

**About:**

This mod allows you to place shield generators. They are expensive and power hungry but can really strengthen your defences. The shields will stop projectiles that try to enter it, but allow weapons to be fired out.

**How to use:**

After activating the mod and starting to play the first thing you will have to do is the research "Basic shield generator" this will unlock the "Basic shield" building. After placing a Shield and providing it with enough power it will enter a warmup state. During this time there will be a countdown timer showing you how long until the shield is activated (if you select the shield). After this time has elapsed the shield will activate showing a circle on the screen that shows where is covered by the shield. This shield will stop all projectiles that enter it, but allow you to fire out from within the shield. The shield will start with a certain amount of health and will increase until it reaches it's maximum health. This will be reduced whenever the shield is used to block a projectile. If the shield is reduced to zero it will have to compleate the warmup phase again before it can block anything.

**Details:**

There are currently 4 Shields in this version of the Mod.  
**Standard Shield:** This the standard shield generator and is almost identical to the only shield in Darker's original version of the mod.  
**Small shield:** This shield required additional research. It is smaller in size, lower strength, uses less power and allows power to stand on it.  
**Fortress shield:** This shield has been modified to only block indirect fire weapons. It will protect a large area from Mortars attack, but will allow bullets to pass through in any direction.  
**SIF Generator:** Rather than creating a large circular shield this generator will create an small individual shield over each wall/door object.

The SIF shield will protect the following:

* Door
* Autodoor
* Wall
* WallConduit
* Sandbag
* Embrasure

| **Name** | **Strength** | **Radius** | **Power** | **Charging Power** |
| --- | --- | --- | --- | --- |
| Small shield | 1000 | 2 | 500 | 1000 |
| Standard Shield | 2000 | 8 | 1000 | 1500 |
| Fortress shield | 8000 | 20 | 2500 | 5000 |
| SIF shield | 3000 | 8 | 1500 | 2500 |

**Modding:**

One of the main modifications that I made was making information about the shield to be read in from the XLM files rather than hard coded into the C# code. Because of this it should be easy to make your own shield generator of any size or strength.

The new XML variables that I have added that will be needed by shields are:

**shieldMaxShieldStrength:** Maximum shield strength  
**shieldInitialShieldStrength:** Shield strength when going online  
**shieldShieldRadius:** Radius of the Shield  
**shieldPowerRequiredCharging:** The power when the shield is up but not at full strength  
**shieldPowerRequiredSustaining:** The power used when the shield is up and at full strength  
**shieldBlockIndirect:** Should it block projectiles that fly overhead  
**shieldBlockDirect:** Should it block projectiles that fly direct  
**shieldFireSupression:** Should it put out fires (in squares that it is blocking)  
**shieldStructuralIntegrityMode:** Should it only work on walls  
**shieldRechargeTickDelay:** How many ticks between recharging the shield by 1 (lower number will recharge faster)  
**shieldRecoverWarmup:** How long to wait before starting to charge  
**colourRed:** Float value, Colour between 0 and 1  
**colourGreen:** Float value, Colour between 0 and 1  
**colourBlue:** Float value, Colour between 0 and 1