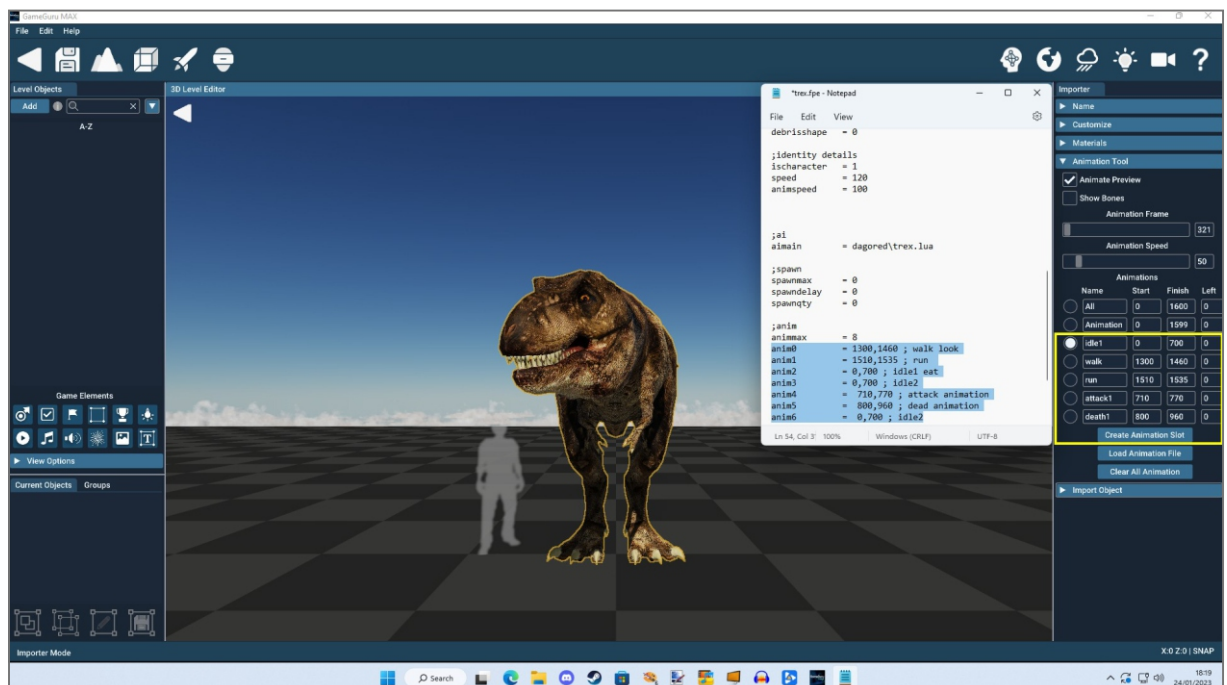


NPC Control Quick Guide

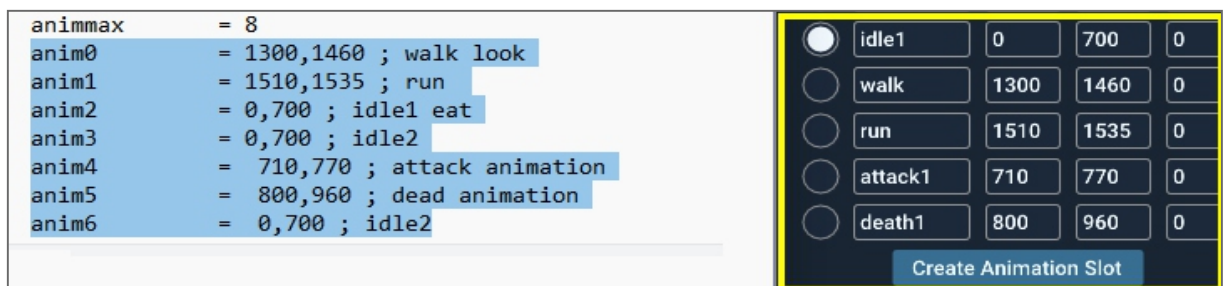
Importing an NPC from GameGuru Classic

by Synchronesh

- Step 1** ... Import your NPC and open the existing .fpe file. Existing animations in the model are usually listed with their corresponding start/stop frames.
- NOTE: When importing an X file usually it creates just one animation entry with all animations joined together. Delete this combined animation entry and proceed as below.*
- Step2** ... Create an animation slot for each animation you wish to use. Enter these into the Animation Tool section in GGMax.
- Step3** ... Add the frame numbers from the existing .fpe to your named slots



Once complete you animation slots should look similar to the pic below



Important

Before importing set the NPC collision to **Polygon**
Then you can Import your NPC to your chosen location.

(Please also read the section **Importing your NPC for use with NPC Control**)

NPC Control Quick Guide

Importing and Exporting animations from Mixamo

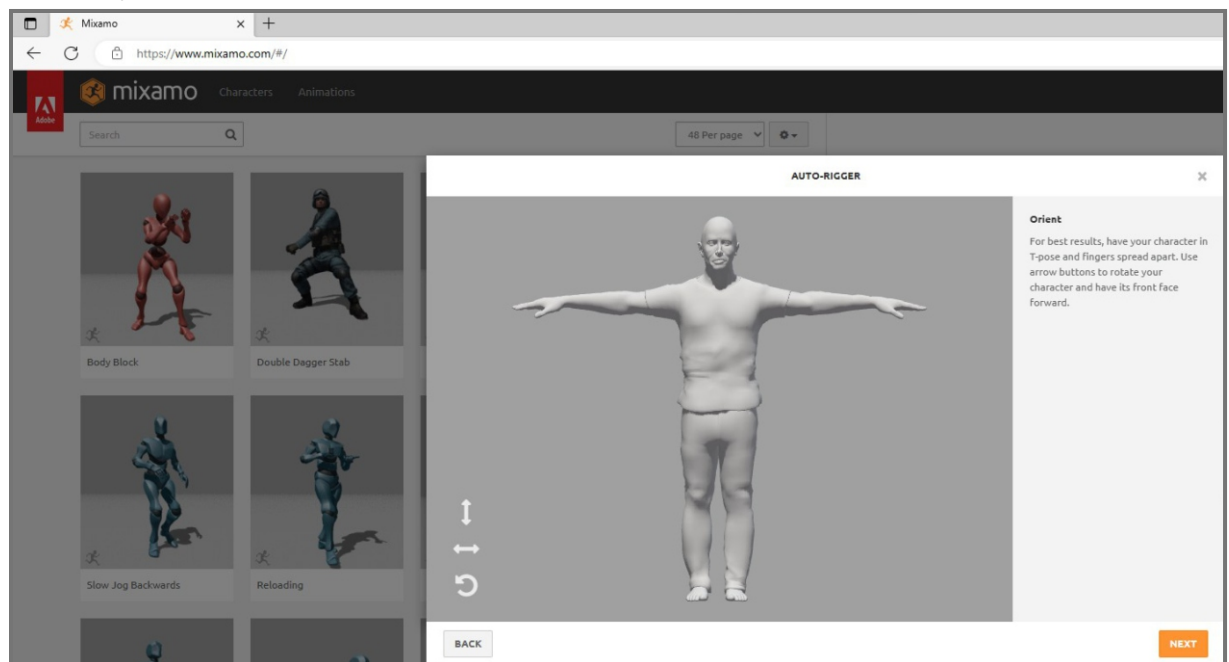
by Synchronesh

T-Pose To Max

Note .. If your NPC is already Rigged Steps 1, 2 and 3 will not be shown

Step 1 ...

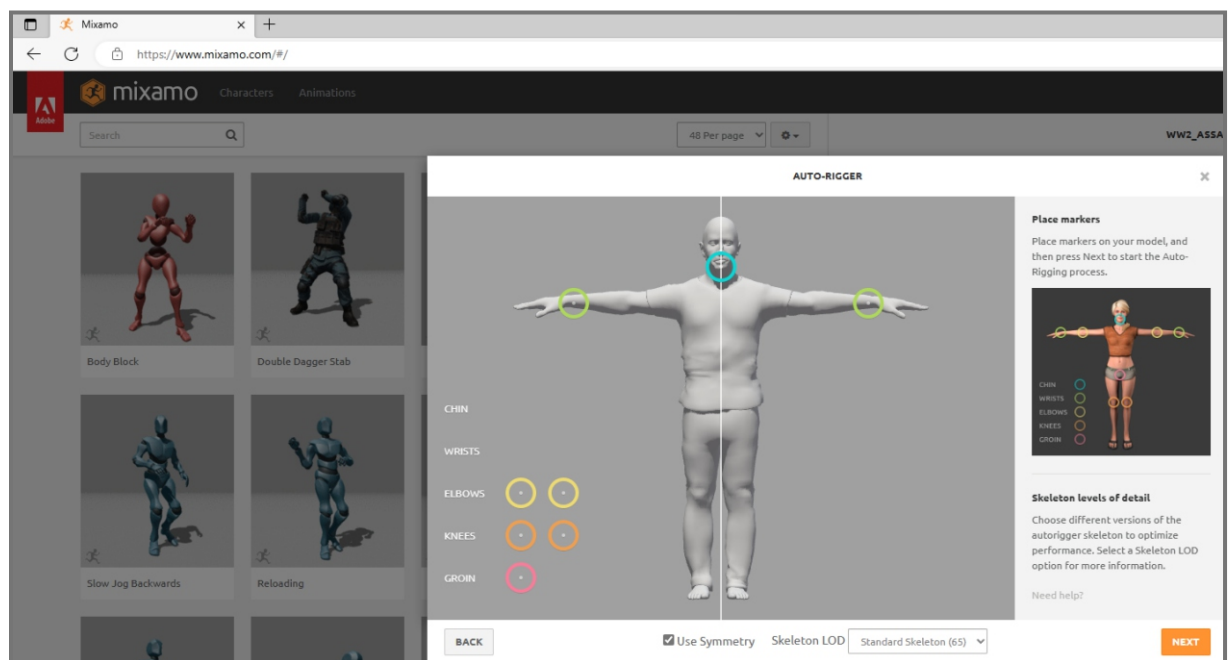
Upload your NPC to Mixamo in either .FBX or OBJ format



Step 2 ...

Drag the markers to the Chin, Wrists, Elbows, Knees and Groin as shown below.

Then click **NEXT**



NPC Control Quick Guide

Importing and Exporting animations from Mixamo

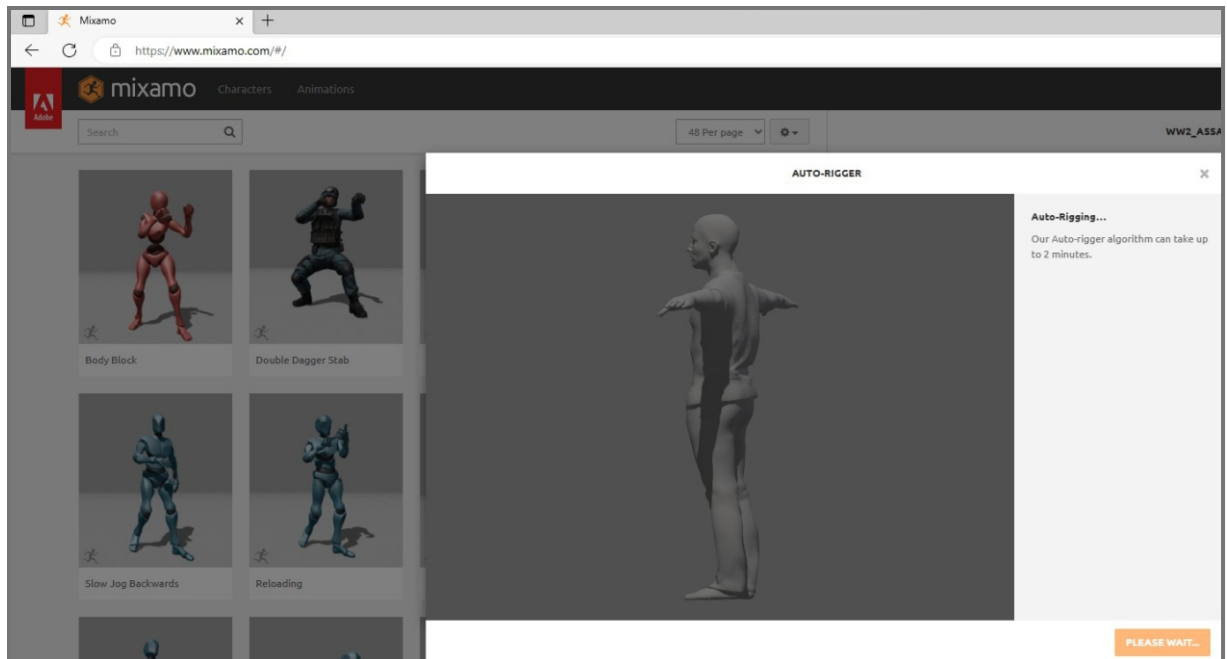
by Synchronesh

T-Pose To Max

Note .. If your NPC is already Rigged Steps 1, 2 and 3 will not be shown

Step 3 ...

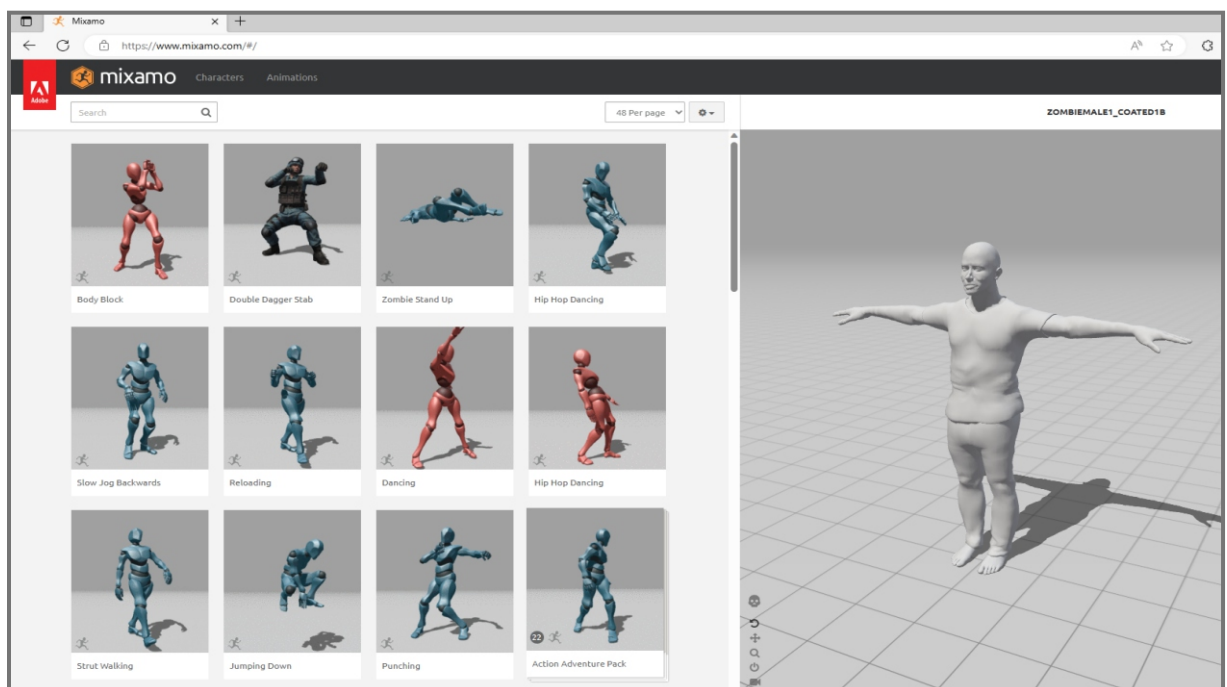
Click Next and your NPC will be Auto-Rigged. Allow this process to finish



Step 4 ...

Your NPC is now ready to have its animations applied

If your NPC was already Rigged then this is the first page you will see once imported and you are ready to add your animations



HINTS & TIPS

GameGuru
MAX

NPC Control Quick Guide

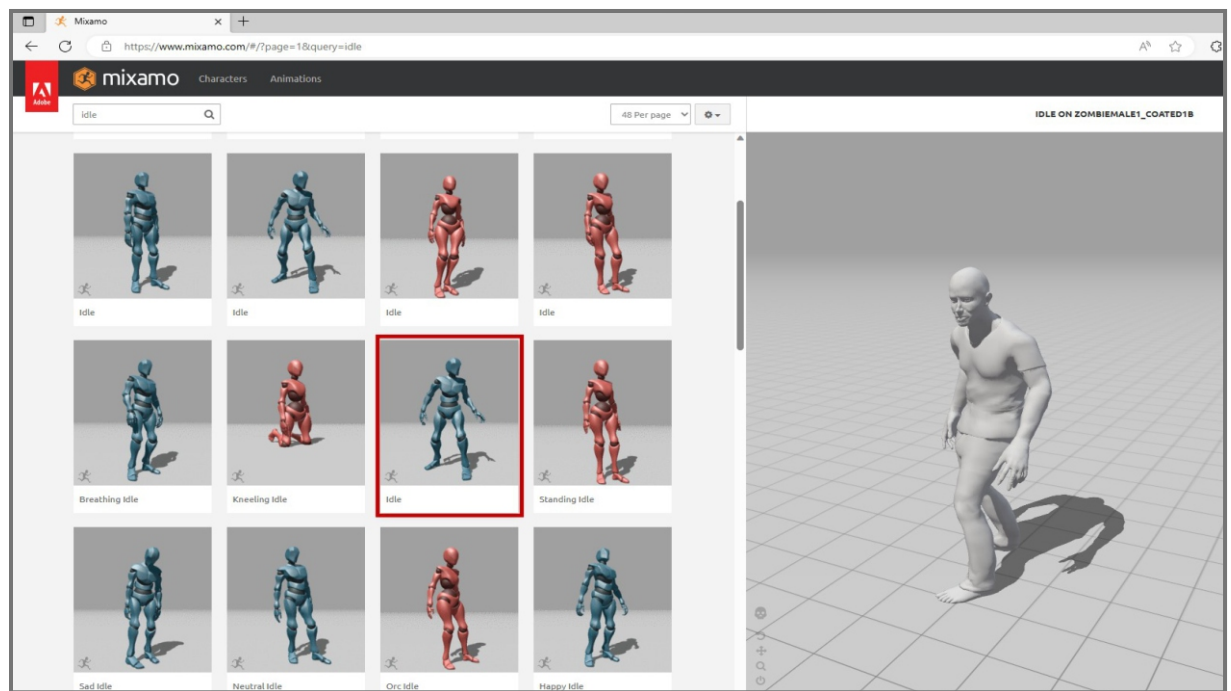
Importing and Exporting animations from Mixamo

by Synchronesh

Applying Mixamo Animations

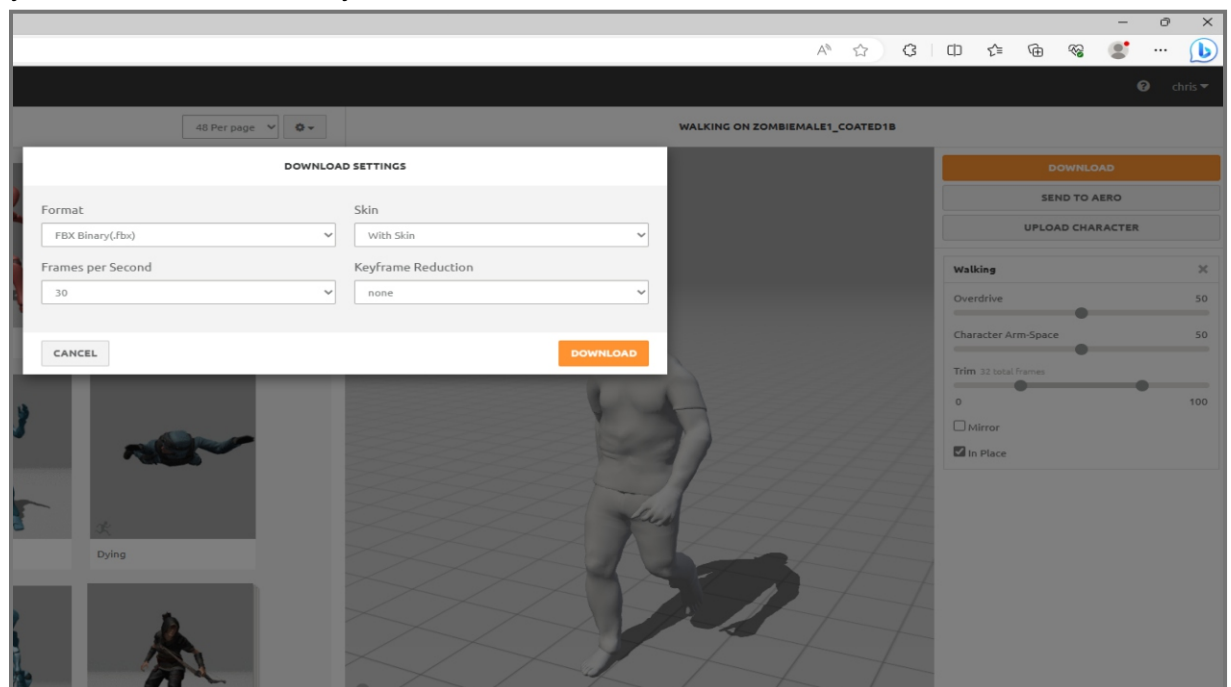
Step 5 ... Click the animation you wish to add.

Idle is recommended as your first animation as this will now be the default you will Import into Max



Step 6 ... Now download your **Idle.fbx** (Default settings should be fine)

Then click on a walk animation and download your **Walk.fbx** ... Continue this process until you have downloaded all your **individual** animation **fbx** files



NPC Control Quick Guide

Importing and Exporting animations from Mixamo

by Synchronmesh

Adding your animations on import into Game Guru MAX

Adding your animation fbx files is a straight forward process.

The first fbx file to load will be the **idle.fbx**.

You can rename these as you see fit

Then by clicking the **Load animation** button you can add another like **walk.fbx**

Continue this process until you have added all your animations. Once you import your npc all the animations will be merged into one npc in .dbo format.



IMPORTANT

DO NOT scale your npc until you have added all your animations or do this in the .fpe after model import

(Please also read the section **Importing your NPC for use with NPC Control**)

NPC Control Quick Guide

Importing your NPC for use with NPC Control

by Synchronesh

Step 1

If the model has an existing FPE file or is a newly imported model, first there are some edits you may need to make in your new .fpe file. Open the new .fpe file and you will need to be set or confirm these entries before you load your new model into GGMax for use.

In the *;orientation* section

defaultstatic = 0

In the *;identity details* section

ischaracter = 1

and add in these optional settings (if you require to preset your npc's view range and angle)

conerange = 1000

coneangle = 100

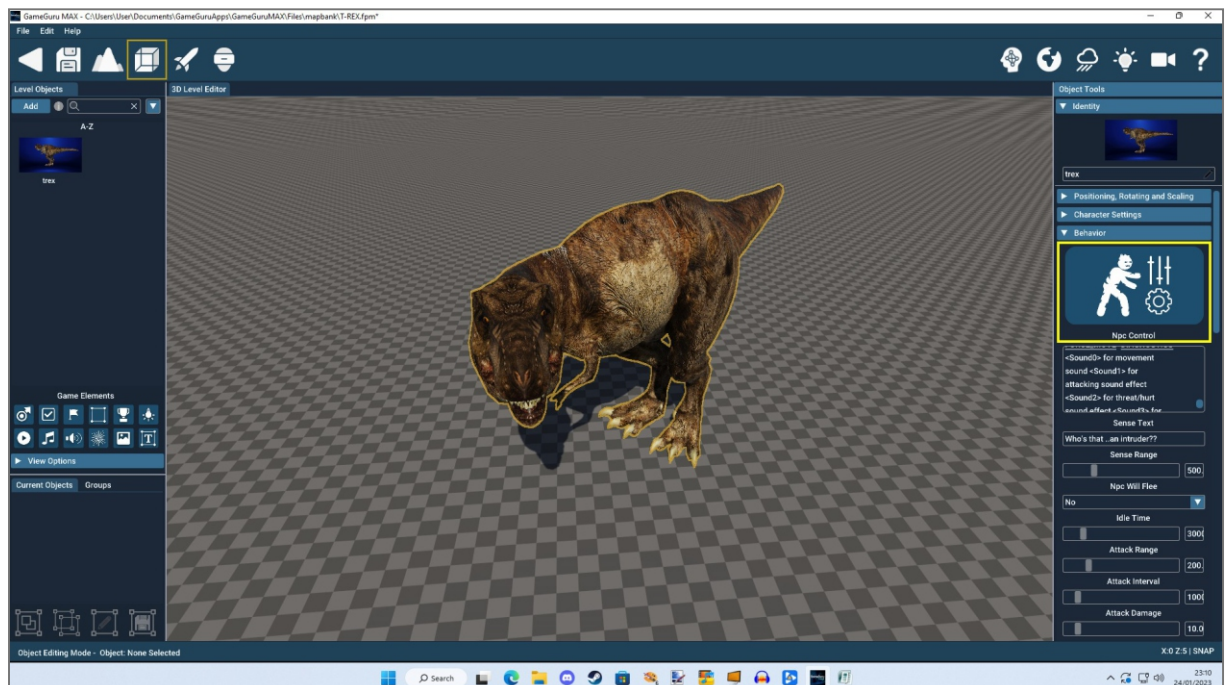
In the *;statistics* section

strength = 150 or above.

Once done save the settings and load GameGuru Max

Step 2

Place your new NPC in your level and attach the **Npc control** behavior to it



Step 3

Now its time to configure your NPC using the sliders and selection boxes provided in the Behavior panel settings. The following pages discusses the various behavior options. This may be trial and error for each NPC to get them just right.

The T-Rex for example is long, so his attack range will be at a slightly greater distance than a NPC with a melee attack, but it wont take long for you to work out what works best for certain characters or Creatures. Read through the *Configuring the NPC Control Behavior* section.

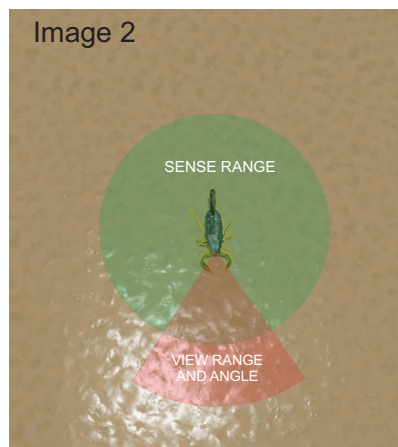
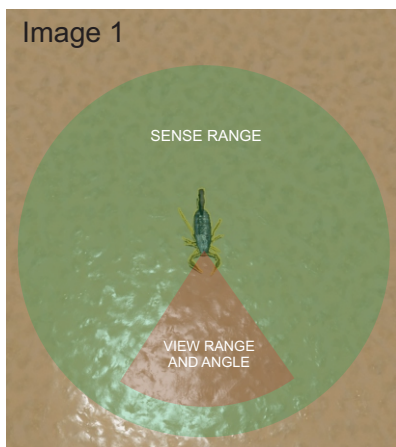
NPC Control Quick Guide

Configuring the NPC Control Behavior Settings

Part 1

Place an NPC on the map. Select the Allegiance for the character in the 'Character Settings' Enemy will attack, Ally or Neutral wont. Attach the NPC controller behavior to the npc.

The **SENSE** range in the Behavior panel and the **VIEW** range in the Character Settings panel dictate how the NPC will respond. Setting a **larger sense range** than the **view range** means the npc will pursue you even after losing sight of you if you are still within the sense range (image 1). Setting a **smaller sense range** than the **view range** means the npc will sense you when within sight (view) range and when losing sight will give up the chase. (image 2) (this type scenario is good for sneaking up on guards.)



BEHAVIOR SETTINGS

Set the **SENSE TEXT** to display when the NPC detects the player

Set the **SENSE RANGE** for distance that the NPC detects the player

Select **NPC WILL FLEE** **Neutral** NPC's will Flee randomly when within 1/2 to 1/3 sense range. Or in the case of an **Enemy** NPC may chance to flee when their health gets low.

Set the **IDLE TIME** for time between idle animations and roaming decision

Set the **ATTACK RANGE** distance for actual damage to occur to the player

Set the **ATTACK DAMAGE** for hit damage for attack strikes

Set **RANDOM DAMAGE** for random hit damage between 0 and the Set attack damage if required.

Select **NPC CAN ROAM** for random roaming decision

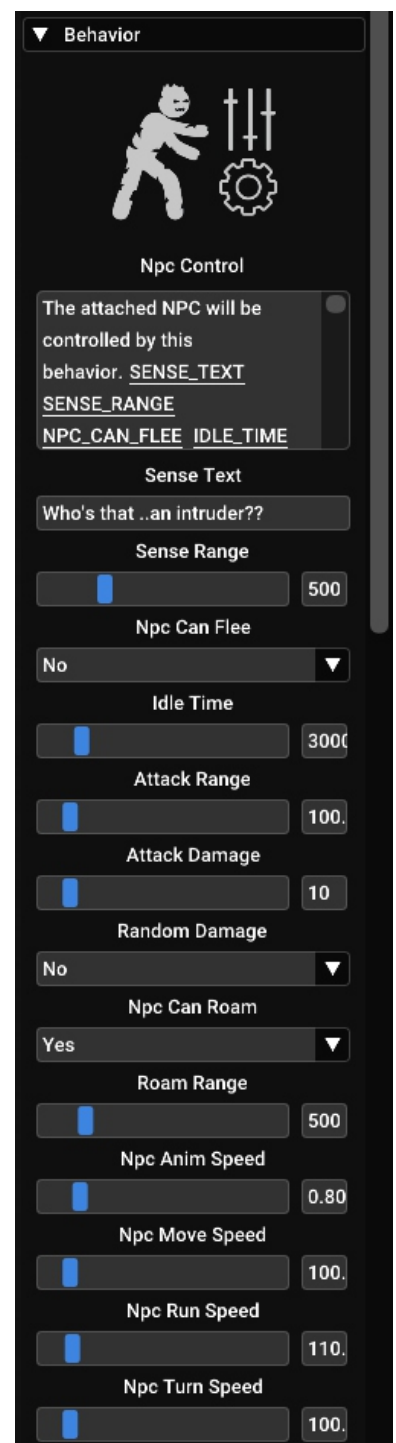
Set the **ROAM RANGE** for the NPC when it decides to wander around

Set the **NPC ANIM SPEED** to set the models animation speed

Set the **NPC MOVE SPEED** to set movement speed of the model for general movement

Set the **NPC RUN SPEED** to set movement speed of the model when running

Set the **NPC TURN SPEED** to set the turning speed of the model



NPC Control Quick Guide

Configuring the NPC Control Behavior Settings

Select **NPC CAN SHOOT** to YES if the model can shoot and has a shoot animation*

Select the required animations found in your model to use from the drop down selections.

Select the **IDLE1 ANIMATION** name of the model eg: "idle1 or idle or even eat etc"

Select the **IDLE2 ANIMATION**

Select the **WALK ANIMATION**

Select the **RUN ANIMATION**

Select the **THREAT ANIMATION**

Select the **ATTACK1 ANIMATION**

Tweak the the **ATTACK1 HITFRAME** for more accurate player hit animation point.

Select the **ATTACK2 ANIMATION**

Tweak the the **ATTACK2 HITFRAME** for more accurate player hit animation point.

Select the **ATTACK3 ANIMATION**

Tweak the the **ATTACK3 HITFRAME** for more accurate player hit animation point.

Select the **SHOOT ANIMATION** (If NPC CAN SHOOT is set ON).

For non-cc characters also make the 'Attack 1' animation the same as the 'Shoot' animation then the shooting speed is tweaked using the ATTACK 1 HITFRAME settings.

Select the **HURT ANIMATION**

Select the **DEATH1 ANIMATION**

Select the **DEATH2 ANIMATION**

Select the **LASTFLAG ANIMATION** for last flags in patrol (If only 1 flag is used character will exit flag patrol and free roam after animation.)

Set the **LASTFLAG TIME** period at last flag in linked flag patrol.

Set the **LASTFLAG LOOP** for repeat animation on last flags in patrol

Select **FORCE MOVE** for forcing movement of Non-conforming models. (For some older models that dont respond and are rooted and walk on the spot for example).

Select **NPC TILTING** for making the NPC to tilt according to the terrain slope. (Ideal for creatures/animals like larger beetles or lizards but also some humanoid style NPC)

Tick the **DIAGNOSTICS** if you wish to test and see the diagnostics readout of the model. Has readouts in attack mode to help tweak hit points in animations.

NPC Control Quick Guide

Configuring the NPC Control Behavior Settings

SOUNDS: -

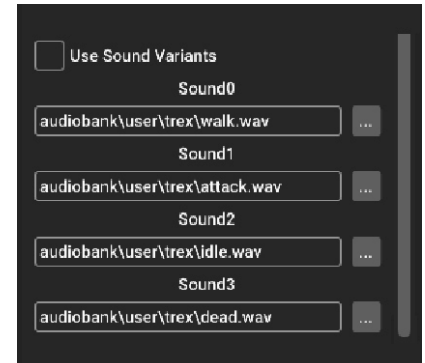
Set the <Sound0> for movement sound

Set the <Sound1> for attacking sound effect

Set the <Sound2> for threat/hurt sound effect

Set the <Sound3> for death sound effect

If there a .wav file in the audiobank\user folder with the *same name* as the entity it will be played when the creature spots the player and attacks. (This could be combat music or a npc scream when spotted)



Note: Fill all fields with an animation if possible.

If you have no corresponding animation for a particular field eg:

- you have only one animation for **attack1** called attack in your model
- then place that (attack) animation in the **attack2** and **attack3** fields as well.

Another example is:

- you have no animation for **threat** in your model
- then just place the (attack) animation in the **threat** field.

Note: If the 'gibs' behavior is being used check the "Global Enabled" checkbox in that behavior if you wish it to be used on NPC Control characters.