

Load Scenes Template

B/lscen

Purpose

To load the Scenes language definition element.

B/lscen.§1 Data type definitions

§1. Data type definitions.

```
{-lines:type}
SCENE_TY:
apply-macro:#BASE-KIND
singular:scene
plural:scenes
instance-of:WORD_VALUE_TY
instance-of:ENUMERATED_VALUE_TY
instance-of:SAYABLE_VALUE_TY
named-values-created-with-assertions:yes
default-value: 0
loop-domain-schema:for (*1=1: *1<=NUMBER_SCENES_CREATED: *1++)
has-i6-GPR:yes
i6-printing-routine:PrintSceneName
constant-compilation-method:quantitative
apply-template:*UNDERSTOOD-VARIABLE
description:a scene
documentation-reference:kind_scene
index-priority:4
index-default-value:the Entire Game
indexed-grey-if-empty:yes
specification-text:Like a scene in a play: a period of time which is usually tied to events in the
... plot. Scenes are created by sentences like 'Midnight Arrival is a scene.'
{-endlines}
{-callv:Kinds::Interpreter::batch_done}
```