

Script Pack 8 – Quest Pack

How does it work

Quest «Find parts»

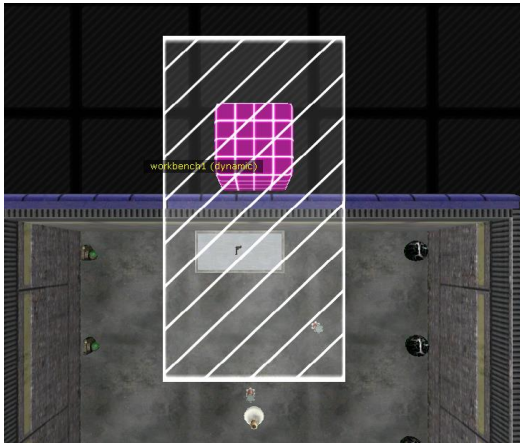
The scripts have been written so that you can use it very simply. You just have to follow the instructions to properly "connect".

To build an item by workbench you must collect from 1 to 3 (max) parts of the item for this workbench. The item's parts can be spawned in 3 random places.

Quick start. Let's go!

1. Place a trigger zone near player and set script: [Zone_All huds.fpi](#)
This script loads all huds for this script pack.

2. Workbench. Place a trigger zone like on screenshot bellow:



Set script: [Zone_Workbench.fpi](#)
Set name: [workbench1](#)
Set ifUsed: [item1](#)

3. Place the item on the table and set script: [Entity_Item.fpi](#)
Set properties like on screenshot bellow:

General	
Name	item1
Static Mode	No
AI Scripts	
Start	appear2.fpi
Main	Script Pack 9 - Quest Pack\Find Parts\Entity_Item.fpi
Destroy	disappear2.fpi
Damage	5
Accuracy	2
Reload Quantity	7
Fire Iterations	0
Respawn	
Spawn At Start?	No
Max at any time	1
Maximum Spawn	1
Spawn after delay?	Yes
Spawn when dead?	No

Workbench and buildable item are set up. Now we need to add parts for this item. Let's do it!

4. Place trigger zone near player and set script: **Zone_Spawn_Parts.fpi**

This script is used for the random spawn of all parts for all items and workbenches.

5. Parts.

So, now we need to place from 1 to 3 parts of the item on map. This manual shows the example based on 3 parts, but you can use only 1 or 2 parts for the item. It still works well.

Set script for entity: **Entity_Part.fpi**

Set IfUsed: **workbench1**

First of all, your parts must be named like this: **itemX_partY_placeZ**

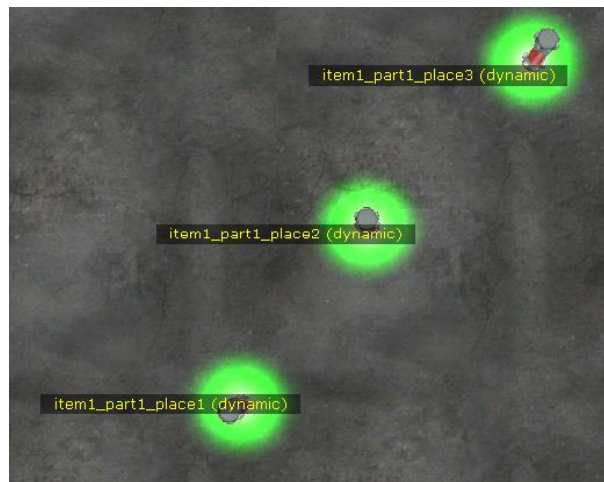
Where:

itemX – № of an item that can be built;

partY – № of part of the item;

placeZ – 1 of 3 random respawn places.

We are going to set up 3 parts that can be spawned at 1 of 3 random places. So, we need to place 3 entities for the part1. Look at screenshot bellow:



All entities of part №1 must be named:

item1_part1_place1

item1_part1_place2

item1_part1_place3

All entities of part №2 must be named:

item1_part2_place1

item1_part2_place2

item1_part2_place3

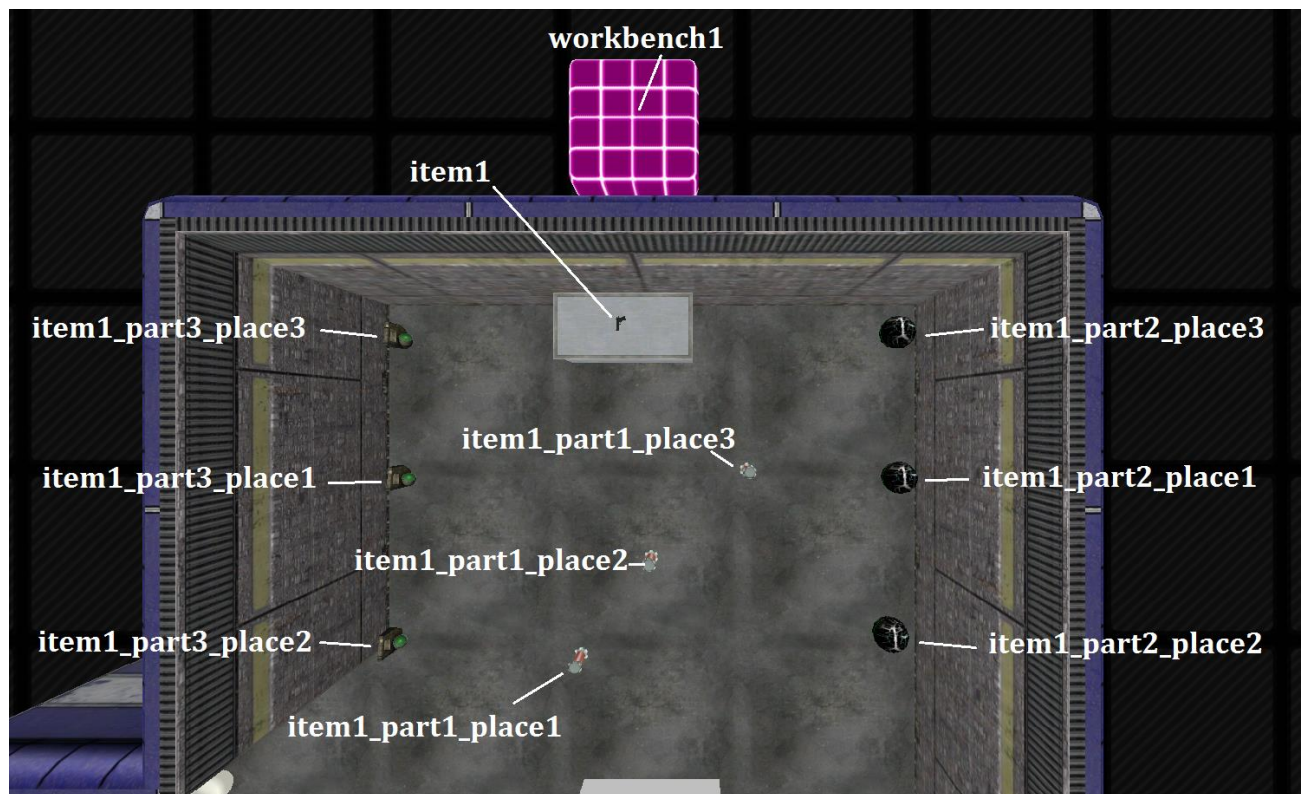
All entities of part №3 must be named:

item1_part3_place1

item1_part3_place2

item1_part3_place3

Now we must have 9 entities for the item1. Check screenshot bellow:



Congratulations! You set up the first quest "find parts"!

Similarly, you can do this for the other two items. Maximum you can place 3 workbench and build 3 items on your map.