

RED HANDED ZONES

The RedHanded Zones are part of RedHanded System. So By Design can be detected only by actors with RedHanded Component.

RedHanded Zones serve as the primary trigger areas within the **RedHanded System**. They represent locations in the environment where entering, staying, or exiting may be considered a rule violation, trespass, or restricted action.

Each RedHanded Zone defines custom conditions and consequences that determine how an actor's **Faction Name** should change when the zone's rules are broken.

Only actors with an attached **RedHanded Component** are capable of detecting and interacting with RedHanded Zones. This ensures that the system remains lightweight and intentional—only actors designed to participate in crime, alert, or faction-based escalation logic will respond to these zones.

RedHanded Zones can be used to create:

- Restricted guard-only areas
- Prison escape boundaries
- Forbidden access regions
- Security corridors
- Crime-sensitive hot spots
- Any gameplay space where entering or being caught should alter the actor's faction standing.

Repercussions

A Repercussion is the change of an actor's Faction Name when they violate the rules of a RedHanded Zone.

A repercussion is applied only if the actor's current Faction Name appears in the zone's Required Factions list.

If the actor qualifies, their Faction Name will be reassigned to the Result Faction, according to one of four Zone Modes:

- Permanent on Enter
- While Inside
- Caught In Zone
- Permanent on Exit

Example 1 (Zone Mode: Permanent on Enter)

- Actor Faction Name= Prisoner
- Required Faction Names= Prisoner
- Result Faction Name= Runner
- Zone Mode= Permanent on Enter

Result: The moment the actor enters the RedHanded Zone, their Faction Name is permanently changed to Runner. Leaving the zone does not revert this change.

Example 2 (Zone Mode: While Inside)

- Actor Faction Name= Prisoner
- Required Faction Names= Prisoner
- Result Faction Name= Runner
- Zone Mode= While Inside

Result: Upon entering the zone, the actor's Faction Name changes to Runner. When the actor leaves the zone, their Faction Name is automatically restored to Prisoner.

Example 3 (Zone Mode: Caught In one)

- Actor Faction Name= Prisoner
- Required Faction Names= Prisoner
- Result Faction Name= Runner
- Zone Mode= Caught In Zone

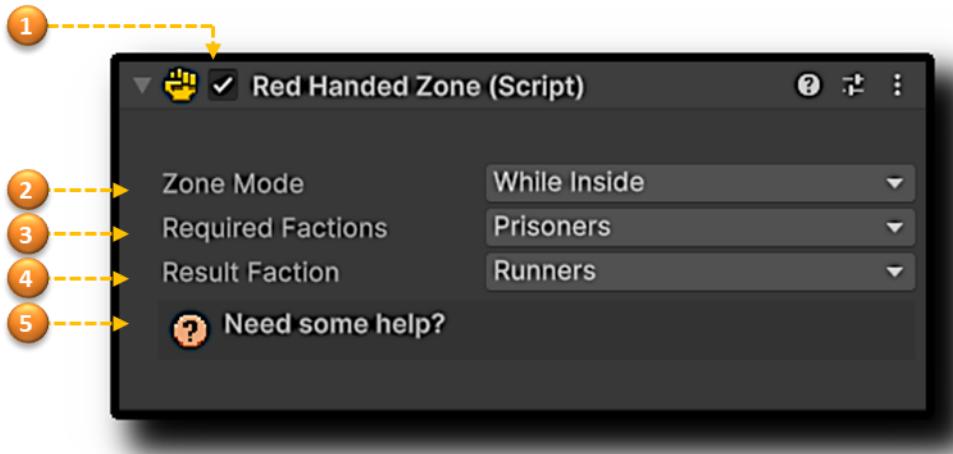
Result: Entering the zone does not immediately change the actor's Faction Name. The change to Runner is applied only if the actor is detected by another actor while inside the zone, even if the detection is minimal—any non-zero amount of awareness delta is sufficient to trigger the repercussion.

Example 4 (Zone Mode: Permanent on Exit)

- Actor Faction Name= Prisoner
- Required Faction Names= Prisoner
- Result Faction Name= Runner
- Zone Mode= Permanent on Exit

Result: Nothing happens when the actor enters the zone. However, when they exit, their Faction Name permanently changes to Runner.

RedHanded Zone Inspector Tab



1	Enabled / Disabled	When Disabled RedHanded Zone will not result in any Repercussions.
2	Zone Mode	Defines when and how this Zone affects RedHanded components that enter or interact with it.
3	Required Factions	Only objects belonging to these factions will be affected when the Zone Mode condition is met.
4	Result Faction	The faction that affected objects will switch to once the Zone Mode condition is triggered.
5	'Need some help?'	Displays Help Information.