

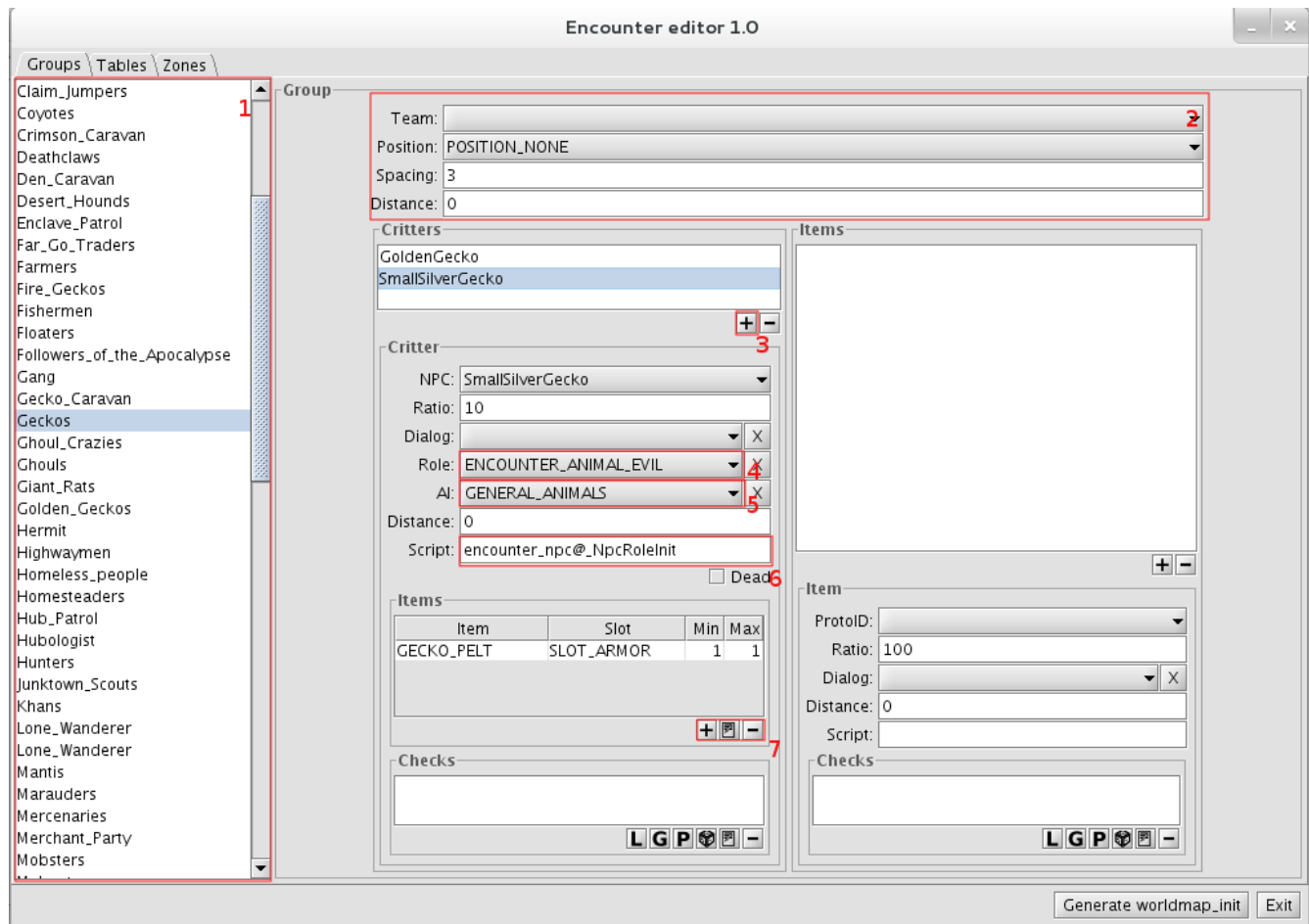
Encounter editor

User guide

General information

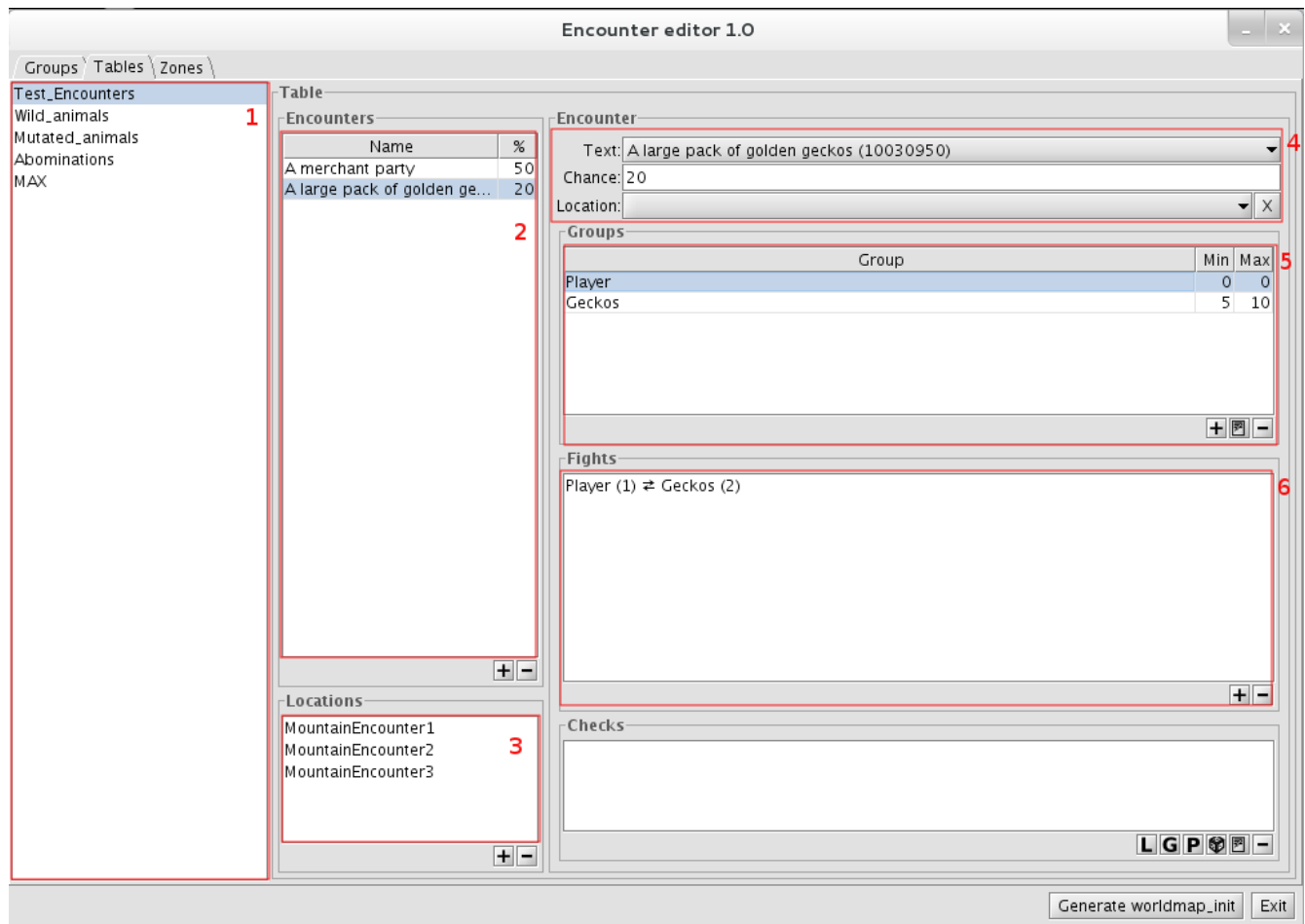
- encounters in Fonline SDK are done in following way:
 - there are Groups defined in worldmap.fos and they have prefix GROUP_
 - group consists of critters with their items and items
 - there are Tables defined in worldmap.fos and they have prefix TABLE_
 - table consists of encounters, while encounter is defined as a list of groups and actions between the groups (like attacking)
 - there are Zones defined in worldmap_init.fos
 - each Zone is bound to some Table with relation 1:1 (1 Zone can have 1 Table)
- encounter editor is based on original Fonline SDK proposal of encounters
 - it is divided into 3 sections: group editor, table editor and zone editor (each has its own tab in the application)
 - you have to have Java Runtime Environment (version 6) installed to be able to run the application
 - you can run application by double clicking on **EncounterEditor.jar** file or by running command “**java -jar EncounterEditor.jar**” in the directory with the file
 - when running it for the first time you will be asked for the path of directory of your Fonline server and world map picture file – these paths are save to **settings.ini** file

Group editor



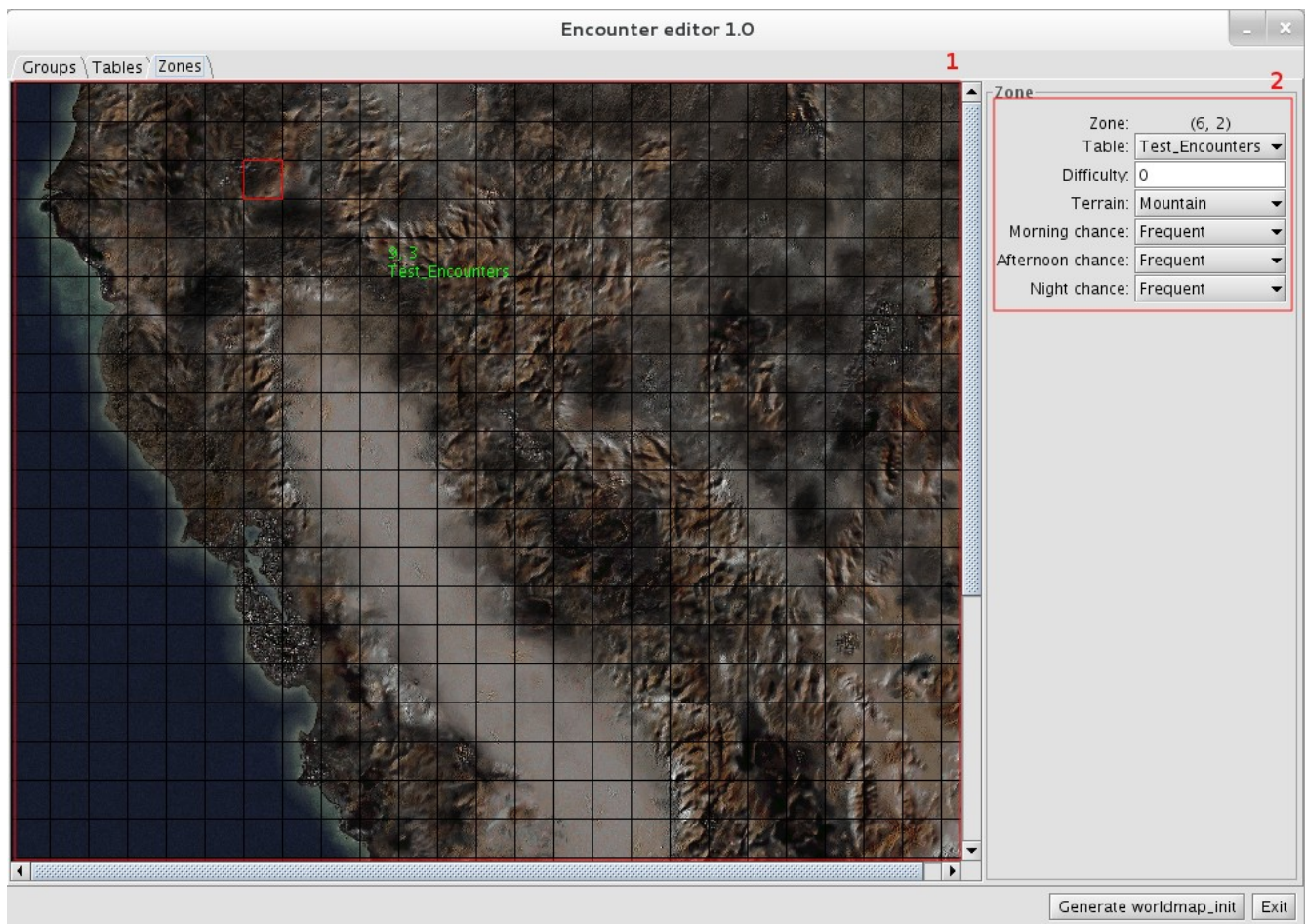
1. **List of groups** taken from worldmap_init.fos – if you want to add or remove groups you have to do it in the script file. When you select group in the list, you will see its details on the right side of the panel.
2. General **properties** of selected group.
3. Pressing button will **add** and select new critter for the selected group. And you can see its details in “Critter” section.
4. You can set **role** for each critter. Encounter roles have prefix **ENCOUNTER_**. They can be modified in _npc_roles.fos script. Select role that represents your critter or leave it empty if you desire no special behavior.
5. You can set **AI** for each critter. Currently only AIs with prefix **GENERAL_** should be used as they are optimized. Choose AI according to weapon and character of your critter. Choosing **_RANGED_** AI for critter with melee weapon can cause critter to be buggy.
6. You can set **script** for your critter, which will be executed when critter is added to map. If you have set Role to non-empty value then use following script to have it working correctly:
encounter_npc@_NPCRoleInit
7. You can add, edit and/or remove **items** for selected critter. Add **weapons** and other stuff here.

Table editor



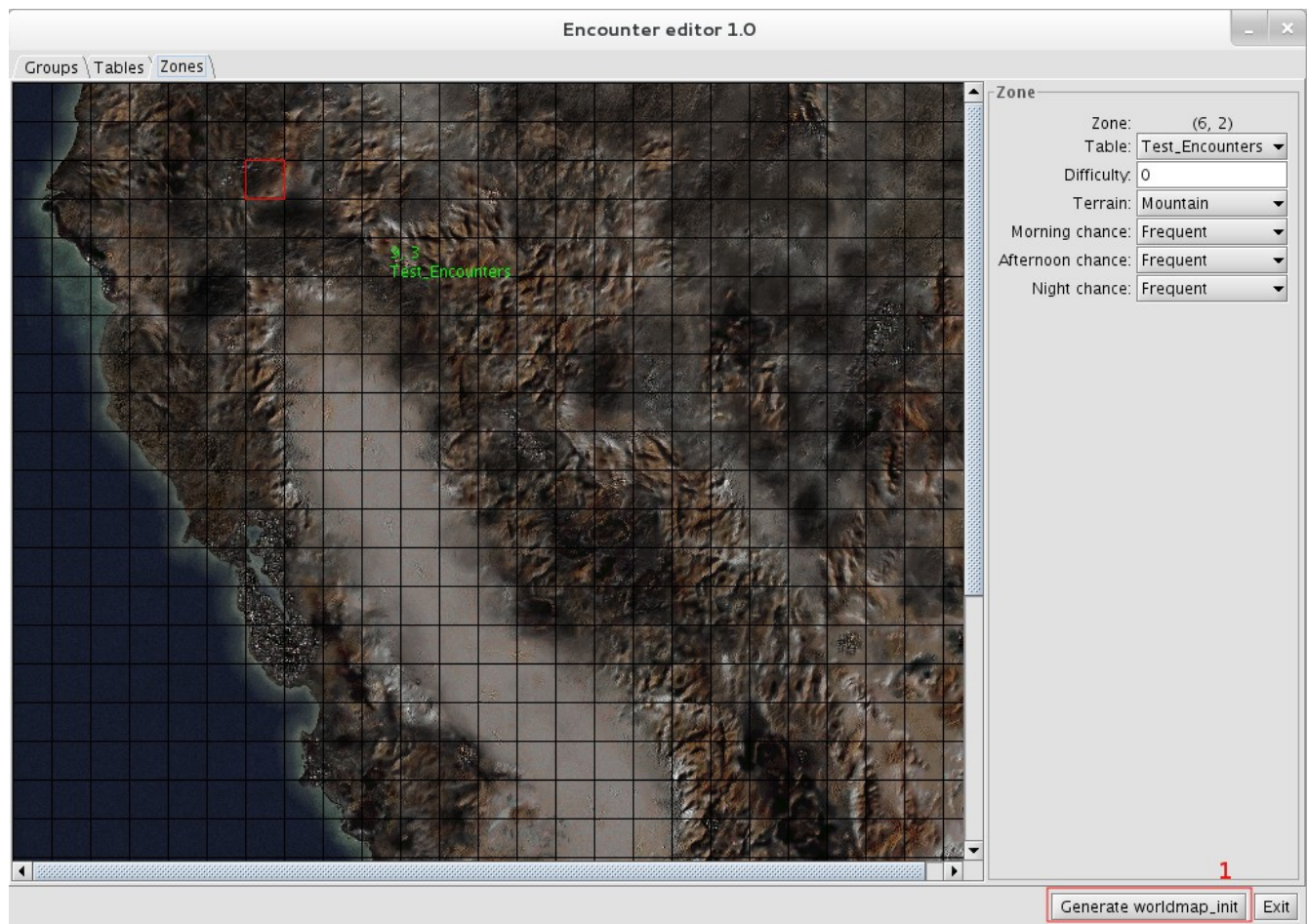
1. **List of tables** taken from worldmap.fos – if you want to add or remove tables you have to do it in the script file. When you select table in the list, you will see its details on the right side of the panel.
2. **List of encounters** contained in selected table. Selecting item in the list will show details of selected encounter in “Encounter” section.
3. **List of locations** that are attached to this table. One of the locations will be chosen randomly when encounter is being created.
4. General **properties** for selected encounter like its text shown to user, chance for the encounter and you can also select location if you want to bound specific location for the encounter.
5. **List of groups** contained in selected encounter. Note, that **group named “Player” must be always added** if you want to be able to get the encounter.
6. **List of fights** defined for selected encounter. Fights are always defined for 2 existing groups in encounter and they mean that those two groups will attack each other.

Zone editor



1. **World map** loaded from specified picture. Hovering over the map with mouse will show you current zone under the mouse cursor and assigned table to this zone. **Clicking on the map will select zone under the cursor.** Details of selected zone are shown on the right.
2. **Properties** of selected zone, like assigned Table, terrain of the zone or chance to get the encounter.

Generating scripts



1. Pressing the button will open dialog where you can choose file in which encounters will be saved. They will be saved in form of **worldmap_init.fos** script file.