LOOT TABLE SCRIPTS

UPDATED FOR INVECTOR CONTROLLER VERSION 2.2.4 / 1.1.4

Hello All,

Sorry about taking my sweet time to update this, but as you guys know, I was busy caught up trying to deliver the RPG pack stuff.

Remember! If you liked this free script and want to enjoy a whole host of a LOT more advanced RPG oriented features such as Spawn enemies in waves or when you're near, Create Quests like discovery, gather, assassinations, escort missions etc, An Experience System, A Weapon Stats System, Save/Load Games across scenes, Create Vendors and buy and sell items from/to them etc etc! RPG pack is the right way to go and you can buy it here on this link on the Unity Asset Store!

https://www.assetstore.unity3d.com/en/#!/content/102817
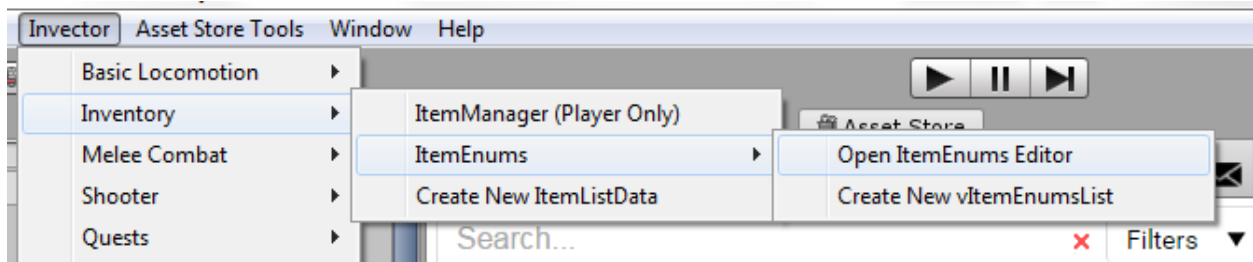

So without further interruptions (and of course advertisements lol) here's the updated loot table scripts for Invector 2.2.4 / 1.1.4 upwards.

This is what you need to do to get started.

CREATING THE WEIGHTEDDROPRATE ATTRIBUTE

You will get some compiler errors due to a missing item attribute, which you need to create.

To do this go to the item enums editor.

Then add a new attribute named "WeightedDropRate" in the item attributes (by increasing the count of item attributes and changing the very last attribute name) and click on Refresh Item Enums.
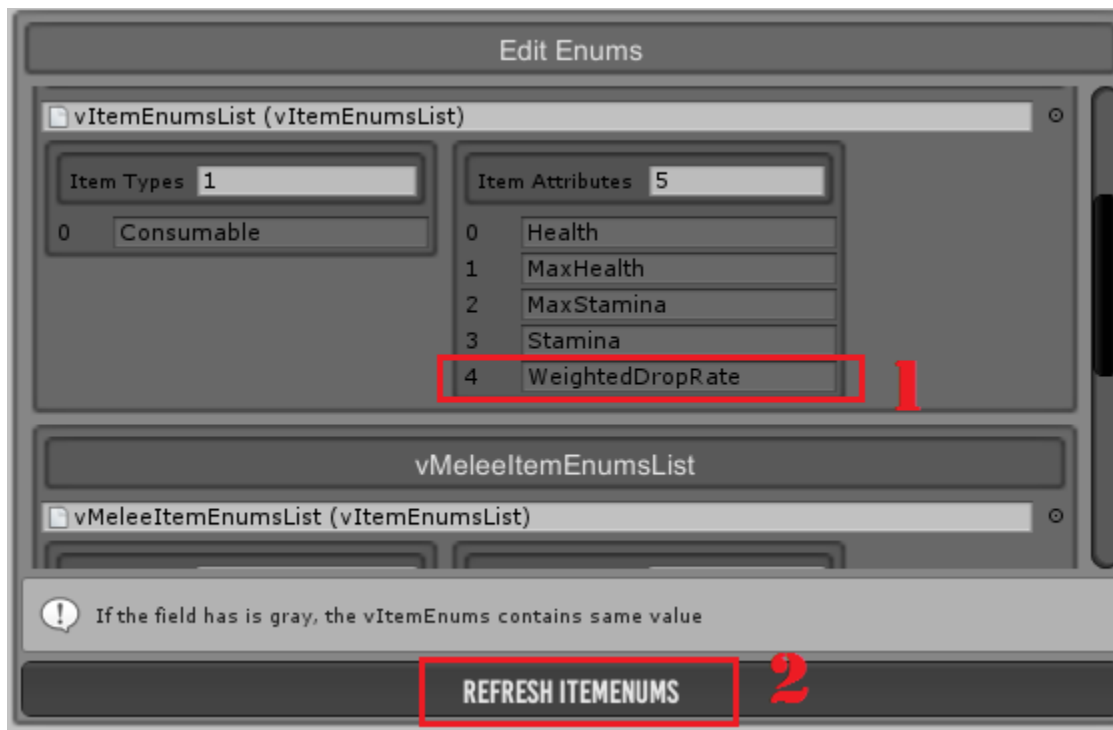
Now your items will have this attribute on them .

CREATE THE LOOT PREFAB

The loot prefab is what you pick up when an item is dropped.

There's a prefab named Loot in the package. Go into it, and change the item list data to match your item manager's item list data. DO NOT add anything to this item list. Leave it as is.

This is what the vItemCollection object in the loot should look like (except that you've got your own item list configured. Always use the same item list across the game).

☑ V Item Collection (Script)

Ⅴ ITEM COLLECTION

Script	ⓒ vItemCollection
Open Close Events	☐
Open Close Window	☐
Selected Toolbar	0

Trigger Action Options

Auto Action	☐
Disable Collision	☐
Disable Gravity	☐
Reset Player Settings	☐
Play Animation	
End Exit Time Animation	0.8
Avatar Target	Root ⇕
Match Target Mask	X 0 Y 0 Z 0
Match Target	None (Transform) ⊙
Start Match Target	0
End Match Target	0
Active From Forward	☐
Use Trigger Rotation	☐
Destroy After	☑
Destroy Delay	0
On Do Action Delay	0

On Do Action ()

List is Empty

＋ －

On Player Enter ()

Runtime Only ⇕	GameObject.SetActive ⇕
🔷 vActionText (2) ⊙	☑

＋ －

On Player Stay ()

List is Empty

＋ －

On Player Exit ()

Runtime Only ⇕	GameObject.SetActive ⇕
🔷 vActionText (2) ⊙	☐

＋ －

--- Item Collection Options ---

Item List Data	📄 vMelee_ItemListData (vItemListData) ⊙
On Collect Delay	0
Text Delay	0.25
Immediate	☐

---Items Filter---

Items Filter

Item Collection 0
Add Item

3

ADDING THE WEIGHTED DROP RATE ATTRIBUTE TO ITEMS

Navigate to the item list, open the items you want to be dropped as loot from any enemy, and add the attribute WeightedDropRate to them. Note that you don't need to set a value to this right now.

USING THE LOOTTABLE.CS SCRIPT

Now that you've setup the loot prefab and the items in the item list for drops, all you need to do, is to go the AI you want and at the loot table script.

Set the lootable item list data to the same item list you set for loot prefab. Set the drop object to the loot prefab.

Add items to the list below. After adding each item, override the original value set for the drop rate in item list, by clicking on the change attributes button like below and the changing the weight drop rate.

The total doesn't necessarily need to add up to 100% and you can drop any amount of items you want.
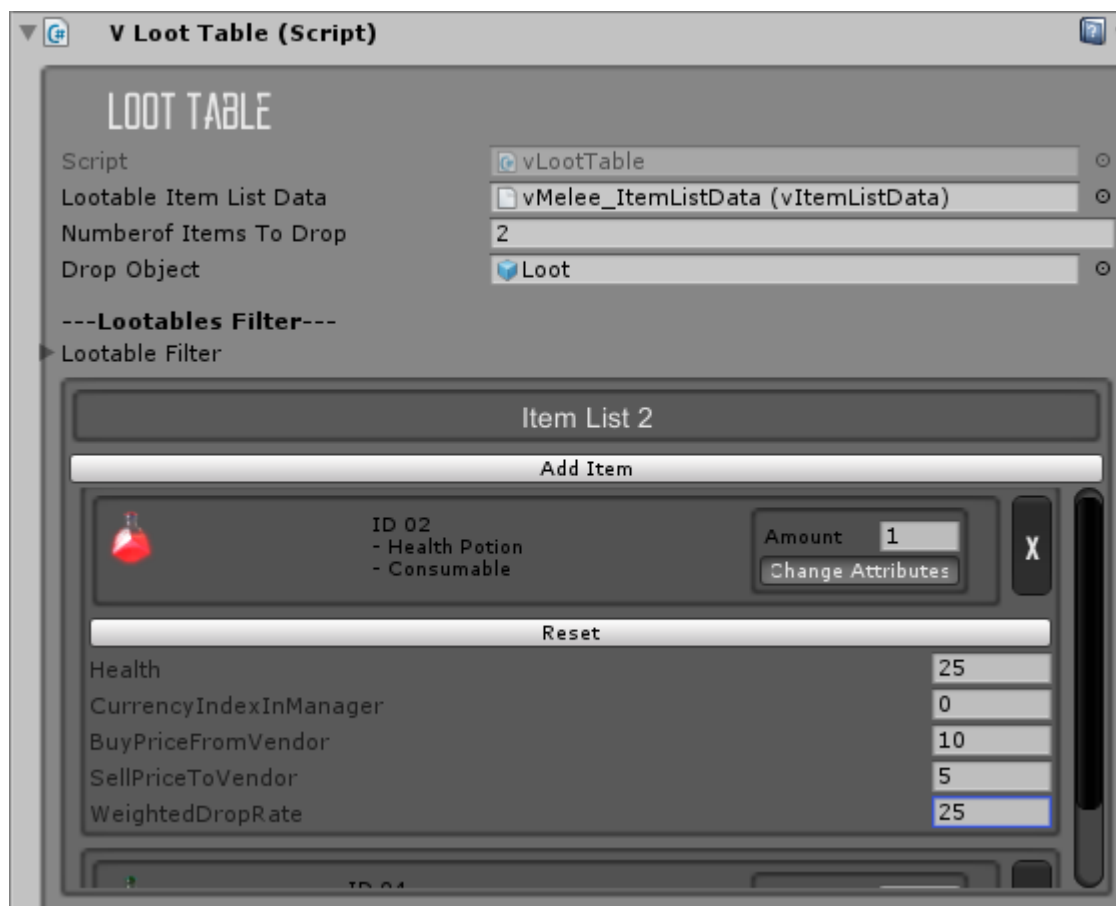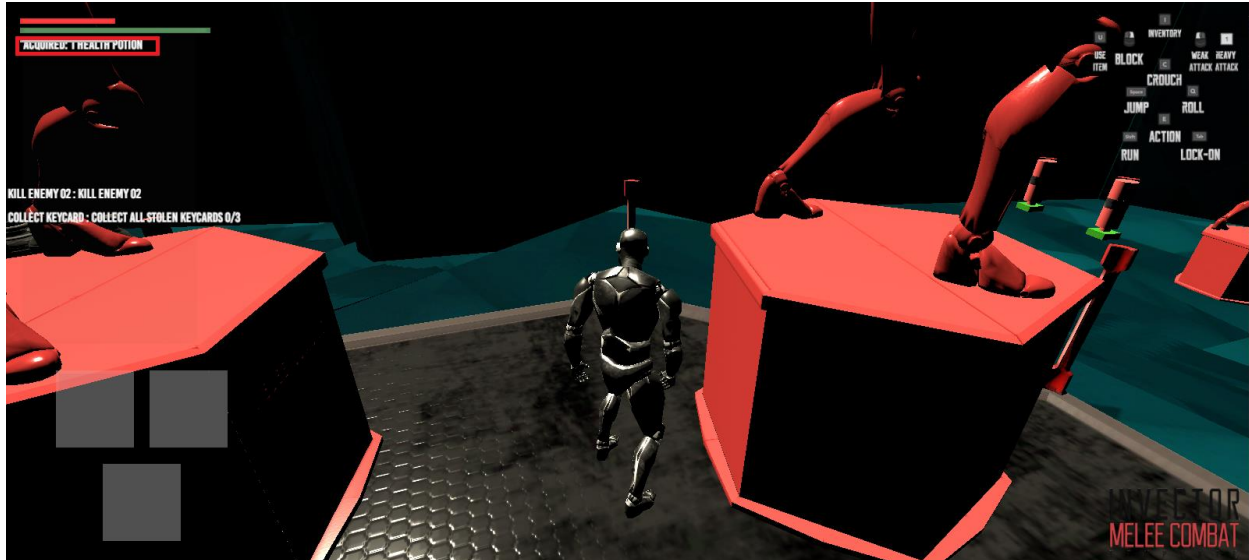
Once this is done, create a new event handler in the On Dead Event of the V On Dead Trigger script. Then drag and drop the loot table script to it, and select the DropLootables method. Note that your AI should have the V On Dead Trigger script added to it if it's not available.
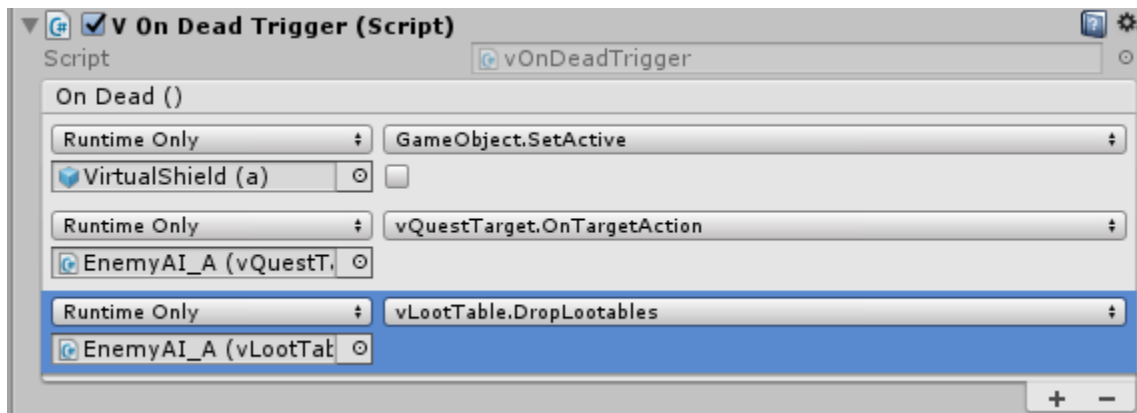
Now enjoy some loots!

If you liked this and want to enjoy a whole host of RPG oriented features such as a Quest System, Experience System, Weapon Stats System, Save/Load Games across scenes, Spawn enemies in waves etc etc!

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