**Shangri-La Patch Changes**

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**zombie\_temple\_ffotd.gsc**

**Line 14;:**

PreCacheModel(“collision\_wall\_256x256x10”);

/\* Comment \*/

**Line 24 – 28;:**

collision = spawn(“script\_model”, (1623, -668, 114));

collision setmodel( “collision\_wall\_256x256x10” );

collision.angles= (0 ,0, 0);

collision Hide();

/\* Comment \*/

**Line 32 – 34;:**

level.timed\_killbrush\_in\_start\_area\_geyser = maps\\_zombiemode::spawn\_kill\_brush( (-25. -1025, -175), 90, 170 );

level.timed\_killbrush\_in\_minecart\_area\_geyser = maps\\_zombiemode::spawn\_kill\_brush( (1092, -1000, -100), -60, 90 );

/\* Comment \*/

level.player\_out\_of\_playable\_area\_monitor\_callback = ::zombie\_temple\_player\_out\_of\_playable\_area\_monitor\_callback;

**&&This needs to be defined in the “zombie\_temple.gsc”&&**

**zombie\_temple\_pack\_a\_punch.gsc**

**Line 24;:**

level.pack\_a\_punch\_round\_time = 30; -->x\*3 = 90;

\_>level.pack\_a\_punch\_round\_time = 90;

**Line 30;:**

level.pap\_active\_time = 90.0; “Originally set to 60.0”

**zombie\_temple\_sq.gsc**

**&&Try adding Shangri-La’s eclipse view to the normal view!!&&**

**Line 260 – 281;:**

269 & 270;:

back\_to\_the\_eclipse();

reveal\_meteor();

change the above with the threads below & vice versa.

277 & 278;:

back\_to\_the\_future();

hide\_meteor();

**Line 626;:**

self.trigger waittill(“trigger”, who);

if(sundial\_button\_already\_pressed\_by(who, buttons))

who needs to be undefined!!!

**Line 484 – 490;:**

for(i = 0; i < buttons.size; i ++)

{

if(IsDefined(buttons[i].triggering\_player) && buttons[i].triggering\_player == who)

{

return true;

}

}

**Line 402;:**

while(level.\_sundial\_buttons\_pressed < 4)

{

wait(0.1)

}

value for the required presses could be changed to <1 so people can solo run the Easter Egg.

**&&NEED TO ADD ZOMBIE\_TEMPLE.FF ORIGINAL FILES TO THE TABLE SO WE CAN GET DEATH BARRIERS AND THE SECOND STEP FROM THE EE RESOLVED!!!!**

**&&!! GSCS RIPPED FROM zombie\_temple.ff below and added to the patch table and in the maps folder!!&&**

**zombie\_temple.csc**

**Changes here are made for better looking visuals for the video. I think I will leave the color effects on place for the patch as well.**

**Add the following rawfiles to the mod.csv table:**

“rawfile,vision\zombie\_moon\_hellearth.vision”

“rawfile,vision\zombie\_moon\_black\_hole.vision”

**Line 13;:** level.\_temple\_vision\_set = “zombie\_moon\_hellearth”;

//Originally set to “zombie\_temple” & zombie\_moon\_hellearth is ripped from Moon’s visions and added to the mod.csv table afterwards. Same goes to all the visuals.

**Line 14;:** level.\_temple\_vision\_set\_priority = 1;

**Line 16;:** level.\_temple\_caves\_vision\_set = “zombie\_temple\_eclipseCave”;

//Originally set to “zombie\_temple\_cave”

**Line 17;:** level.\_temple\_caves\_vision\_set\_priority = 2;

**Rest of the vision models left to their original stand.**

**Comment out these values;:**

SetSavedDvar( "r\_skyTransition", val);

**Custom dvars added to “common\_zombie\_patch” and if the map is set as Shang, the game will automatically transition a new sky in for set map.**

**zombie\_temple.gsc**

**Line 75;:**

level.player\_out\_of\_playable\_area\_monitor = true; /value needs to be changed to false;

**zombie\_temple\_minecart,gsc**

**Line 422;:** self playerLinkToMineCart(360);

//Comment

**Line 416;:** self playerLinkToMineCart(360);

//Comment

**Line 424;:** self thread minecart\_screen\_shake();

//Comment

**Line 460;:** self PlayerLinkToDelta( self.minecart\_link, “tag\_origin”, 1, view\_yaw, view\_yaw, 90, 75, true );

//Comment

**Line 481;:** player setvelocity( throw\_velocity );

//Comment

**Line 817;:** self.minecart minecart\_link\_passengers();

//Comment

**Line 391;:** self.is\_on\_minecart = true;

//False

**Line 404;:** self SetOrigin(self.minecart\_link.origin);

//Comment

**Line 393;:** self AllowSprint(true);

//False

**Line 823;:** self.minecart thread \_minecart\_close\_front\_door\_delay(2.0);

//Comment OUTTT//

**zombie\_temple\_power.gsc**

**//**needs to be ripped from the map.ff and add it to the patch/maps & csv table!\\

**Line 326 – 329;: [FUNCTION!!]**

minecart\_glitch\_txt()

{

self IPrintLnBold(“Secret ^6minecart ^7glitch ^2unlocked^7!”);

}

**Line 159;:**

level thread minecart\_glitch\_txt();

/(Inclued in the function called on\_power\_on)\

Threading waits till the lever has been pulled &

inits all the other power related stuff first before threading the function.

Perks come after the thread in the section “activate\_perk\_machines” );

**Line 330 -> ;: [FUNCTION!!]**

minecart\_glitch\_txt()

{

self endon( “disconnect” );

for( ;; )

{

self waittill( “power\_on” );

if ( level.power == “power\_on” )

{

self IPrintLnBold( “secret minecart glitch unlocked” );

}

}

}

minecart\_glitch\_txt()

{

IPrintLnBold("Secret ^6minecart ^7glitch ^2unlocked^7!");

wait 0.01;

IPrintLnBold("^3Go ^7ahead & ^3ride ^7the ^3minecart^7...");

}

//RANDOM REMINDERS

Inside "if"s and "else if"s you have to use some symbols, this are the most common:  
  
**==** = **=**  
**!=** = **not =**  
**&&** = **and**  
**||** = **or**  
**<** = **smaller**  
**<=** = **smaller or =**  
**>** = **higher**  
**>=** = **higher or =**  
**!** = **not**

**////////////////////////////////////////////**