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How to make your stuff into SCPs (for modders)

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This is not a modding tutorial, this is for those who have already created a mod and want them to become SCPs.

This guide is in a constant state of work, so keep that in mind.

If you get stuck anywhere, check out a good example of a preexisting SCP, such as SCP-3199.

Everything that is an SCP needs containment procedures. Use this template in the thing's XML document (assuming you don't already have modExtensions) inside their ThingDef:

```xml
<modExtensions>
<li Class="SecureContainRimworld.CProceduresExtension">

<classRating>
        <li><!-- containment class --></li>
        <li><!-- disruption class --></li>
        <li><!-- risk class --></li>
</classRating>

<containmentTier>0</containmentTier>
</li>
</modExtensions>
```

classRating

EVERY SCP must have these three fields filled out, one for each. They won't work otherwise, or they might even break. Visually, this enables the player to see the class ratings in the thing's info menu.

If you're doing a preexisting SCP, check their actual SCPWiki page and compare it to how (Va̶̶̶̶̶) might treat this threat. Otherwise, just consider its strengths and compare it to preexisting S̶̶̶̶̶̶̶ ̶̶et a feel for the class descriptions, and find the best ones for your thing. Check Misc_Gameplay̶̶̶̶ value actually says in game.

Here is what can go in the containment class field:

```
 SCR_CSafe   SCR_CEuclid   SCR_CKeter   SCR_CThaumiel   SCR_CApollyon
```

Here is what can go in the disruption class field:

```
 SCR_DDark   SCR_DVlam   SCR_DKeneq   SCR_DEkhi
```

Here is what can go in the risk class field:

```
 SCR_RNotice   SCR_RCaution   SCR_RWarning   SCR_RDanger   SCR_RCritical
```

containmentTier

This integer value from **0** to **3** is used differently for inanimate vs animate ('thing' vs 'pawn') SCPs.

They don't directly correlate to the containment class field, but they are similar.

For inanimate SCPs, **0** is for SCPs who can be contained using (Vanilla) RimWorld stuff or other modded containers. SCP-572 could just be put on a shelf in a dark room and it can't hurt anyone since it really can't do anything unless touched. **1** is for SCPs who *could* be put in the previous containment tier, but need food or something to keep them from rotting away. SCP-127 needs nutrients since it's alive, but it won't stand up and walk away. **2** indicates they have some kind of effect if not stored properly, such as hatching, spreading diseases, etc. SCP-3199 eggs hatch unless they're kept in a block of resin or whatever.

For animate SCPs, it determines what tier of wall can contain it, but also determines whether it's physically capable of breaking out. For example, SCP-529 needs a **0** because they probably couldn't dig through a steel wall any time ever, let alone vanilla/modded RimWorld walls. SCP-3199 needs a **2** since it can melt concrete with it's acid. See the Creatures section below for more info.

3 indicates they can't really be contained, though it's more of a work-in-progress value at this time.

Setting this value higher than 3 doesn't do anything yet.

Creatures & Pawns

NOTE: The only Humanlike pawn-based SCPs I've done are expressed in the forms of traits and Genes (BioTech DLC). By default, they are imprisoned via the Vanilla imprisonment system. At this time, they also don't show their containment procedures (a bug) so I recommend putting the containment procedures in the description, or just omit them entirely. I recommend putting the mod extension in still, because the game internally knows they're SCPs that way.

Don't allow your SCPs to have the mental break ManhunterPermanent if its in your power to do so, as this prevents the player from picking the SCP up when they've been downed (this is a vanilla issu

Some of this stuff doesn't work if the SCP is tamed, so adjust its tame chance accordingly.

CProceduresExtension

Continuing from above, there are several things (still being added every update of course) that help diversify the SCPs when it comes to containment.

`<willManhuntAfterBreach>` defaults to **false**. With a value of **true**, it makes this pawn have a manhunter mental break when they manage to get outside of the player's colony. If left on false, it will try to leave the map instead. Typically when they are shot at, they will go manhunter depending on their normal manhunter chance, aka `<manhunterOnDamageChance>`, which will stop the containment breach mental break and not have this activate.

`<isTranqable>` defaults to **true**. With a value of **false**, this creature cannot be tranquilized. This is for non-biological SCPs (i.e. SCP-250), SCPs that have specific effects that say they can't be (i.e. SCP-3033), etc.

`<hatesRoofs>` defaults to **false**. Doesn't do anything at the moment, but future updates will, when set to **true**, make this SCP more likely to break out of containment if under a roof (aka, doesn't like being inside).

ThinkTree

Your creature will need to use the custom think tree `SCR_SCPAI` in order to properly breach containment (under low food scenarios). Here's how it's used in the thing's ThingDef:

```
<race>
    <thinkTreeMain>SCR_SCPAI</thinkTreeMain>
</race>
```

If you have a custom think tree already and don't want to use this one, I copied the vanilla animal think tree and replaced the "try to escape via digging" node(s) with a containment breach one for this mod. Check it out over here.

Artifacts, Weapons, Clothing, etc (everything else really)

These need `thingCategories` to ensure they can be added to containment devices. Here's a few categories that I hope are self-explanatory:

`SCPWeapons`   `SCPObjects`   `SCPMeat`   `SCPApparel`
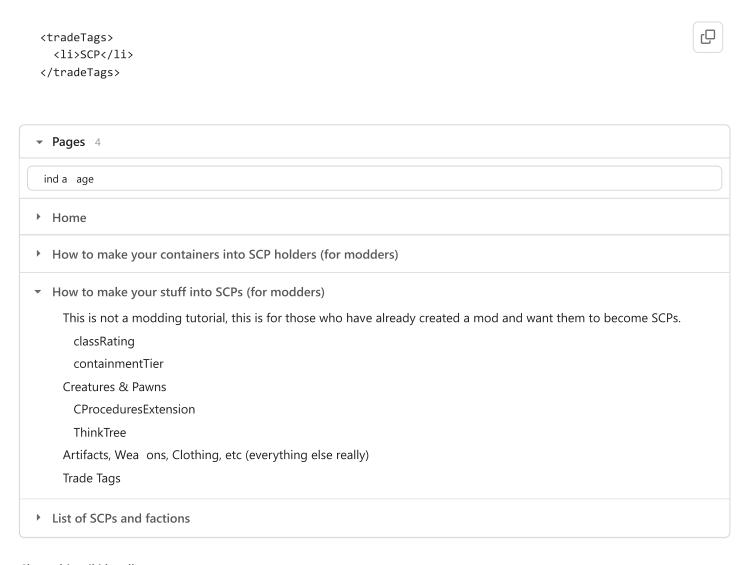
Here's how they're used in the thing's ThingDef:

```
<thingCategories>
        <li>SCPObjects</li>
</thingCategories>
```

You can find the rest of them in ThingCategories, but there really aren't many other relevant ones there.

Trade Tags

If you'd like your SCPs to be traded by traders that exclusively buy/sell SCPs, you'll need the `SCP` TradeTag, used like this:

```
<tradeTags>
  <li>SCP</li>
</tradeTags>
```

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