

Script Pack 8 – Dark AI Pack 2

Open beta-testing № 1

Guide for tester

Content

1. Scripts

scriptbank/script pack 8 – darkai pack 2

Folder “People vs People” contains scripts allies and enemies and script game mode "People vs People".

Folder "AIPoints" contains scripts for entity which serve DarkAI markers (maximum 50 markers). Each token has its ID (see Table 1).

Folder “Generic” contains generic scripts.

2. Entitys

entitybank/script pack 8 – darkai pack 2

"AI Point 1 - AI Point 50" - Dark AI markers.

"Enemy Base" - the enemy base, which the player can capture (not throwing his marker on the level)

"Ally Base" - Allied base. The player can restore Points base.

3. Map

mapbank/scip pack 8 – darkai pack 2 / Map 1 - People vs People

4. Instruction for use

5. General instructions

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1.1 Scripts for “People vs People”

All scripts written for this mode, start with “PvsP”.

At the moment, written scripts for two classes of ally and enemy - the defender and the attacker:

`PvsP_AI_Main_Ally_TF341_Attacker_pistol` – Ally attacker (use pistol)

`PvsP_AI_Main_Ally_TF341_Defender_pistol` – Ally defender (use pistol)

`PvsP_AI_Main_Energy_TF341_Attacker_pistol` – Enemy attacker (use pistol)

`PvsP_AI_Main_Energy_TF341_Defender_pistol` – Enemy defender (use pistol)

To use the scripts place at the level of the characters from the model pack "TF341". To use the script ally “`PvsP_AI_Main_Ally_TF341_Attacker_pistol.fpi`” или “`PvsP_AI_Main_Ally_TF341_Defender_pistol.fpi`” in “Main”.

For each class (defender or attacker), use the appropriate script for "Destroy".

To start the game needs a script “`PvsP_Zone_Team Match Game Mode`”. This script uses two checkpoints. The first checkpoint "start" - prestart game, the second checkpoint "respawn" - spawn player. Locate the area next to the player.

To capture the enemy base and the database is restored allies use scripts to trigger zones:

`PvsP_Zone_Capture Enemy Base` – The area in which the player captures an enemy base

`PvsP_Zone_Defense Ally Base` – The area in which the player restore Points Allied bases

Instead, you can use the components of the zone "Enemy Base" and "Ally Base"

1.2 Scripts "Generic"

The scripts in this folder will be filled up. A folder contains the script "Start_Weapon". The script used to launch weapons. Automatically selected player at the start of the match.

1.3 Scripts "AIPoints"

These scripts are needed for the components ("AI Point 1 - AI Point 50). In addition there is no need to use them, they have already been defined for each "AI Point".

2.1 AI Point markers

Dark AI allows to use a maximum of 50 marks. For each component has its own ID token. Mode "People vs People" involved 20 markers (10 for each team). See table 1:

Ally team		Enemy team	
AI Point	Designation	AI Point	Designation
1	Ally base	11	Enemy base
2	Health point	12	Health point
3	Ammo point	13	Ammo point
4	Defense position 1	14	Defense position 1
5	Defense position 2	15	Defense position 2
6	Defense position 3	16	Defense position 3
7	Defense position 4	17	Defense position 4
8	Attack position 1	18	Attack position 1
9	Attack position 2	19	Attack position 2
10	Attack position 3	20	Attack position 3

Table 1

2.2 Enemy Base

Instead the script to capture the enemy trigger zone, you can use entity. place it on the level.

2.3 Ally Base

Instead, the script restore points Allied bases for trigger-zone component can be used. place it on the level.

3.1 Map 1 - People vs People

This map was created as an example, that you can create your own map. Carefully examine map placing on it AI Points, rooms design, size level, the distance between the bases.

4.1 Make up game mode "People vs People"

Place on the level of "Win Zone" (in order to load the script completion of the match)

Place near with the player trigger zone with the script 'PvsP_Zone_Team Match Game Mode'

Create two checkpoints. The first checkpoint is called 'start', the second checkpoint called 'respawn'. The first checkpoint is used as a camera in a pre-game time, and the second is for the player to spawn.

Place a level on the weapon with which the player must appear, with a script Start_Weapon

Game mode "People vs People" created. Very simple, is not it?

Place on the level of enemies and allies, as well as key points (AI Point's) to the table 1

5.1 the requirements

You are needed path not lower than 120 beta 18

5.2 Create no more than 4 characters on level

Create a map with a maximum allowable number of characters in 4 (2 characters for each team: 1 defender, 1 attacker). More characters will create strong brakes by FPSC

5.3 Don't create a narrow corridors and the "layers" levels

Try to create a map so that the characters do not get stuck in narrow aisles. Just avoid too high a level, with a large number of stairs. It also increases the load on the FPSC and creates a strong brakes.

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