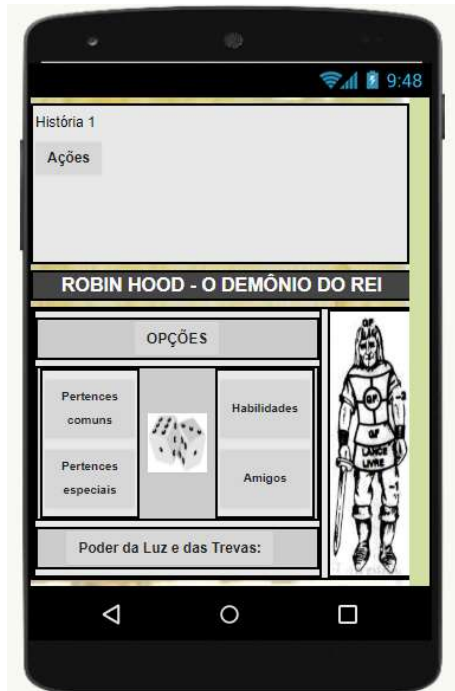


Hi everyone! I made this doc because I'm stuck in na app I'm creating using de AI2.

I'm creating a RPG Text Game based in a old gamebook I have. In this book there's 400 texts and for each text you have to take a choice between some options or test your skills or fight with an opponent.

After you define some attributes to your character in early screens, you start and play all the history the in this screen:



The top of the screen, there's a Vertical Arrangement with a Label called "Historia 1" and a button called "Ações".

Under the name of the game (Robin Hood – O Demônio do Rei) are the stats of the character:

- Opções: A Horizontal Arrangement that shows buttons according the choices the user have to do
- Pertences comuns: A Button that shows the inventory;
- Pertences especiais: A Button that shows the special things of the character;
- Habilidades: A Button that shows the skills and scores;
- Amigos: A Button that show the companions of the character;
- Poder da Luz e das Trevas: A Button that shows a special power;
- Dices: A Button that returns a random number between 2 na 12
- The figure: A image that shows the injuries.

As I have up to 400 text to show and change during the game, obviously, I can't use 400 screens, so I thought use just one screen to do it, and each text I will put in a Procedure that will be called according the user choices.

So, when this screen starts:

```

when MainGame.Initialize
do
  set global Pertences to call TinyDB1.GetValue
  set global Habilidades to call TinyDB1.GetValue
  set Label1.Text to get global LuzTrevas
  call H1
  
```

H1 is Procedure that contains the first text that will show:

```

to H1
do
  set Historia.Text to join
  
```

After the user read the text, he will press the "Ações" button that will show (a notifier) what he will have to do using the buttons in the stats of the character.

The user will do and the screen will change to another text through another Procedure called, "H2" for example.

This H2 change the text of the "Historia" Label and the "Ações" Button have to change too, to show another notifier.

That is my problem. I just have 1 button and I don't know how to change the "Ações" button blocks according to the procedure called, because the function "when.Actions.click" can't be inside the procedure.

How I can change the button actions?