MasterSword: Continued J.A.C.K. FGD file

By MS:C community

Changelog

v1.000 – Thursday, September 21, 2017 – First release
The base file for this FGD file is `halflife.fgd` that's distributed along with J.A.C.K. on Steam. A copy of this file was made and all obsolete entities were removed. These are mostly entities that don't work in MS:C. The full list of removed entities is as follows (* denotes a wildcard):

- aiscripted_sequence
- ammo_*
- cycler
- cycler_*
- env_beverage
- env_global
- func_healthcharger
- func_recharge
- game_end
- game_player_equip
- game_player_team
- game_score
- game_team_*
- game_zone_player
- info_bigmomma
- info_intermission
- info_landmark
- info_node
- info_node_air
- info_player_coop
- info_player_deathmatch
- item_*
- monster_*
- monstermaker
- player_*
- scripted_*
- speaker
- target_cdaudio
- trigger_auto
- trigger_autosave
- trigger_cdaudio
- trigger_changelevel
- trigger_endsection
- trigger_transition
- weapon_*
- weaponbox
- world_items
- xen_*

A few unused BaseClasses were also removed:
- Ammo
- Appearflags
- Monster
- TalkMonster
- Global
- Weapon

Secondly, the modified FGD file was compared to MS:C's `halflife.fgd` using [Diff Checker](). All of MS:C's changes have been added, such as the Renderless BaseClass, the 'Unblockable' spawnflag for the Door BaseClass and much more, with a few exceptions, notably:

- BaseClass Light   removed 'movewith' key (because it doesn't work)
- BaseClass Targetname   removed 'note' key
- game_counter   defaulted 'Reset On fire' spawnflag to 0
- trigger_relay   defaulted 'Remove On fire' spawnflag to 0

Next, almost all MS:C entities from `ms1.4.fgd` were added. Obsolete entities that have been omitted are:

- info_compile_parameters
- info_texlights (is defined in `zhlt.fgd` and is also made obsolete by the light_surface entity that can be found in `zhlt.fgd` from the more recent versions of vluzacn's ZHLT)
- ms_npcscript (use mstrig_act instead)
- msarea_nosave
- msmonster_giantboar (there was a duplicate entry)
- mstrig_multi (use multi_manager instead)
- mstrig_push (use trigger_push instead)
- mstrig_relay (use trigger_relay instead)

Two BaseClasses from `ms1.4.fgd` were removed:

- MSRenderless (made obsolete by the Renderless BaseClass)
- mstarget (made obsolete by the Target BaseClass)

Special care was taken in piecing together the worldspawn entity. The best of both worlds was kept: The extended J.A.C.K. FGD file format (if applicable) and the latest MS:C edits.

After that came the bulk of the work. First of all, as a matter of convention, all BaseClass names have been changed to all caps. A bunch of BaseClasses have also been renamed.

Next they were listed in alphabetical order… sort of. If a certain BaseClass is needed for another one, the BaseClass that's being depended on is moved up because it has to be defined first. This is why the TARGETNAME BaseClass appears before the BREAKABLE BaseClass, for example.

The full list of all 22 BaseClasses is now (left: original name, right: new name):

- Angles   ANGLES
- Targetname   TARGETNAME
- Breakable   BREAKABLE
- [N/A]   MASTER (new BaseClass)
- RenderFxChoices   RENDERFXCHOICES
- RenderFields   RENDERFIELDS
- Door   DOOR
- gibshooterbase   GIBSHOOT
- Light   LIGHT
- msscripted   MSC_SCRIPTED
- ms_basenpc   MSC_NPC
- PlatSounds   PLATSOUNDS
- PlayerClass   PLAYERCLASS
- Target   TARGET
- BaseTank   TANK
- Targetx   TARGETX
- Trackchange   TRACKCHANGE
- Trigger   TRIGGER
- ZHLT   ZHLT_BRUSH
- ZHLT_point   ZHLT_POINT
- Renderless   ZHLT_RENDERLESS
- ms_area   MSC_AREA

Another convention related to BaseClasses: In the base() header of BaseClasses and entities, TARGETNAME, TARGET (or TARGETX) and/or MASTER now appear first, in that order (should they be needed). Other entries inside the base() header have been listed alphabetically.

Removed BaseClasses were also removed from all base() headers where they appeared.

The headers for all BaseClasses and entities, such as base(), color(), sequence() and so on have been listed alphabetically.

All entities have also been listed alphabetically.

As a matter of convention, the 'spawnflags' key has been moved to the end of every BaseClass and entity that has this key.

Some keyvalue replacements that have been made on various entities are (left: original, right: new):
- target(target_source)   target(target_destination)
- message(target_source)   message(target_destination)
- *target(string)   *target(target_destination)
- spawnarea(string)   spawnarea(target_destination)

The 'master' key has been replaced with the MASTER BaseClass for the following:
- BaseClass DOOR
- BaseClass TANK
- BaseClass TRIGGER
- button_target
- func_button
- func_rot_button
- game_counter
- game_counter_set
- game_player_hurt
- game_text
- momentary_rot_button
- msarea_music
- msarea_music_dynamic
- msarea_transition
- msarea_transition_local
- trigger_hurt
- trigger_monsterjump
- trigger_relay

The ZHLT_RENDERLESS BaseClass has been (re)added to:
- BaseClass MSC_AREA
- env_bubbles
- func_ladder
- func_monsterclip
- func_mortar_field
- func_tankcontrols
- func_traincontrols
- msarea_monsterspawn
- msarea_music
- trigger_counter
- trigger_gravity
- trigger_hurt
- trigger_monsterjump
- trigger_multiple
- trigger_once
- trigger_push
- trigger_teleport

Other notable changes:
- worldspawn   defaulted 'MaxRange' key to 16384
- worldspawn   defaulted 'skyname' key to arcd
- BaseClass BeamStartEnd   merged keys into env_beam
- BaseClass ms_baseitem   merged keys into msitem_spawn
- BaseClass Sequence   merged key into env_model
- BaseClass spawnspot   merged key into the ms_player_* entities
- BaseClass BREAKABLE   removed 'spawnobject' key
- BaseClass MASTER   changed master(string) to master(target_destination)
- BaseClass MSC_NPC   defaulted '*multi' keys to 1.00
- BaseClass MSC_NPC   defaulted 'nplayers' key to 1
- BaseClass MSC_NPC   removed 'spawnwith' key
- env_model   added zhlt_copylight(target_destination) keyvalue
- env_model   added zhlt_usemodel(target_destination) keyvalue
- func_button   added killtarget(target_destination) keyvalue
- func_button   added zhlt_noclip(choices) keyvalue
- func_door   added scale(string) keyvalue
- func_door   added zhlt_usemodel(target_destination) keyvalue
- func_door_rotating   defaulted 'distance' key to 85
- func_pushable   removed non-functional 'size' key
- func_rot_button   removed non-functional 'changetarget' key
- func_rotating   added scriptname(string) keyvalue
- func_wall   added zhlt_usemodel(target_destination) keyvalue
- func_wall_toggle   added scriptname(string) keyvalue
- func_wall_toggle   added zhlt_noclip(choices) keyvalue
- light_environment   added _diffuse_light(color255) keyvalue
- light_environment   added _spread(string) keyvalue
- ms_monsterspawn   defaulted 'nplayers' key to 1
- ms_monsterspawn   removed 'spawnloc' key
- msarea_monsterspawn   is now based on ms_monsterspawn
- msarea_music   is now based on mstrig_music
- msmonster_random   defaulted 'random_*_*multi' keys to 1.00
- msmonster_random   defaulted 'random_*_nplayers' keys to 1
- mstrig_weather   added some missing entries under 'weather' key
- multi_manager   changed random(integer) to random(choices)
- multisource   removed 'globalstate' key

Some changes to the formatting/layout have also been made:
- removed double spaces
- removed spaces at the end of lines
- removed tabs at the end of lines
- replaced spaces followed by tabs (or vice versa) with single spaces
- removed double empty lines
- replaced all instances of "Jackhammer" with "J.A.C.K."

And last but not least there's hundreds of minor changes that are not listed here, mostly related to cleaning up the FGD file, aesthetics and adding headers (such as the color() and iconsprite() headers) to differentiate between the different types of point-based entities.

This FGD file refers to some custom content (sprites and models) from:

- banan2288's Sven Co-op J.A.C.K. FGD file [link]
  - ...\models\path_corner.mdl
  - ...\models\path_track.mdl
  - ...\sprites\env_beam.spr
  - ...\sprites\env_blood.spr
  - ...\sprites\env_exposion.spr
  - ...\sprites\env_fade.spr
  - ...\sprites\env_funnel.spr
  - ...\sprites\env_laser.spr
  - ...\sprites\env_render.spr
  - ...\sprites\env_shake.spr
  - ...\sprites\env_shooter.spr
  - ...\sprites\env_spark.spr
  - ...\sprites\game_counter.spr
  - ...\sprites\game_counter_set.spr
  - ...\sprites\game_player_hurt.spr
  - ...\sprites\game_text.spr
  - ...\sprites\gibshooter.spr
  - ...\sprites\info_null.spr
  - ...\sprites\info_target.spr
  - ...\sprites\multi_manager.spr
  - ...\sprites\multisource.spr
  - ...\sprites\scripted_sentence.spr
  - ...\sprites\trigger_changetarget.spr
  - ...\sprites\trigger_relay.spr
  - ...\sprites\trigger_script.spr
  - ...\sprites\trigger_track_goal.spr
- Valve's Source SDK [link]
  - ...\sprites\light_environment.spr
  - ...\sprites\light_spot.spr
- Avacado Maelstrom (original content)
  - ...\sprites\ms_monsterspawn.spr
  - ...\sprites\msitem_spawn.spr
  - ...\sprites\mstrig_stopspawn.spr
  - ...\sprites\mstrig_weather.spr
- MS:C community (original content)
  - ...\sprites\ms_counter.spr
  - ...\sprites\mstrig_music.spr
  - ...\sprites\mstrig_resetplayerspeed.spr
  - ...\sprites\mstrig_setplayerspeed.spr