

Script Pack 8 – Dark AI Pack 2

Open beta-testing № 2

Guide for tester

Content

1. Scripts

scriptbank/script pack 8 – darkai pack 2

Folder “People vs Zombies” content scripts of allys, zombies, and global script of game mode “People vs Zombies (free)”.

Folder “Sound_Engine” content script of «sound engine» and scripts of sound for rain outside and inside.

2. Sounds

audiobank/ script pack 8 – darkai pack 2

“SoundEngine” – sounds for “sound engine”

“horror” – sounds of the rain (inside and outside)

3. Levels

mapbank/scrip pack 8 – darkai pack 2 / Map 2 – Sound Engine Demo

4. Instructions for use

5. General instructions

6. Donate

1.1 Scripts of “People vs Zombies”

All scripts written for this mode, start with "PvsZ". In the folder "People" contains scripts for allies of different weapons with Sound Engine.

Marking of scripts to ally (folder “People”):

Game mode Object Script type Own Sex Weapon (behavior)

Example:

PvsZ AI Main TF341 Male snipe bolt-action (follow).fpi

Description:

PvsZ – script for the game mode “People vs Zombies”

AI – script for AI

Main - script for “Main”

TF341 – script for the character from model pack “TF341”

Male – Sex

snipe bolt-action – a weapon that uses the character. It is important because works with "Sound Engine"

(follow) – character follow player

Marking of scripts to zombies (folder “Zombies”):

Game mode Object Script type Own behavior

Example:

PvsZ AI Main Zombie fast.fpi

Description:

PvsZ – script for the game mode “People vs Zombies”

AI – script for AI

Main - script for “Main”

Zombie – script for the zombies

fast – fast zombie

Marking of scripts to trigger-zones:

Zone type Object Script type Assignment

Example:

SE Zone Main Generic Room.fpi

Описание:

SE – script for the “Sound Engine”

Zone – script for zone

Main - script for “Main”

Generic Room – generic room (used on all level one script “Sound Engine”)

3.1 Level “Map 2 – Sound Engine Demo”

This level was created as an example. Try placing allies with other scripts and weapons.

4.1 Making of “People vs Zombie (free)”

In beta 2 includes a "free" game mode script. You can use it in their games. This is a cut down version. You only need to place two scripts to trigger zone and the script package will work!

Step 1

Place next to the player trigger-zone and put in Main script: "PvsZ_Zone_Free Game Mode.fpi"

Step 2

Place one more zone next to the player and put in Main script: "SE_Zone_Generic Room.fpi"

Step 3

Размещайте союзников, зомби и указывайте им соответствующие графам скрипты. Use zombies from “Zombie Apocalypse 2” and mob zombie from “Zombie Apocalypse” with script:

PvsZ_AI_Main_Zombie_Fast.fpi

Done!

5.1 Requirements

You need path 120 beta 18.

5.2 Know bugs:

- 1) The script is not working properly for the death of a zombie. It is better to use a standard script's pack.
- 2) Zombies may be "stuck" attack animation before the next
- 3) Some ally "mind-blowing" and they become unmanageable. This bug fixing

6.1 Donate my Script Pack please

Become a beta-tester and the owner of the script pack is completely free, but before the release of a lot of work to be done, which will take a lot of time and effort. I will be very happy and grateful to any of your support. To transfer funds using any of the convenient for you to purses:

Patreon:

www.patreon.com/HuKuTa94