❑ The .urwigo file is necessary if you want to continue editing a cartridge; this is not packaged in the gwz file.

Creative Commons Settings

Creative commons allows you to choose how to license the contents of your Wherigo Cartridge. By default, all cartridges are set as "All Rights Reserved" but you have the choice to allow others to download and incorporate your work into their cartridges.



Download Settings

By checking the box below you allow others to download the GWZ file which contains all of the media and scripting for your cartridge. If this is not checked the user will have to contact you to get permission to download it.

☐ Make the GWZ file downloadable (no permission required to download)

Known Building Issues Processing Power

- Garmin – not a PC or smartphone and therefore is working hard just to analyse location.
- If you use too many zones it will keep trying to check your location against those zones and therefore is resource intensive stopping the device from following a script.

Known Building Issues

- ▣ The OnClick event for items
- ▣ The OnClick event for characters
- ▣ The OnClick event for tasks
- ▣ Playing the alert sound
 - For Garmin
- ▣ Long Text (Strings > 850 characters)
- ▣ Show a message to the player
 - For iPhone, if you don't have a specific button and sending the player somewhere, a loop can be caused that requires killing the application.

Known Building Issues OnZoneCommands

- Does not work on the Garmin Colorado
- Does (most likely) not work on the Garmin Oregon

They create the possibility to have interactive zone screens by adding buttons to the zone screens. The “buttons” are also added to the event list of the zone. You could create a zone with different options when you use this function. This function is critical because it does not work on all Wherigo players.

A workaround could be to display a message after the zone has been entered and use the message buttons (if you want to offer 2 possible actions). If you want to be more sophisticated have a character appear once the zone is entered. The OnCharacterCommands are not critical.

Known Building Issues

Show Screen

Does not work on the Garmin Oregon - The Garmin Oregon has a known bug that causes the device to freeze when the “Show Screen” command is used.

Items – Characters – Zones – Tasks

The only “Show Screen” command that can be used is the “**Show Screen/Main**”. If you want the human player to have a look at one of the “bad” screens listed above, you can use the following workaround: Show a **Message** that asks the player to e.g. check out his Items (“Hey, Maroni has handed over his invisibility cloak to you. Check out your items to learn more about Maroni's cloak”) and use the message's “**When a button is pressed**” event with the “**Show Screen/Main**” statement.

Known Building Issues

GPS variance

- ▣ The player can quickly go in and out of a zone without intention. There are two solutions I use.
 - Make the earlier zone inactive when the player reaches the next rather than upon exit.
 - Have a larger surrounding zone which is not visible, upon exit “If” something has happened in the smaller zone, then make smaller zone inactive. Particularly useful if leaving an area and you want multiple zones to either become active or inactive.

Known Building Issues

Editing Zone Names

Groundspeak builder tries to be helpful and therefore when you rename a zone will perform a search and rename function.

However if you have similar names it may in error convert those too, or not all, it's not perfect.

This is where viewing the lua as a text file will allow you to potentially find the problem.

Known Building Issues

Script conflict

- ❑ Lua file won't open in builder.
- ❑ This is probably due to an erroneous save where data was edited and the automatic script changes didn't work.
 - My advice, open the lua file as new text file and delete chunks and try and open. It identifies the problem area.
 - I delete very large sections, maybe half and then narrow down.
 - Might be an extra End in If statements.

Known Building Issues Emulator problem

You are not constantly moving in the emulator and therefore your position is fixed.

GPS constantly updates and therefore can go in and out relatively quickly and some events/situations become cyclic.

Certainly requires each activity to be tested.

Known Building Issues Upload

If different cartridges are stored in the same folder (excluding if separated by sub-folders), the Groundspeak builder will upload each of them to same webpage.

Workaround - don't make that page available for view and then upload manually using the zip file upload feature of the website.

Known Building Issues Images

- Garmin pictures – use JPEG, others can be used on Pocket PC / iPhone but won't show on Garmin.
 - Garmin Colorado/Oregon: 230 pixels wide by 180-250 pixels high
 - Pocket PC (QVGA): 230 pixels wide by 130-180 pixels high
 - Icons (Pocket PC only): 32 x 32 pixels
- If images are too large and there are too many, there will be problems with the .gwz file uploading to Wherigo.com

Tips and Tricks Simplicity (KISS)

- ❑ Keep it simple. First build the cartridge up with zone to zone progression.
- ❑ Introduce complexity.
 - Items
 - Questions
 - Characters
- ❑ Avoid manual programming. Although it can give extra features it tends to reduce the number of devices that it will run on successfully.

Tips and Tricks Zones

- ❑ Have only 8 zones in range and active at anyone time!
- ❑ Have zones that are never active to place items or characters when not wanted.
- ❑ Have invisible zones to reward players for exploring.

Tips and Tricks Geocache

If the objective is that they get to sign the log and not necessarily receive a completion code or complete the cartridge, then:

- ▣ Provide a hint in the cartridge.
- ▣ Provide coordinates that can be captured so the user can navigate to the cache easier.
- ▣ Use an “If” logic to provide clearer hints or pictures as rewards to players.

Tips and Tricks

Saving

In the builder

- ▣ Save often as different files.
- ▣ Each time you save, close and open the new one to check if corrupt.

For the player

- ▣ Consider reminding them to save as they play.
- ▣ Create an event to save the cartridge (though there are issues with this on some devices)

Tips and Tricks Testing

- ❑ Test the program on the emulator before releasing and try doing stupid things.
- ❑ Test it in the field with as many devices as you can get your hands on.
- ❑ Don't rely on the emulator; test – create a cartridge just to test events outside your front door if final will be far away.
- ❑ Take a crash test dummy out with you to try the Wherigo. They always find the problems that the creator does not.

Helpful Links

- ❑ <http://www.wherigo.com/faq.aspx>
Not up to date as it still says the iPhone Wherigo app is not available.
- ❑ Groundspeak Forums > Wherigo Topics > Building Wherigo Cartridges
 - <http://forums.groundspeak.com/GC/index.php?s=d29131326897bd04245b316fe52ed0e5&showforum=62>
- ❑ <http://wherigobuilder.wikispaces.com/>
- ❑ **My first Wherigo - lessons learned And differences between the iPhone and Emulator behaviour by redsox_mark**
 - <http://forums.groundspeak.com/GC/index.php?showtopic=288097>
- ❑ **dumb question ... what is the best builder? Reply by Ranger Fox**
 - <http://forums.groundspeak.com/GC/index.php?showtopic=287343>



In late 2001 after running Geocaching.com for over a year, Jeremy Irish and Elias Alvord came up with an interesting challenge: How could they bring their favourite adventure games outdoors with GPS technology? After several years of experimentation and hard work they arrived at a solution. What if you could take video games outdoors? Whereigo is a platform that allows you to build location based GPS experiences on your computer and play them in the real world. Imagine playing Zork, Secret of Monkey Island or Myst, but in the park around the corner, or on the beach during your family vacation. Rather than clicking the mouse and selecting a location to move your character, you physically move from one location to the next to advance the story. Rather than searching for puzzle clues on a screen, you look for them in the real world. Using Whereigo, you can create interactive tours, adventure games and puzzles... the possibilities are endless.

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