Neo Impressive Title
Critter Configuration Guide
(last revision 4/18/2022)

NeoIT uses the same 2 configuration files that the original Impressive Title used to configure critters for your game. This document will serve as a review of the structure of these 2 files. Please note that NeoIT does not need encryption for its critter config files because they are embedded inside the game exe file. Let's start by taking a look at the structure of the "critter-defs.cfg" file ("cd1.dat" in oIT):

```
[Bat]

attacklist=[ -25, 5, 0, 0, 1 ]
decisiondeviation=7
decisionmin=3
droplist=[ [ "collar3", 0.01 ], [ "glasses2", 0.01 ], [ "fangs", 0.01 ],
[ "necklace11", 0.001 ], [ "bracelet4L", 0.001 ], [ "bracelet4R", 0.001 ] ]
flying=true
hp=100
mesh="bat"
skilldrop=[ "Cure", 5 ]

[Bunny]

attacklist=[ -25, 4, 0, 0, 1 ]
decisiondeviation=7
decisionmin=5
droplist=[ [ "collar3", 0.02 ], [ "glasses2", 0.02 ], [ "fangs", 0.02 ],
[ "necklace11", 0.002 ], [ "tie1", 0.001 ] ]
hp=200
material="bunnyMat"
maxspeed=90
mesh="hare"
scale=1.2
skilldrop=[ "Cure", 12 ]
```

The "critter-defs.cfg" file consists of several sections. Each section starts with the name of a critter enclosed in square brackets and is followed by a list of key/value pairs. The critter name will be used to refer to each critter when using it in a map. Now let's take a look at the complete list of possible key/value pairs:

```
attacklist=[[hp, range, hit_force_vec, hit_ally], ...]
decisiondeviation=int
decisionmin=int
droplist=[[item, probability], ...]
flying=boolean
friendly=boolean
hp=int
invulnerable=boolean
isdrawpoint=boolean
isuncustomizable=boolean
material=material_name
maxspeed=float
mesh=mesh_name
scale=float
skilldrop=[skill, quantity]
sound=sound_name
```

“attacklist” is used to define a list of attacks for each critter. Each attack entry determines the hp increment, range, hit force vector, and whether or not allies can be hit by that critter. “decisiondeviation” is used to determine how much the critter’s decision making time differs from the minimum value. “decisionmin” is used to determine how often the critter makes a new decision. “droplist” defines each item the critter can drop and it’s probability of being dropped. “flying” determines if the critter can fly. “friendly” determines whether or not the critter is friendly. “hp” determines the maximum and initial HP of the critter. “invulnerable” determines if the critter is unable to be damaged by attacks. “isdrawpoint” determines if the critter is a draw point (yes, draw points are considered critters…). “isuncusomizable” determines if the critter can be placed in custom maps. “material” sets a custom material for the critter. “maxspeed” sets the maximum movement speed of the critter. “mesh” sets the mesh used for the critter. “scale” sets the size of the critter in all dimensions. “skilldrop” defines a skill that can be dropped by the critter and its quantity when dropped. “sound” attaches a sound to the critter.