

Actionbuilder Repeater Examples

Designed for 1.3.x

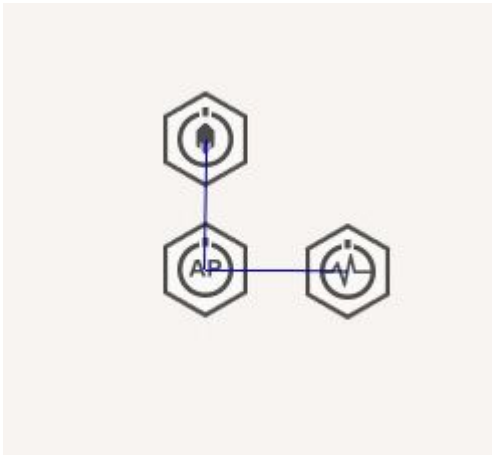
Repeater Module

- Repeats Actionpoints.
- Can be synchronized with multiple Actionpoints at once.
- Can be restricted with in-game triggers.
- Repeats Actionpoints that have activated at least once.

Layout Examples

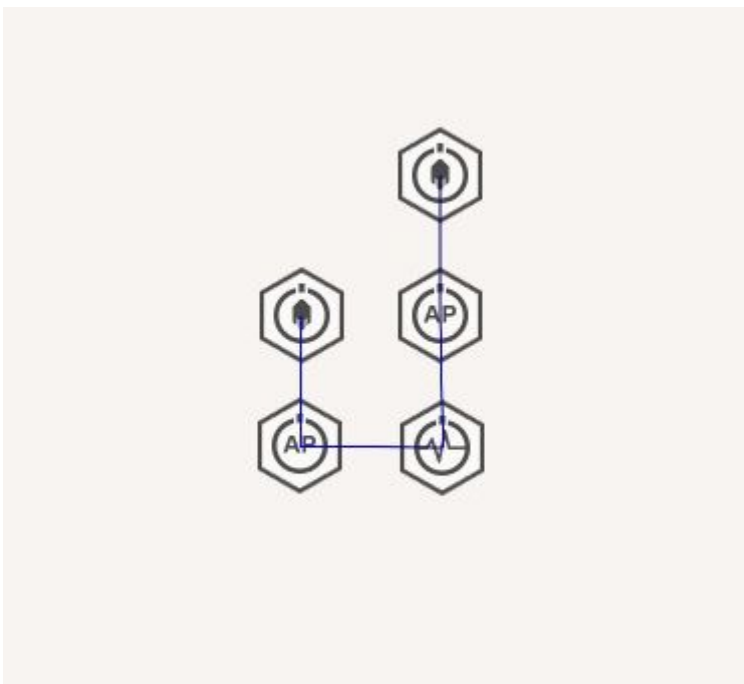
1.1. MINIMUM SETUP

A single Actionpoint is synchronized with a Portal and a Repeater.



1.2. MULTIPLE ACTIONPOINTS SYNCHRONIZED

When the Repeater activates, it will re-trigger both of the synchronized Actionpoints.



Configuration Examples

1.1. Boolean variable

Boolean variable activation means that the Repeater will activate when the given “Boolean variable” becomes TRUE. For example, you could use an in-game trigger to set `doSpawn = true`; and that would activate the Repeater shown below.

If the “Toggle variable” is checked, the doSpawn variable will switch back to FALSE after a successful repeat. This way you can for example create a repeatable trigger that will spawn units every time someone enters the trigger perimeter.

Edit: Repeater

▶ System: Type

▲ System: Init

Variable Name

Init

▶ System: Transformation

▶ System: Presence

▲ System Specific - System: Repeater

Repeaters repeat synchronized Actionpoints. You can restrict Repeaters with triggers.

Activated by Boolean variable

Boolean variable activator activates the repeater when the variable's value is TRUE. If the variable is toggled, the variable will switch to FALSE after a successful repeat.

Boolean variable doSpawn

Toggle variable ☒

Value activator activates the repeater when the given condition is TRUE.

Value condition Actionpoint unit count is less than Value

Value 1

Include vehicles ☐

With the options below you can further adjust this Repeater, no matter which activator is selected.

Repeat interval 1

Maximum repeats -1

Sustain performance ☒

OK

CANCEL

When checked, the repeater won't repeat if server FPS is below 25. If unchecked, the limit is 15 FPS.