



## Overview

A **Room** is a 3D space where players go to explore and interact with objects. This tutorial walks through the steps required to create a room containing a trigger and a video display. When a player steps on the trigger, a video will begin playing on the display. This demonstrates all of the basic functions of the room editor, and should take 10-20 minutes to complete.

## Getting Started

Before you begin, you will need:

- An account for the CMP Author Tool



**IF YOU DO NOT HAVE AN ACCOUNT, PLEASE SPEAK TO YOUR CMP REPRESENTATIVE AND THEY WILL PROVIDE YOU WITH ONE.**

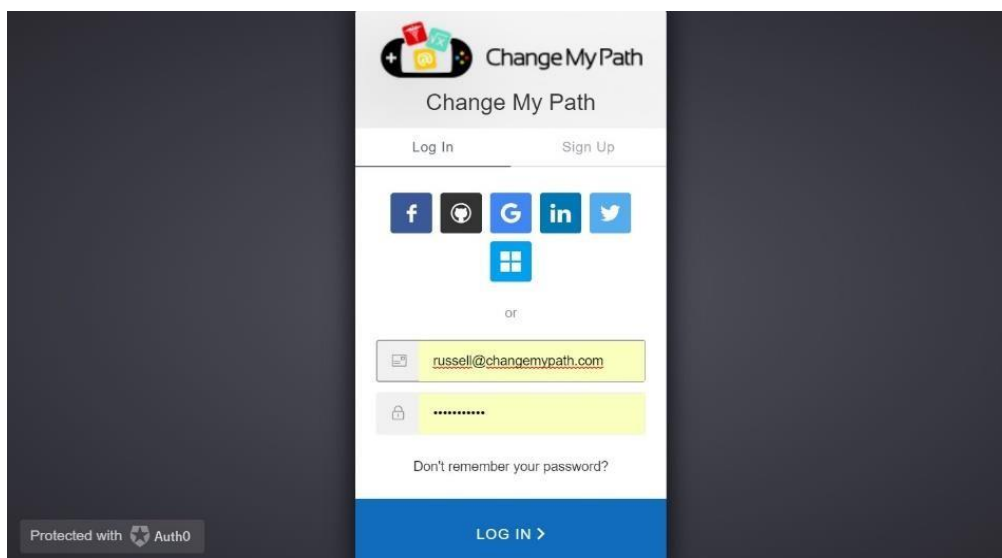
- A course with at least one Video content block (the default course is fine)



**IF YOU DO NOT HAVE A COURSE WITH A VIDEO CONTENT BLOCK, PLEASE REFER TO [‘ADDING CONTENT TO YOUR COURSE’](#) BEFORE CONTINUING.**

## Part 1: Create an empty room

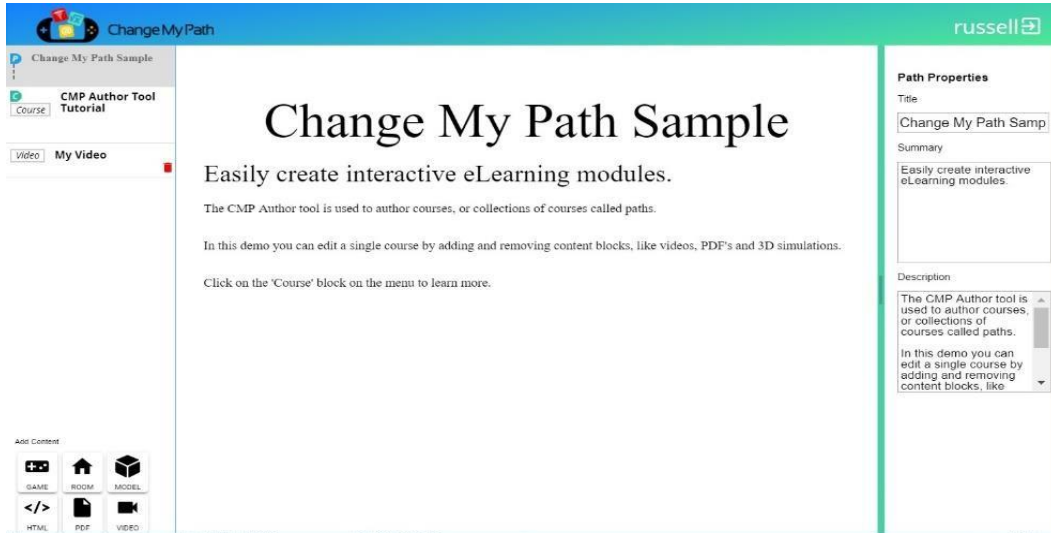
**Step 1: Log into the CMP Author tool using the URL and credentials you were provided.**



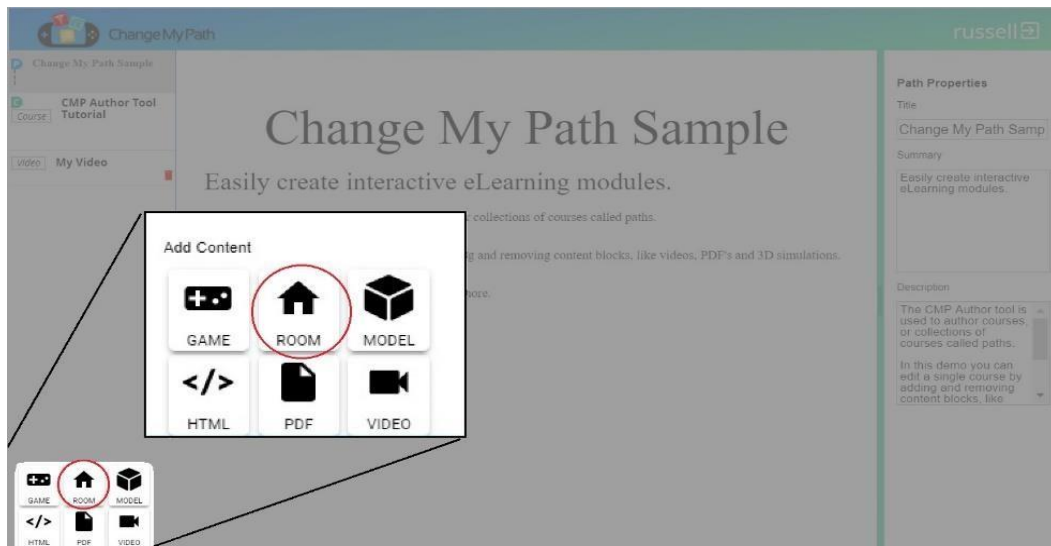
*If you need an account, please speak with your CMP representative*



After logging in, you will be taken to your homepage, where you should see your course, or the default course if this is your first-time logging in.



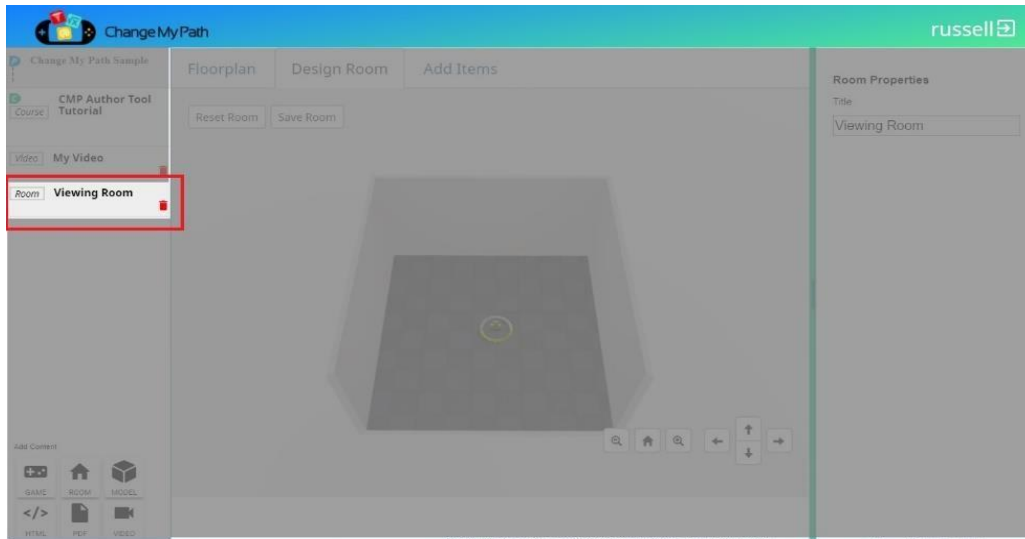
**Step 2: Click on the 'Add Room' button in the lower-left hand corner of the screen.**



This will create a new 'Room' content block and add it to your list of content.



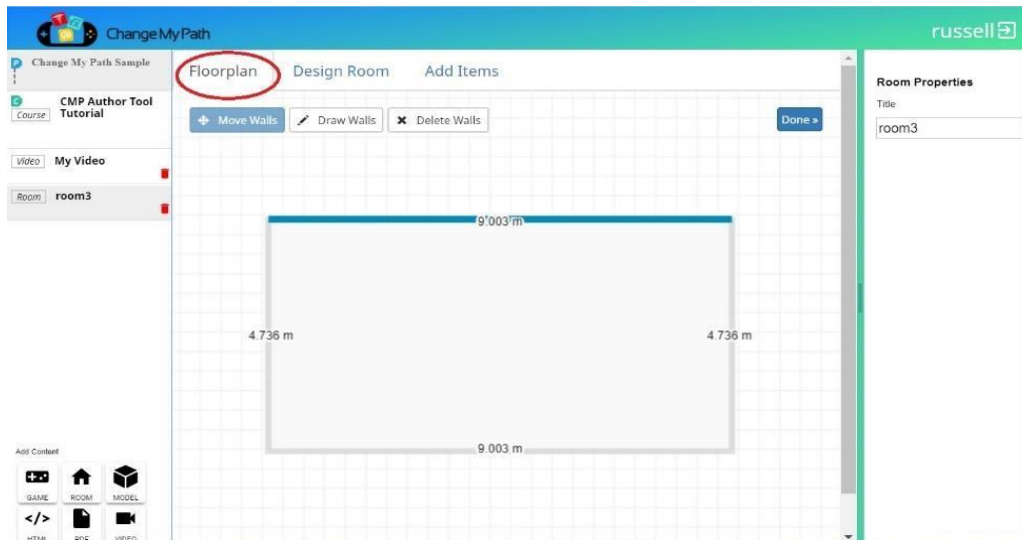
**Step 3: Click on the newly created Room content block in the left (navigation) panel.**



Clicking on the room content block will open the room editor in the right two panels. The center panel is the Edit/Preview window, and the right panel is the properties panel.

**Optional: Change the shape of the room**

Click on the floorplan tab in the edit/preview window, and use the mouse to drag the walls to new positions.



*You can also add and delete walls by clicking on the 'Draw Walls' or 'Delete Walls' buttons.*

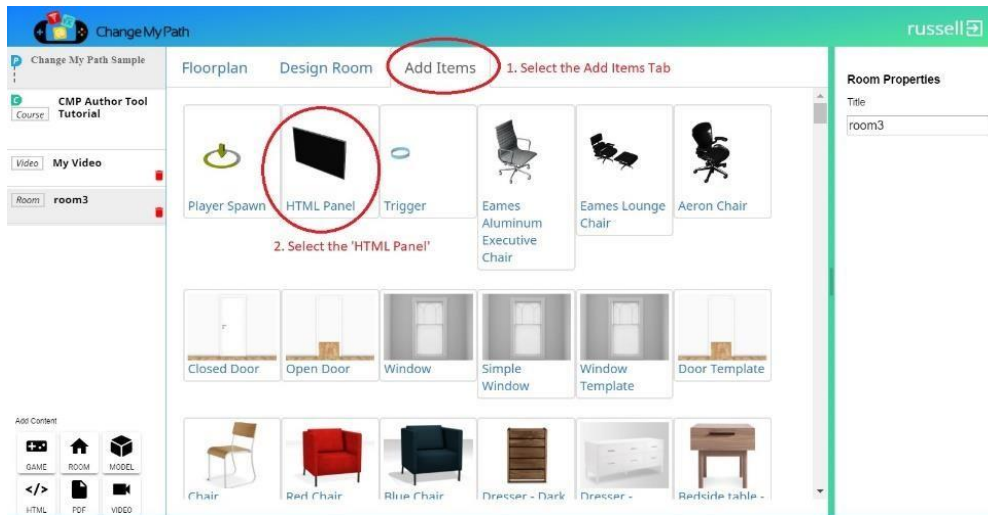
That is all that is required to create a simple room with 4 walls. We will now add objects to the room.



## Part 2: Adding a display object to the room

### Step 4a: Open the Object Selector

Click on the 'Add Items' tab to see the object list.

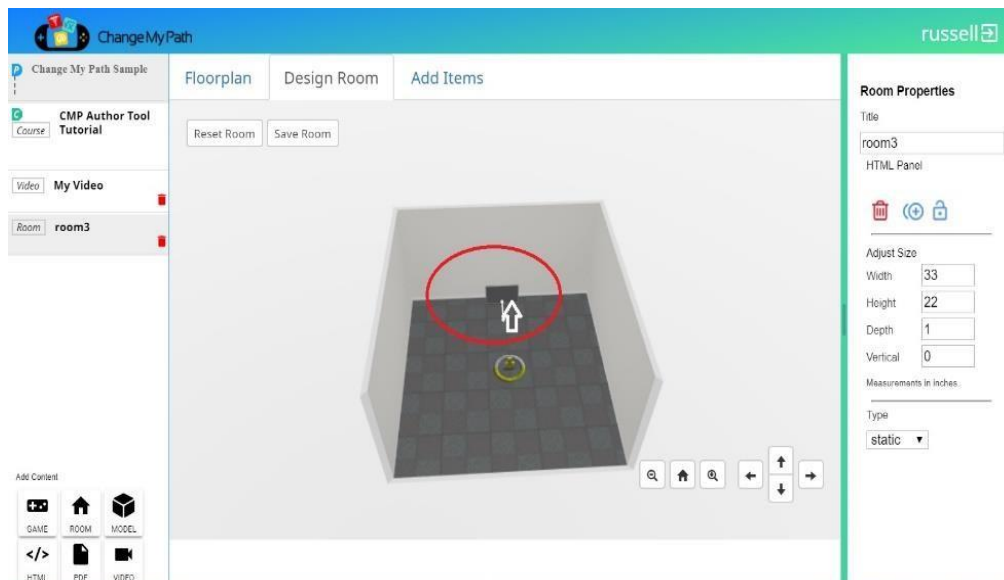


### Step 4b: Select the Display Object

Click on the 'HTML Panel' object to create a new display. The tool will automatically switch back to the 'Design Room' tab so that you can position your new object.

### Step 5: Position the Display

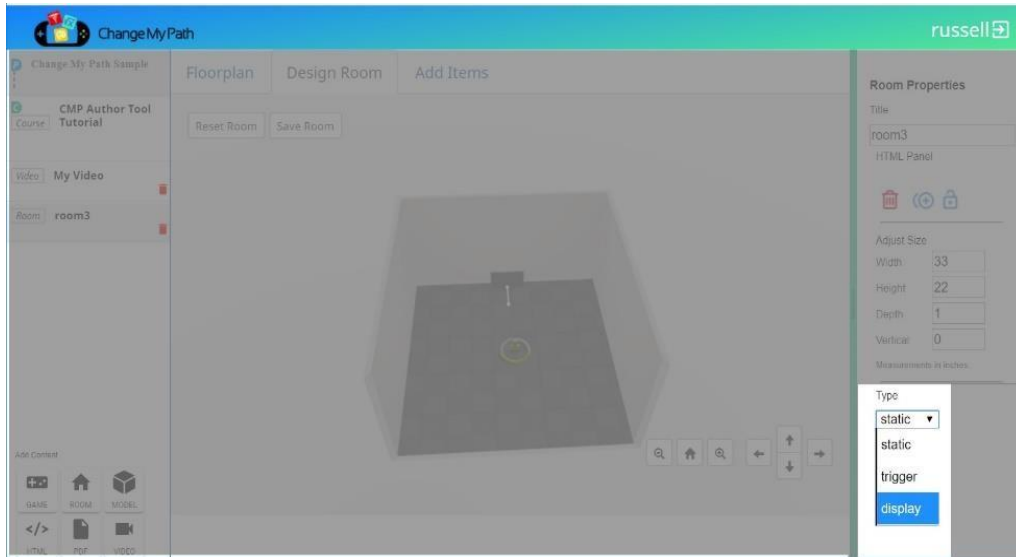
Use the mouse to move the display up against the wall.





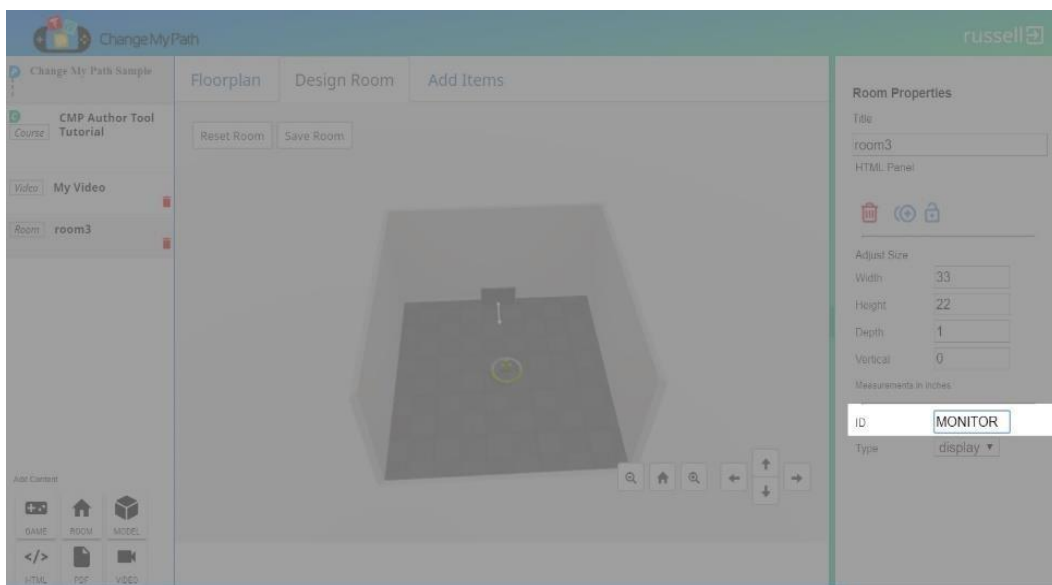
## Step 6: Set the Object Type Property to Display

In the properties panel, select 'Display' from the 'Type' menu. This will cause an 'ID' property to appear.



## Step 7: Name the Monitor

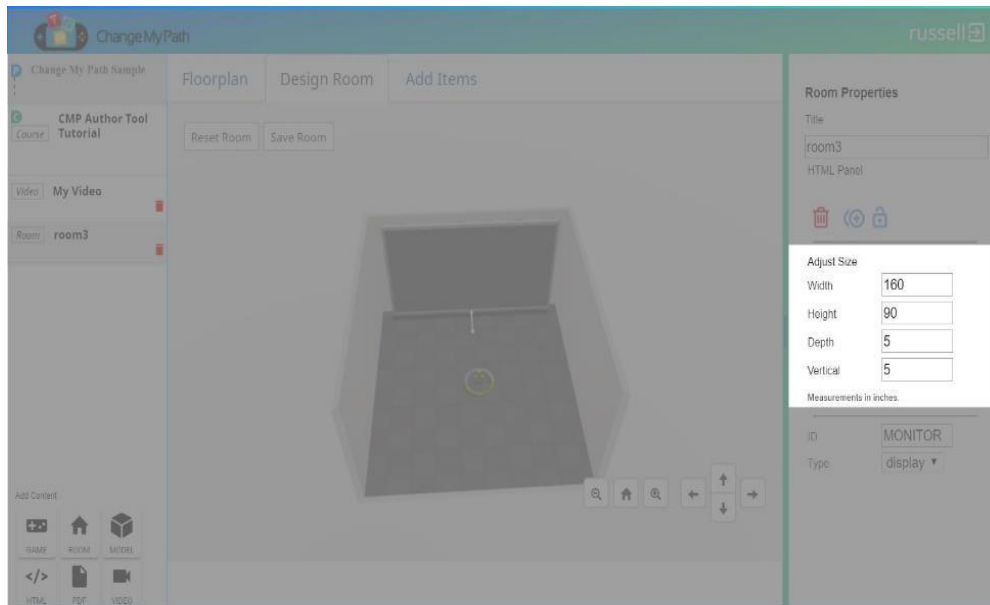
Enter a name in the ID field, for example 'MONITOR'. You will use this ID when you place a trigger to tell the trigger what it should activate.



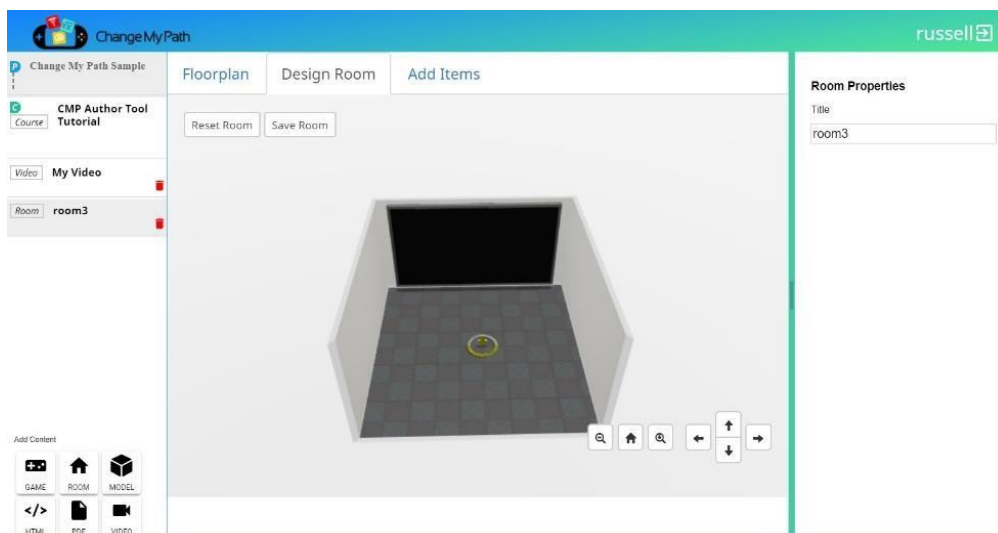


## Step 8: Resize the Monitor

**Make the monitor larger.** In the properties, set the width and height to 160x90, since we will be playing 16:9 ratio videos.



Your room should now look something like this:

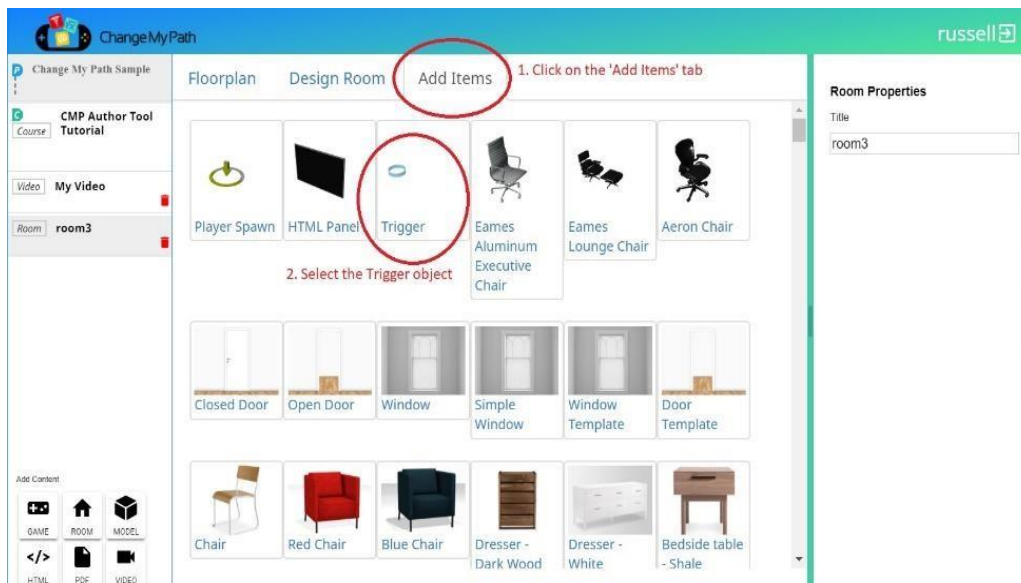




## Part 3: Add a trigger to activate the display

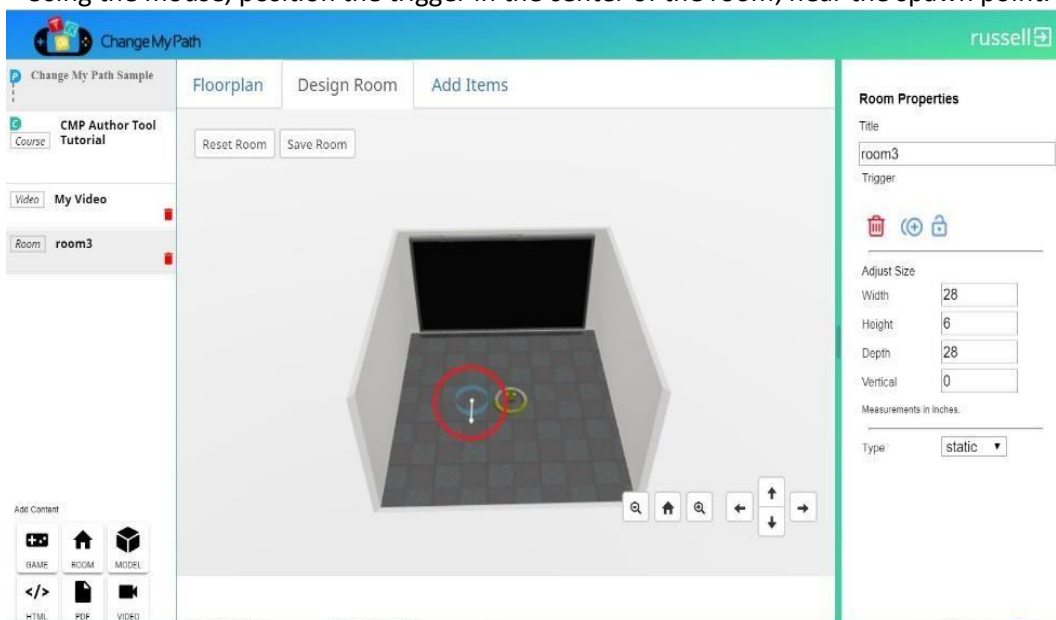
### Step 9: Create the Trigger Object

- Click on the 'Add Items' tab in the preview panel to show the list of objects
- Then Click on the 'Trigger' in the list of objects



### Step 10: Move the Trigger

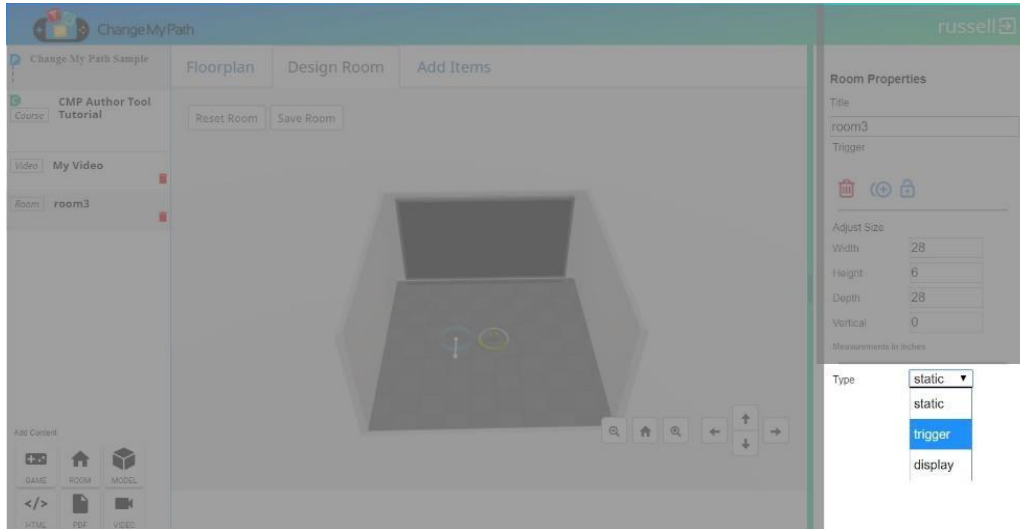
Using the mouse, position the trigger in the center of the room, near the spawn point.





## Step 11: Set the Properties on the Trigger

In the properties panel, **change the type to 'Trigger'**.



This will cause 2 new properties to appear: Target and Content.

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*The Target parameter on a trigger indicates which object this trigger will activate. In our example, it will be the monitor you placed in part 2.*

*The Content parameter specifies which content the target will display when it is activated. In this case, we are telling the display to play a video. We can select any valid content block from your course – Video, PDF, Web Page, Text, 3D model, etc. and the monitor will display it.*

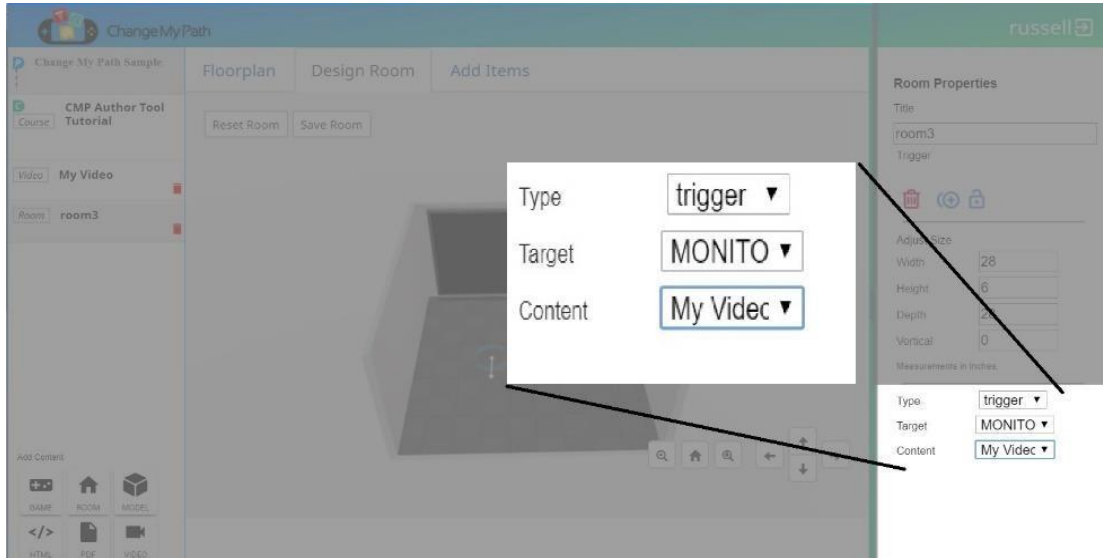
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## Step 12a: Tell the Trigger What to Activate

Using the dropdown list next to 'Target', **Select your display to be the target.**



## Step 12b: Tell the Trigger What Content to Play

Using the dropdown list next to 'Content', **Set the 'Content' to be the video you want to play.**

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*The 'Content' and 'Target' dropdowns auto-populate with all of the valid options. For example, the only valid target in this room is the display you added earlier, and the only valid content to play is the 'My Video' content block that was already in your course. If there were multiple video blocks, or other valid content options, those would also show up in the dropdown list.*

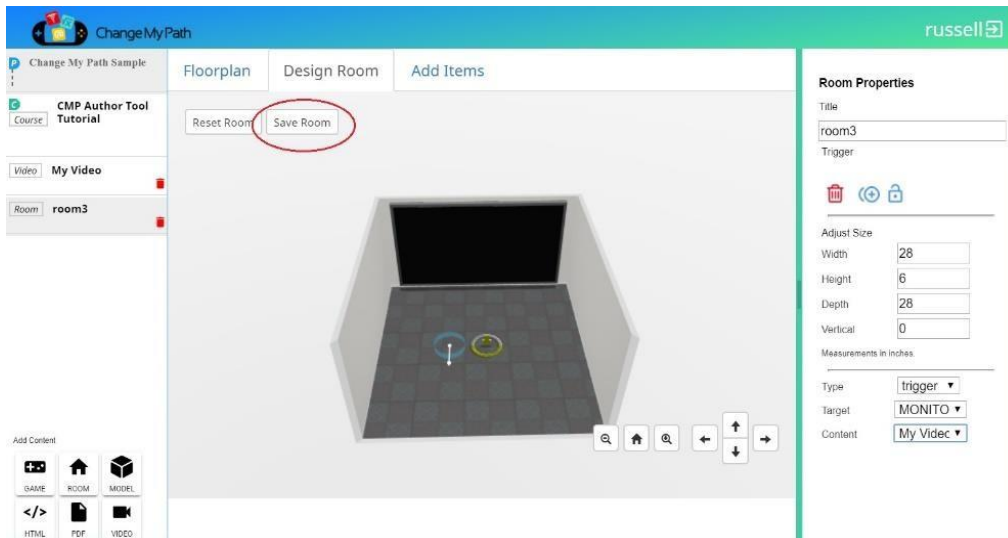
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## Part 4: Save Your Work

### Step 13: Save Your Work

Click on the 'Save Room' button to save your room



## Conclusion

Your room is now ready to be used in a game. When the player steps on the trigger the display will begin playing the video that you assigned to it. For more on creating games, see ['Creating Games in CMP Author'](#)