Advanced FPS Kit – FPS Design Pack

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I. *Introduction*

Thank you for purchasing my third pack for Torque 3D MIT, the Advanced FPS Kit. After learning from some of my mistakes from my second pack, I have re-entered the development of cool new features for T3D. In this package of the AFPSK, I've added a fully customizable inventory and custom loadout system that your players will be able to use to create a wide variety of loadout options, I have also provided a document on FPS Design principles and the general flow of development for FPS games. I thank you again for purchasing this pack, and I hope you enjoy the new and awesome features this pack will provide your game!

II. *Pack License*

III. *Installation*

Installation of this pack requires a few changes to the Torque 3D source code, and a few additions of new files. You will find a "game" folder included with this pack, and inside is an art folder and a game folder, copy the contents of the art folder into your art folder. In my naming convention "game", will translate to "scripts" in most cases, copy the contents into that folder. You will need to adjust some global variables in the loadout files on both the client and server side scripts so be sure to do that.

To use the loadout system, you need to add the following function to ConsoleFunctions.cpp:

```
DefineConsoleFunction( getEnvironmentVariable, const char*, (const char *variableName),,
          "@brief Returns the value of the requested operating system's environment variable.\n"
          "@param variableName Name of the environment variable\n"
         "@return String value of the requested environment variable.\n"
          "@ingroup Console") {
  // get requested environment variable value
  const char *result = getenv(variableName);
```

```
   // verify successful operation
   if(result) {
      // success, allocate return space and return the result
      char *ret = Con::getReturnBuffer(dStrlen(result) +1);
      dStrcpy(ret, result);
      return ret;
   }
   // fail, environment variable doesn't exist
   return "";
}
```

Then add the included guiBitmapStringCtrl.h/.cpp files to your gui/controls/ folder and rebuild your project. For any additional script additions and changes, be sure to read the other documentation file regarding setting up the included systems.