

Torque Script

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Scripting Advantages

- Useful for prototyping without recompilation
- Makes debugging easier
- Allows for game customization and tweaking
- Allows players to make their own total-mod based on an existing game structure
- Any functional component that is not time critical can be written using scripting language rather than a compiled language

Necessary Features

- Basic programming language features (variables, data types, control structures)
- Access to engine-structures (rendering, audio, physics, AI, I/O, object management)
- Familiar and consistent syntax
- Object functionality (encapsulation, inheritance, polymorphism)
- Dynamic scoping and memory management
- Compilation of virtual machine “p-code”