

# BaseGuard by Hydriuk

This plugin allows to protect structures and barricades by a configured amount. They can be shielded either always, never or when all players of the group is disconnected.

## Configuration

### RocketMod

```
<?xml version="1.0" encoding="utf-8"?>
<ConfigurationProvider xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
  <!-- Protection activation control -->
  <!-- Values can be: -->
  <!--   Unabled: No protection -->
  <!--   Offline: Protection is active when players are offline -->
  <!--   Permanent: Protection is alwyas active -->
  <ActivationMode>Permanent</ActivationMode>

  <!-- Protection calculation control -->
  <!-- Values can be: -->
  <!--   Base: Only the configured BaseShield is applied -->
  <!--   Cumulative : In range guards shield value are added -->
  <!--   Ratio : In range guards shield value are multiplied (0.5 and 0.5 will give
a 0.75 total shield value) -->
  <GuardMode>Ratio</GuardMode>

  <!-- Base protection to apply -->
  <!-- Values range from 0 to 1 -->
  <BaseShield>0</BaseShield>

  <!-- For Offline Activation mode only -->
  <!-- When a player disconnects while being raided, his base can still take damage
-->
  <!-- His base will be protected after this (ActiveRaidTimer) seconds without
taking damage -->
  <ActiveRaidTimer>120</ActiveRaidTimer>

  <!-- Barricades and structures guards -->
  <Guards>
    <GuardAsset>
      <!-- Id of the guard -->
      <Id>458</Id>
      <!-- Protection range (meters) -->
      <Range>16</Range>
      <!-- Protection amount (from 0 to 1) -->
      <Shield>0.5</Shield>
    </GuardAsset>
    <GuardAsset>
      <Id>1230</Id>
      <Range>64</Range>
      <Shield>1</Shield>
    </GuardAsset>
  </Guards>

  <!-- Overrides a protection for a structure / barricade -->
  <Overrides>
    <ShieldOverride>
      <!-- Id of the overrided structure or barricade -->
      <Id>1373</Id>
      <!-- Protection the structure has by default (from 0 to 1) -->
      <BaseShield>0</BaseShield>
      <!-- Maximum protection the structure can have (from 0 to 1) -->
      <MaxShield>0</MaxShield>
    </ShieldOverride>
  </Overrides>
</ConfigurationProvider>
```

### OpenMod

```
# BuildGuard - Configuration file

# Protection activation control.
# Values can be :
#   Unabled: No protection
#   Offline: Protection is active when players are offline
#   Permanent: Protection is alwyas active
ActivationMode: Offline

# Protection calculation control.
# Values can be :
#   Base: Only the configured BaseShield is applied
#   Cumulative : In range guards shield value are added
#   Ratio : In range guards shield value are multiplied (0.5 and 0.5 will give 0.75
total shield value)
GuardMode: Base

# Base protection to apply.
# Values range from 0 to 1
BaseShield: 0

# For Offline Activation mode only.
# When a player disconnects while being raided, his base can still take damage
# His base will be protected after this (ActiveRaidTimer) seconds without taking
damage
ActiveRaidTimer: 120

# Barricades and structures guards
Guards:
  # Id of the guard
  - Id: 458
    # Protection range (meters)
    Range: 16
    # Protection amount (from 0 to 1)
    Shield: 0.5

  - Id: 1230
    Range: 64
    Shield: 1

# Overrides a protection for a structure / barricade
Overrides:
  # Id of the overrided structure or barricade
  - Id: 1373
    # Protection the structure has by default (from 0 to 1)
    BaseShield: 0
    # Maximum protection the structure can have (from 0 to 1)
    MaxShield: 0
```

**ActivationMode** : Controls when are protections active  
*Possible values* :

- **Unabled** : Protections are never applied
- **Offline** : Protections are active when the player who placed the structure and his group are disconnected
- **Permanent** : Protections are always applied

**GuardMode** : Controls how are the protections calculated  
*Possible values* :

- **Base** : Only the value from **BaseShield** is used. **Guards** are ignored.
- **Cumulative** : **BaseShield** and **Shield**'s value from in range **Guards** are added. Example : **BaseShield: 0.5** and a guard with **Shield: 0.5** will give a total protection of **100% : (0.5 + 0.5) \* 100**
- **Ratio** : **BaseShield** and **Shield**'s value from in range **Guards** are multiplied. Example : **BaseShield: 0.5** and a guard with **Shield: 0.5** will give a total protection of **75% : (1 - (1 - 0.5) \* (1 - 0.5)) \* 100**

**Notes** : For each structures, only one of each type of guards in taken into account : If you have two small generators in range, one of them will be ignored.

**BaseShield** : Base protection to be applied when structures and barricades are protected.

**ActiveRaidTimer** : *Only used with ActivationMode: Offline.*  
Prevents players from protecting their base while being raided by disconnecting. Their base won't be protected until the amount of seconds defined in **ActiveRaidTimer** has passed without their base taking damage.  
*Example* : **ActiveRaidTimer: 120** means that if a player disconnects while being raided, the raiders will be able to continue to raid as long as they deal a damage to one of the player's structure / barricade every two minutes.

**Guards** : Barricades and structures guards.

- **Id** : Id of the guard
- **Range** : Range of the guard's protection
- **Shield** : Amount of protection the guard gives

A guard can either be a barricade or a structure. A guard will protect in range buildables by a certain amount. A generator guard must be powered to provide protection, as well as safezone radiators and oxygenators. When calculating protection for a buildable, only one guard of each type will be used : two small generators won't add their shields, but a small and a large one will.

**Overrides** : Changes the protection for specific barricades and structures

- **Id** : Id of the barricade/structure being overrided
- **BaseShield** : New base shield for this structure
- **MaxShield** : Maximum shield the structure can have

The overrides allows you to set different behaviours for given structures and barricades. For example, you can set **BaseShield** and **MaxShield** of sentries to 0 to prevent them from having any protection.