

Background

This System Was Created As An Alternative To Other Drug Scripts That Can Be Found In The RunUO.com Forum Boards. This Is The First System That I've Ever Pieced Together That Uses A 'BaseScript/Engine' That Other Scripts Need To Reference In Order To Function Properly.

System Specs

This is for those of you who prefer to grow plants and crops, rather than click 3 magic seeds (from inside your pack) together in order to create a resource. This system allows players to:

- Grow Plants That Yield Drugs: Seed > Seedling > Crop > Resources
 - Use The Drug Resources And Get High Using A Variety Of Tools
 - The Ability To Create Joints Using Rolling Paper And Marijuana
 - Drug Dealers That Will Buy Your Wares And Sell Them For A Profit
 - These Guys Are Attackable
 - You Can Dismember Them
 - They Carry 5000+ Gold, A Bong, And Seeds
 - They Sell All Drug Resources
 - They The Tools To Use Drugs
 - System Is Specifically Designed For Use On A Role-Playing Server
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In addition server owners can easily create their own drugs to add to the system; only the default drug, Marijuana, has been added with this package. As I create more drugs I will post them to the RunUO Forum Script Release Section. Finding references to create new drugs should be very easy because each of the scripts I created for Marijuana are in the folders I associated with the drug using the drugs name.

As for the drug scripts, they are easy to follow. Server owners really only need to change the graphic ID numbers, the drug names, and add any special modifications they feel necessary to their new drug scripts. Just don't forget to reference them back to DrugSystem_Engine.cs or you will not get the 'Highness' effect that made these drug scripts so popular. Feel free to add new effects to the list; I added a few phrases and players will now faint and puke.

Will There Be Support For This System?

Absolutely, I will help where I can. If I am unable to answer a question I'm sure the RunUO community will pick up where I leave off. I consider myself a novice scripter still; I can edit and piece together any script out there fairly well (I'd like to think), but I still lack full understanding of how to create a fresh script from scratch. That being said, I know I don't know everything in regards to the code used in this system; although I think I translated it pretty well putting it together and I'm sure you all will enjoy this system – it's been through 3.5 days of testing.

You Are Encouraged To Share Your Drugs

In the tradition of sharing, the community (myself included), can't learn by example if no examples are given. With that in mind, if you create new drugs, effects, and/or any sub-systems for this system, please share it. I'd like to see this system evolve and hopefully be of some use to shards instead of just a novelty item; it would be nice to see resources (drugs) cure sickness, act as food (that you eat and get high), become ingredients for other items in-game.

Installation And Setup Instructions For This System

1. Un-Package The [.rar] or [.zip] Files Onto Your Desktop
2. Drag And Drop The Folder In This Directory: 'RunUO/Scripts/'
3. Goto This Directory: '/Harvestable Drugs/Da Drug Dealer'
4. Un-Package The Compressed [.rar] File Onto Your Desktop
5. Move 'The Drug Dealer' Folder Into Your 'RunUO/Data' Folder
6. Restart Your Server And Enjoy Your Interactive Drug System.

****The '[DrugSystem_Delete]' Command Will Delete All Crops That Have No Assigned Owner****

Disclaimer For This Drug System

I did not provide original coding for any script in this system. I merely borrowed methods from the drug systems that were already out there and elaborated on them with my own creativity. The idea is mine, but the physical code is not. This system works exactly the way I wanted it to and as far as I'm concerned is the most complete drug system available on RunUO.

I Would Like To Thank The Following People For Helping Me With This Project

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Without You This System Would Have Been A Sloppy Coded Mess With A Lot Of Extra Items

—THANK YOU —