Script Pack 10 – Nazi Zombies

Introduction

Thank you for downloading my pack. As you have seen, the legendary mode "Zombie Nazis" on FPS Creator is now available for the public release. This means that anyone can create their map beloved zombie mode Call of Duty World at War. This is the lite version of my previous packs. All algorithms that I developed many years, optimized and compiled in this pack. During testing, I noticed some flaws and faults. I will work to fix them. Be patient and test my script pack..

Description. How it works

All the scripts are optimized and use a minimum of global variables. To enable zombie mode, you must install at the level several trigger zones with some scripts (about which scripts you need to set the zones will be lower). I recommend that you always start with this step. Planks and zombies use "activation" instead of global variables. Therefore it is important to give specific names of the respective planks of windows. The scripts for planks and zombies are universal. It supports absolutely all the barricades and windows. In Pak realized 15 waves. Purpose of game - reach to the end point (win zone). Defeat - the death of a player. When a player is dead, the game stops and the camera moves to the player marker final camera. Study the manual carefully and precisely follow the instructions to properly "connect" all scripts of zombies mode.

«Core» of zombie mode

Here is a list of scripts that need to trigger zones:

1) Gameplay\Zone_Waves_Default.fpi

The main script. Controls the waves and determines the number of zombies in each wave.

2) Gameplay\Zone_Health_PLR.fpi

player's health.

3) Gameplay\Zone_Money.fpi

Money system. Allows you to use the money to buy weapons, etc.

4) Gameplay\Trigger_GameOver.fpi

The final camera that turns on after the death of the player (see this marker. In entityes)

Planks and windows (old version)

To create a barricade, you need two scripts:

1) Gameplay \ Entity_Plank.fpi

The script of the planks. One script is used for all planksat the level.

2) Gameplay \ Trigger_Window # .fpi (# - number of the \ barricades)

The main script of the barricades. Interacts with both of zombies and the player. Recovers and destroys the planks. It is very important to give the names of specific planks. Total should be 5 planks. You need to call them as follows:

W1P1

W1P2

W1P3

W1P4

W1P5

W – Window # 1 etc.

 P – Plank # 1 иetc.

Do not mistake! Otherwise, not all planks will be work! Use a trigger already installed the script (the default window # 1). It is called «TriggerWindow» - blue square. Place it in the center of the window, across the planks, and put in front of the barricade to block the player BlockPLR (black wall):

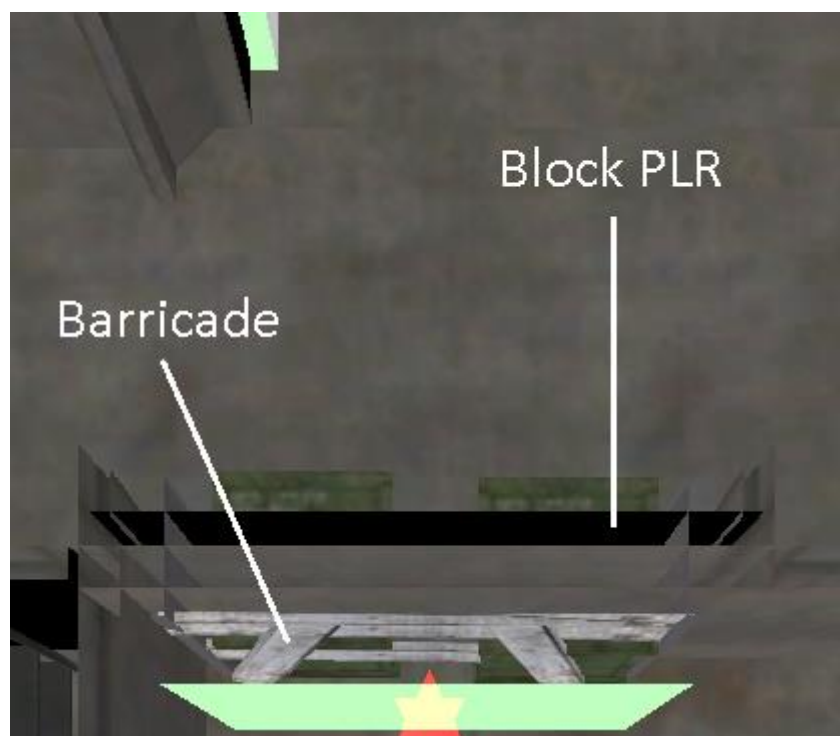Picture - the proper placement of all components of the barricades.

Planks and windows (new version)

To create a barricades, you need to use the barricade model:
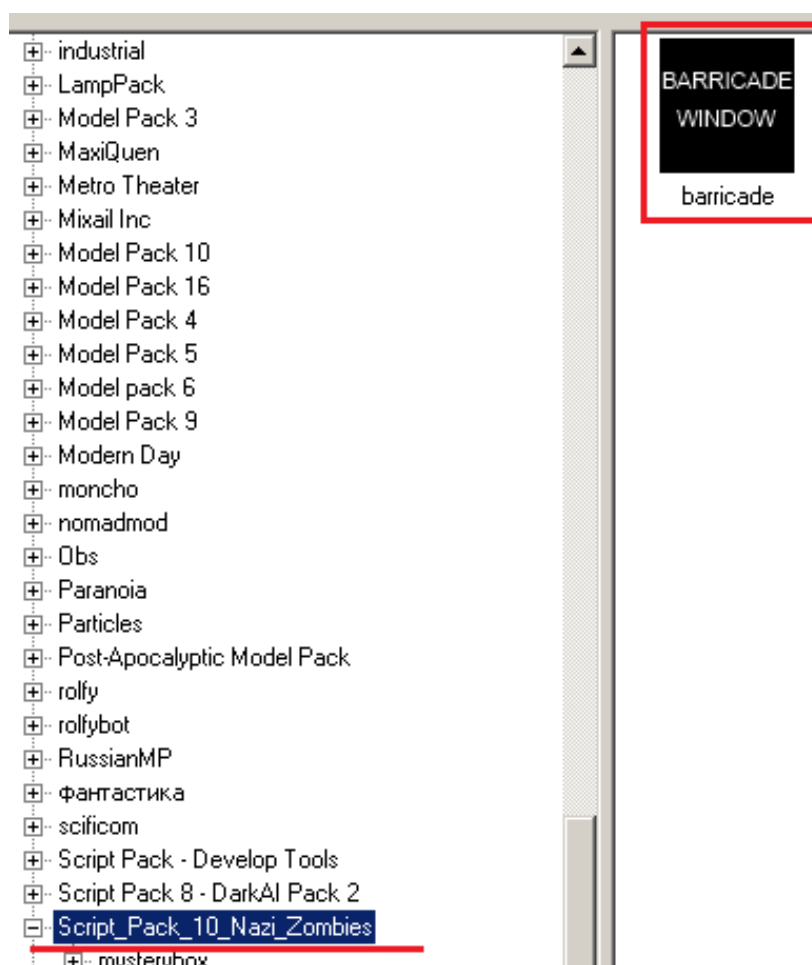
Picture - The location of barricade model

Place all of the components as shown below:

Picture - the proper placement of all components of the barricades.
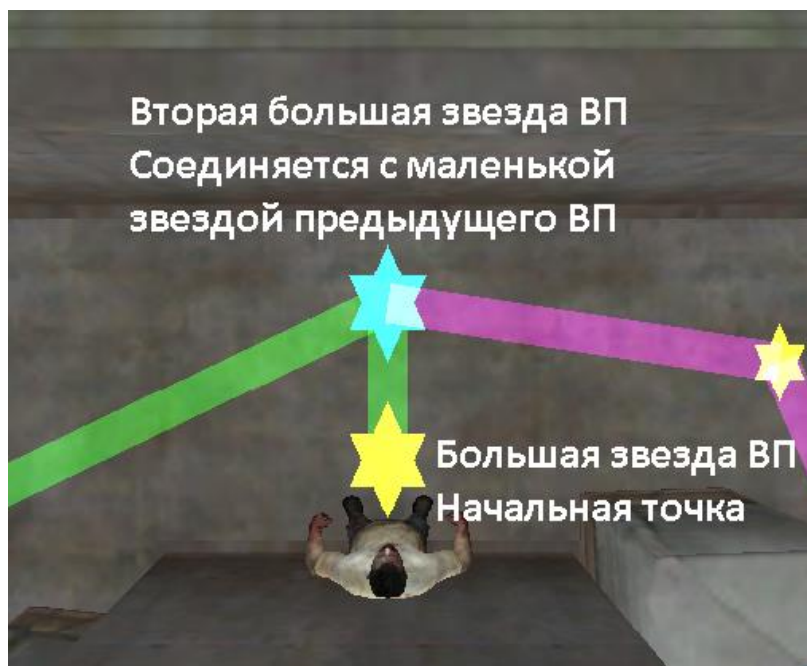
Zombie and waypoints

Use only adapted of zombies in this mode! They have registered all the scripts, you will only need to "hide" behind a wall of the player's eyes. After the addition of of zombies you need to give him the name of the ingame locations (rooms) in which of zombies spawn. By default, all the zombies name ZL1 - Zombie Location # 1. This means that the of zombies will only spawn in the room # 1, where the player. It is also necessary to change the following settings:

General	
Name	ZL1 **Зомби локации # 1**
Static Mode	No
AI Scripts	
Start	Script_Pack_10_Nazi_Zombies\Zombies\AI_START.fpi
Main	Script_Pack_10_Nazi_Zombies\Zombies\MobZombie_Ju...
Destroy	Script_Pack_10_Nazi_Zombies\Zombies\MobZombie_DE...
Has Weapon	
Can Take Weapon	Yes
Take Weapon's Ammo	1
Rate Of Fire	85
Shoot	
View Cone Angle	5
If Used	
Respawn	
Spawn At Start?	Yes **Вы можете использовать респ сразу**
Max at any time	2 **нескольких зомби**
Maximum Spawn	100 **Установите значение от 50 до 100**
Spawn after delay?	Yes
Spawn when dead?	No
Delay	200 **По вашему желанию**
Delay Random	0

Picture – properties of zombies

You can create a zombie for several windows, and he will decide for himself the window to which it run. To do this, create a line branched waypoints.

WARNING! Branching should begin with an star of the waypoint, so zombie will see the fork! See the picture:


Picture - creating waypoints branches

So, you can make fork before the barricade to zombie run up to the left or to the right. Rule of construction of branches here is the same!

Picture - Branching WP front of the barricade

WARNING!

Do not install endpoints of WP close to static objects! When the zombies will jump an obstacle it can disappear for some time. This is because the 3D model is in static objects, segments etc.
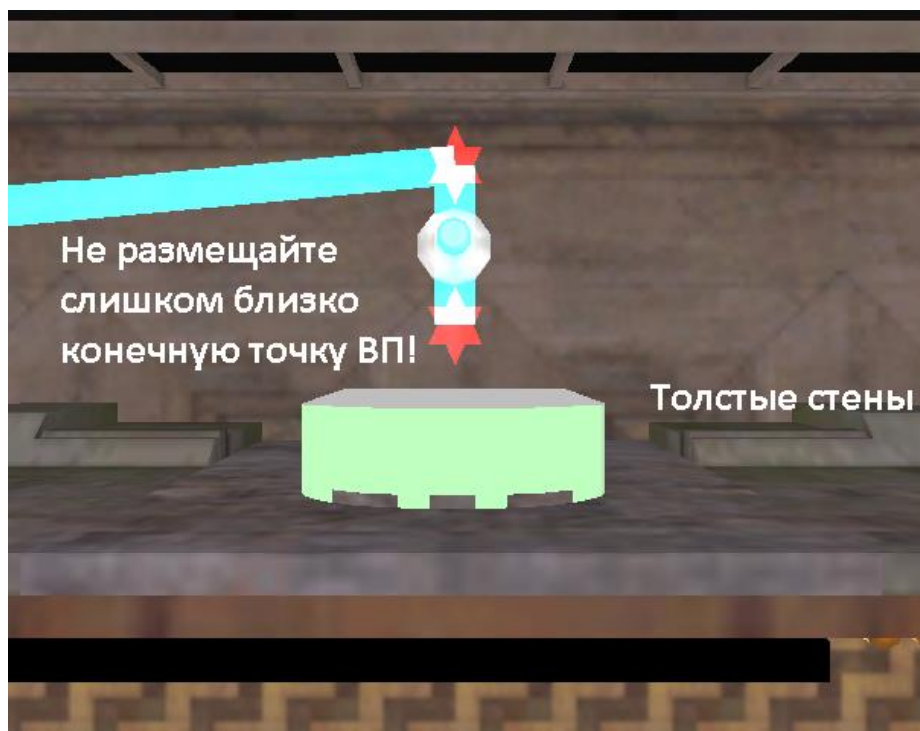
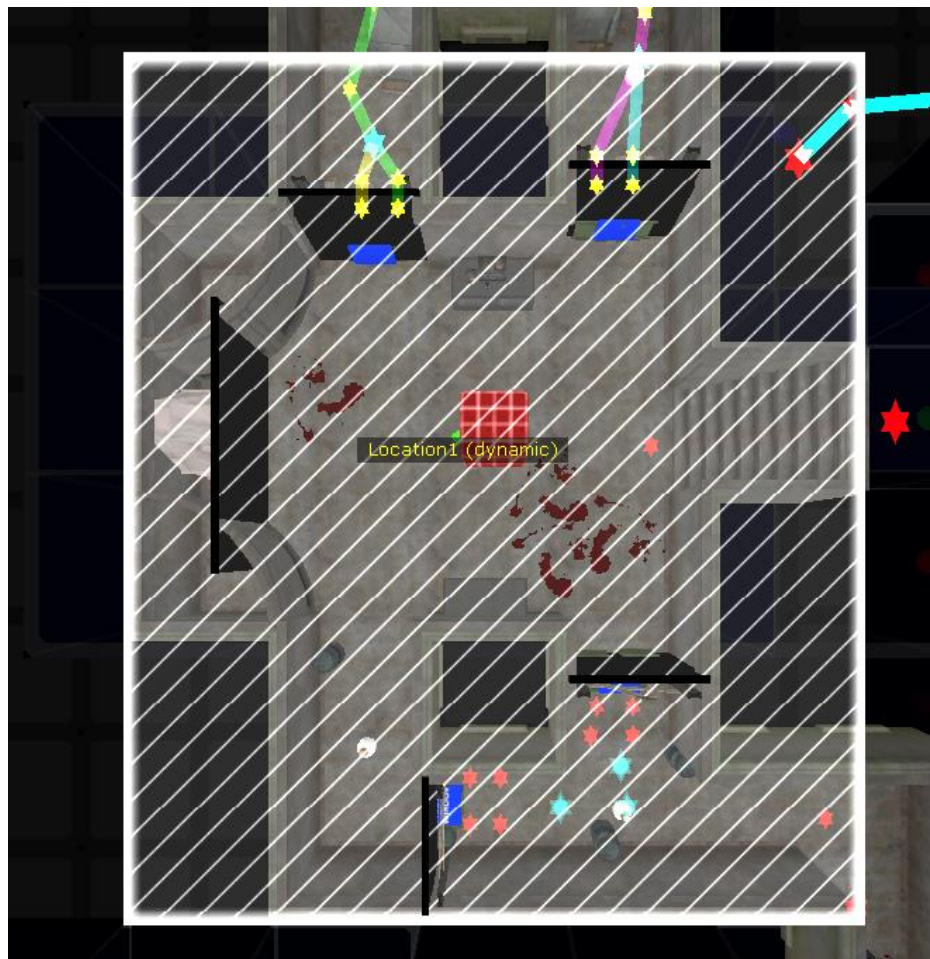Picture - conditions when the zombies may momentarily disappear

Just do not place too long or high barriers front of the zombies that he should jump.

When the lines of WP and barricades are placed in the room. Then place and stretch the whole room zone with a script Gameplay \ Zone_SpawnerZombies.fpi, and enter the name of IfUsed zombie in this room. In our case, this ZL1. I recommend you do the simple one-story square room.

Рисунок – параметры триггер зоны
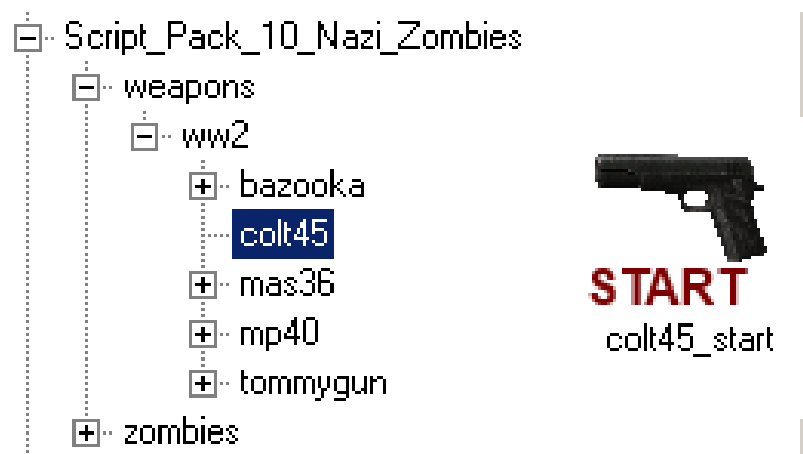
Picture – properties of zone

Place zone across the playing area of the room. Do not hesitate and do not be afraid to pull it out of the room. I use the red trigger zone, so as not to get lost in the zones and to understand where what zone is responsible for what, especially in the loaded level.

Similar way fill the other rooms.

The zombie mod is ready for the game ☺

Weapon

For a balanced and interesting game, I recommend to give the player the weakest weapon at the start of the game, such as the Colt 45 Use only the weapons included in the pack! To give the player a primary weapon, select the entityes in the tab «weapons» right weapon with the prefix «START» and place it near the start of the player:

```
⊟ Script_Pack_10_Nazi_Zombies
    ⊟ weapons
        ⊟ ww2
            ⊞ bazooka
              colt45
            ⊞ mas36
            ⊞ mp40
            ⊞ tommygun
    ⊞ zombies
```

START
colt45_start

Picture – start weapon

To buy weapons from the walls, use a weapon with a prefix such as price, "$ 1,200." Then you need to make changes to the settings, the weapons you could buy a lot of times:

⊟ Respawn	
Spawn At Start?	Yes
Max at any time	1
Maximum Spawn	50 **Установите от 50 до 100**

Picture - number of arms purchases from the wall

Larger values I would not advise to put. Who knows how it affects the loading of FPS Creator, and I do not think that a player will have time to buy all the games guns until his death ☺
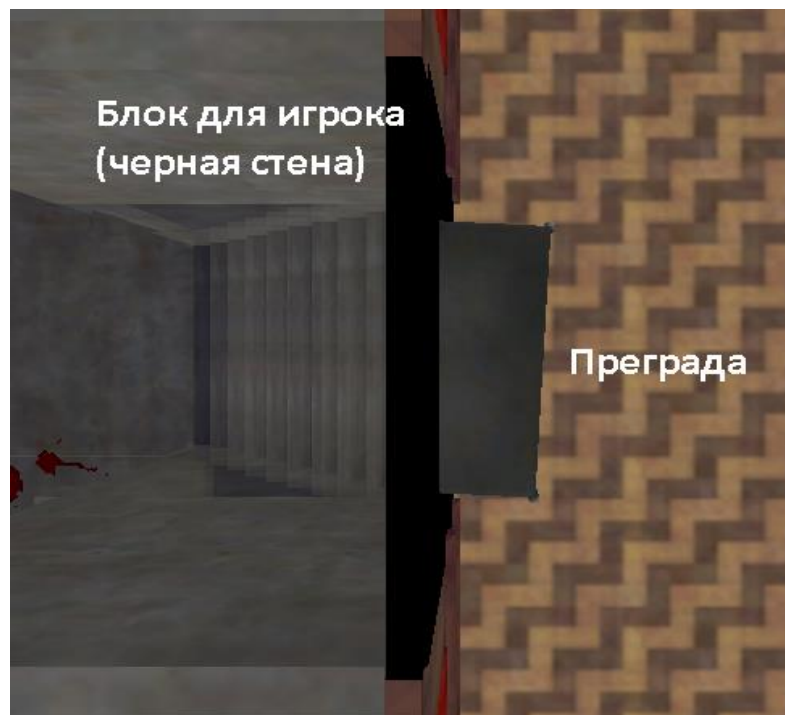
So I advise you to install a more powerful weapon in the next room. With increasing x the zombie, the player will be required all powerful and potent weapon. This prompted him to move on from room to room. Agree, so it would be interesting. Than to stand in the same room with cool gun the whole game. That's why we play, to run from zombakov and receive a portion of adrenalinchika ☺

Now you can safely test your card. If you did everything right, everything will work as intended.

Debris

As the debris (not the door) you can use any dynamic entity. You only need to put the necessary script to the price and to register in the name of the block IfUsed for the player. For example, we are faced with shelves and block the way. Before you put the shelves themselves invisible wall for a player entity DEBRIS BLOCK PLR), the player did not violate the rules of the game: "If you want to go, pay a money"

Picture - the correct location of components for creating debris

Picture – properties of debris

With the doors all the easier. It do not need additional invisible wall.

Let's say you have a room in which are two doors on one side. To go into it, "pay" one of them, and opened both. Is very simple:

1) Give the door the same script with a price;

2) refers to them as the same, for example DebrisDoor1;

3) In the IfUsed both doors, we enter DebrisDoor1;

Done! Now, after the purchase of one of these doors will be opened just two. This method can do more than two doors.

Game over

The camera will be moved to the player a special marker. It is in the components:
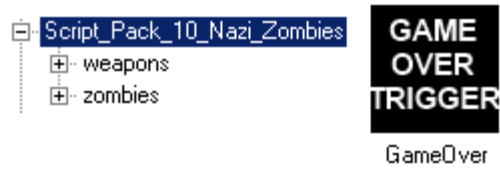
Picture - The location of marker

Picture - The location of marker at the level

It is important that the marker was the name «gameover» (default).
That's all the details to set up zombie mod for FPS Creator'a X9.

DONATE

Despite the fact that I spent a lot of time and effort to write this pack is for public use, I do not take money with you. I would be very grateful if you financial support script pack that all these years, the work was carried out not in vain, and in the first place for you!

Patreon:

www.patreon.com/HuKuTa94