

Originale Behavior

Behavior, die in der ursprünglichen QSB 3.9 enthalten waren.

QSB 3.9	QSB+	Symfonia
Goal_ActivateBuff	Goal_ActivateBuff	Goal_ActivateBuff
Goal_ActivateObject	Goal_ActivateObject	Goal_ActivateObject
Goal_BuildRoad (pos1, pos2, relation, length, onlyRoads)	Goal_BuildRoad (pos1, pos2, onlyRoads)	Goal_BuildRoad (pos1, pos2, onlyRoads)
Goal_BuildWall (player, pos1, pos2)	Goal_BuildWall (pos1, pos2, player)	Goal_BuildWall (pos1, pos2, player)
Goal_Capture	Goal_Capture	Goal_Capture
Goal_CaptureType	Goal_CaptureType	Goal_CaptureType
Goal_Protect	Goal_Protect	GoalProtect
Goal_Claim	Goal_Claim	Goal_Claim
Goal_ClaimXTerritories	Goal_ClaimXTerritories	Goal_ClaimXTerritories
Goal_Create	Goal_Create	Goal_Create
Goal_CustomVariables - Es sind 5 fixe Variablennamen vorgegeben - Operationen: >, <, =	Goal_CustomVariables - Es können beliebige Namen vergeben werden - Operationen: >, >=, <, <=, ==, ~=	Goal_CustomVariables
Goal_Decide	Goal_Decide	Goal_Decide
Goal_Deliver	Goal_Deliver	Goal_Deliver
Goal_DestroyAllPlayerUnits	Goal_DestroyAllPlayerUnits	Goal_DestroyAllPlayerUnits
Goal_DestroyPlayer	Goal_DestroyPlayer	Goal_DestroyPlayer
Goal_DestroyScriptEntity	Goal_DestroyScriptEntity	Goal_DestroyScriptEntity
Goal_DestroyType	Goal_DestroyType	Goal_DestroyType
Goal_DestroySoldiers	Goal_DestroySoldiers	Goal_DestroySoldiers

QSB 3.9	QSB+	Symfonia
Goal_Diplomacy	Goal_Diplomacy	Goal_Diplomacy
Goal_DiscoverPlayer	Goal_DiscoverPlayer	Goal_DiscoverPlayer
Goal_DiscoverTerritory - Nur Territoriennamen	Goal_DiscoverTerritory - Territoriennamen oder ID	Goal_DiscoverTerritory
Goal_EntityDistance	Goal_EntityDistance	Goal_EntityDistance
Goal_KnightDistance	Goal_KnightDistance - Optional markiertes Ziel	Goal_KnightDistance - Originalzustand wiederhergestellt
Goal_KnightDistWithParm	-	-
Goal_KnightTitle - Titel sind deutschsprachig	Goal_KnightTitle - Titel heißen wie der Table key	Goal_KnightTitle
Goal_MapScriptFunction	Goal_MapScriptFunction	Goal_MapScriptFunction
Goal_NoChange	Goal_NoChange	Goal_NoChange
Goal_Produce	Goal_Produce	Goal_Produce
Goal_Protect	Goal_Protect	Goal_Protect
Goal_QuestEX	-	-
Goal_RampartAgainstAttacksFromPlayer	-	-
Goal_RandomRequestsFromVillagers	-	-
Goal_Refill	Goal_Refill	Goal_Refill
Goal_ResourceAmount	Goal_ResourceAmount	Goal_ResourceAmount
Goal_SatisfyNeed	Goal_SatisfyNeed	Goal_SatisfyNeed
Goal_SettlersNumber	Goal_SettlersNumber	Goal_SettlersNumber
Goal_SoldierCount	Goal_SoldierCount	Goal_SoldierCount
Goal_Spouses	Goal_Spouses	Goal_Spouses
Goal_Steal	Goal_StealInformation	Goal_StealInformation
Goal_TrebuAmmunitionAmount	Goal_AmmunitionAmount	Goal_AmmunitionAmount
Goal_TributeBandit	Goal_TributeDiplomacy	GoalTributeDiplomacy - Zeiten nun in Sekunden angegeben

QSB 3.9	QSB+	Symfonia
Goal_TributeClaim	Goal_TributeClaim - mehr Parameter	Goal_TributeClaim
Goal_UnitsOnTerritory	Goal_UnitsOnTerritory	Goal_UnitsOnTerritory
Reward_AI_Aggressiveness	Reward_AI_Aggressiveness	Reward_AI_Aggressiveness
Reward_AI_BuildOrder	- <i>siehe Reward_AI_SetNumericalFact</i>	-
Reward_AI_SetEnemy	Reward_AI_SetEnemy	Reward_AI_SetEnemy
Reward_AI_SpawnAndAttackArea	Reward_AI_SpawnAndAttackArea	Reward_AI_SpawnAndAttackArea
Reward_AI_SpawnAndAttackTerritory	Reward_AI_SpawnAndAttackTerritory	Reward_AI_SpawnAndAttackTerritory
Reward_AI_SpawnAndProtectArea	Reward_AI_SpawnAndProtectArea	Reward_AI_SpawnAndProtectArea
Reward_CreateBattalion	Reward_CreateBattalion	Reward_CreateBattalion
Reward_CreateEffect	Reward_CreateEffect	Reward_CreateEffect
Reward_CreateEntity	Reward_CreateEntity	Reward_CreateEntity
Reward_CreateSettler	- <i>- in Reward_CreateEntity integriert</i>	-
Reward_CreateSeveralBattalions	Reward_CreateSeveralBattalions	Reward_CreateSeveralBattalions
Reward_CreateSeveralEntities	Reward_CreateSeveralEntities	Reward_CreateSeveralEntities
Reward_CustomVariables (var, operator, value, directAssignment) - Operationen: =, +, -, *, / - Direktes zuweisen von Werten	Reward_CustomVariables (var, operator, value, extert) - Operationen: =, +, -, *, /, ^ - Frei wählbare Variablennamen	Reward_CustomVariables
Reward_DEBUG	Reward_DEBUG	Reward_DEBUG (checkRun, traceQuests, cheats, shell) - Quest prüfen bei Erzeugung wurde abgeschafft - Cheats und Eingabefeld getrennt
Reward_Defeat	Reward_Defeat	Reward_Defeat
Reward_DestroyEffect	Reward_DestroyEffect	Reward_DestroyEffect
Reward_DestroyEntity	Reward_DestroyEntity	Reward_DestroyEntity
Reward_Diplomacy	Reward_Diplomacy	Reward_Diplomacy

QSB 3.9	QSB+	Symfonia
Reward_FakeVictory	Reward_FakeVictory	Reward_FakeVictory
Reward_InitTradePost	- - <i>Entfernt wegen Störanfälligkeit</i>	-
Reward_InteractiveObjectActivate	Reward_ObjectActivate	Reward_ObjectActivate
Reward_InteractiveObjectDeactivate	Reward_ObjectDeactivate	Reward_ObjectDeactivate
Reward_MapScriptFunction	Reward_MapScriptFunction	Reward_MapScriptFunction
Reward_Merchant	Reward_TradeOffers	Reward_TradeOffers
Reward_MountOutpost	Reward_AI_MountOutpost	Reward_AI_MountOutpost
Reward_MoveSettler	Reward_MoveSettler	Reward_MoveSettler
Reward_ObjectAddReward	-	-
Reward_ObjectClearRewards	-	-
Reward_ObjectInit	Reward_ObjectInit	Reward_ObjectInit
Reward_ObjectSetCarts	Reward_ObjectSetCarts	-
Reward_ObjectSetupCosts	-	-
Reward_PrestigePoints	-	-
Reward_QuestActivate	Reward_QuestActivate	Reward_QuestActivate
Reward_QuestFailure	Reward_QuestFailure	Reward_QuestFailure
Reward_QuestForceInterrupt	Reward_QuestForceInterrupt	Reward_QuestForceInterrupt
Reward_QuestInterrupt	Reward_QuestInterrupt	Reward_QuestInterrupt
Reward_RestartQuest	Reward_QuestRestart	Reward_QuestRestart
Reward_RestartQuestForceActive	Reward_QuestRestartForceActive	Reward_QuestRestartForceActive
Reward_QuestSuccess	Reward_QuestSuccess	Reward_QuestSuccess
Reward_ReplaceEntity	Reward_ReplaceEntity	Reward_ReplaceEntity
Reward_Resources	Reward_Resources	Reward_Resources
Reward_SendCart	Reward_SendCart - <i>Spawnpoint wiederverwenden</i>	Reward_SendCart
Reward_SetBuildingUpgradeLevel	-	-

QSB 3.9	QSB+	Symfonia
Reward_SetResourceAmount	Reward_SetResourceAmount	Reward_SetResourceAmount
Reward_SlightlyDiplomacyIncrease	Reward_DiplomacyIncrease	Reward_DiplomacyIncrease
Reward_Technology	Reward_Technology	Reward_Technology
Reward_TravelingSalesman	-	-
Reward_Units	Reward_Units	Reward_Units
Reward_UpgradeBuilding	Reward_UpgradeBuilding	Reward_UpgradeBuilding
Reward_Victory	Reward_Victory	Reward_Victory
Reward_VikingsInitAndAttack	-	-
Reprisal_CustomVariables (var, operator, value, directAssignment) - Operationen: =, +, -, *, / - Direktes zuweisen von Werten	Reprisal_CustomVariables (var, operator, value, extert) - Operationen: =, +, -, *, /, ^ - Frei wählbare Variablennamen	Reprisal_CustomVariables
Reprisal_Defeat	Reprisal-Defeat	Reprisal_Defeat
Reprisal_Diplomacy	Reprisal_Diplomacy	Reprisal_Diplomacy
Reprisal_InteractiveObjectDeactivate	Reprisal_ObjectDeactivate	Reprisal_ObjectDeactivate
Reprisal_MapScriptFunction	Reprisal_MapScriptFunction	Reprisal_MapScriptFunction
Reprisal_QuestActivate	Reprisal_QuestActivate	Reprisal_QuestActivate
Reprisal_QuestFailure	Reprisal_QuestFailure	Reprisal_QuestFailure
Reprisal_QuestForceInterrupt	Reprisal_QuestForceInterrupt	Reprisal_QuestForceInterrupt
Reprisal_QuestInterrupt	Reprisal_QuestInterrupt	Reprisal_QuestInterrupt
Reprisal_RestartQuest	Reprisal_QuestRestart	Reprisal_QuestRestart
Reprisal_RestartQuestForceActive	Reprisal_QuestRestartForceActive	Reprisal_QuestRestartForceActive
Reprisal_QuestSuccess	Reprisal_QuestSuccess	Reprisal_QuestSuccess
Reprisal_ReplaceEntity	Reprisal_ReplaceEntity	Reprisal_ReplaceEntity
Reprisal_SlightlyDiplomacyDecrease	Reprisal_SlightlyDiplomacyDecrease	Reprisal_DiplomacyDecrease
Reprisal_Technology	Reprisal_Technology	Reprisal_Technology
Trigger_AlwaysActive	Trigger_AlwaysActive	Trigger_AlwaysActive

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Trigger_CustomVariables - Es sind 5 fixe Variablennamen vorgegeben - Operationen: >, <, =	Trigger_CustomVariables - Es können beliebige Namen vergeben werden - Operationen: >, >=, <, <=, ==, ~=	Trigger_CustomVariables
Trigger_MapScriptFunction	Trigger_MapScriptFunction	Trigger_MapScriptFunction
Trigger_NeverTriggered	Trigger_NeverTriggered	Trigger_NeverTriggered
Trigger_OnAmountOfGoods	Trigger_OnAmountOfGoods	Trigger_OnAmountOfGoods
Trigger_OnAtLeastOneQuestFailure	Trigger_OnAtLeastOneQuestFailure	Trigger_OnAtLeastOneQuestFailure
Trigger_OnAtLeastOneQuestSuccess	Trigger_OnAtLeastOneQuestSuccess	Trigger_OnAtLeastOneQuestSuccess
Trigger_OnAtLeastXOfYQuestsSuccess	Trigger_OnAtLeastXOfYQuestsSuccess	Trigger_OnAtLeastXOfYQuestsSuccess
Trigger_OnDiplomacy	Trigger_OnDiplomacy	Trigger_OnDiplomacy
Trigger_OnEffectDestroyed	-	-
Trigger_OnMonth	Trigger_OnMonth	Trigger_OnMonth
Trigger_OnNeedUnsatisfied	Trigger_OnNeedUnsatisfied	Trigger_OnNeedUnsatisfied
Trigger_OnQuestActive	Trigger_OnQuestActive - Wartezeit hinzugefügt	Trigger_OnQuestActive
Trigger_OnQuestFailure	Trigger_OnQuestFailure - Wartezeit hinzugefügt	Trigger_OnQuestFailure
Trigger_OnQuestFailureWait	-	-
Trigger_OnQuestInterrupted	Trigger_OnQuestInterrupted - Wartezeit hinzugefügt	Trigger_OnQuestInterrupted
Trigger_OnQuestInterruptedWait	-	-
Trigger_OnQuestNotTriggered	Trigger_OnQuestNotTriggered - Wartezeit hinzugefügt	Trigger_OnQuestNotTriggered
Trigger_OnQuestOver	Trigger_OnQuestOver - Wartezeit hinzugefügt	Trigger_OnQuestOver
Trigger_OnQuestOverWait	-	-
Trigger_OnQuestSuccess	Trigger_OnQuestSuccess - Wartezeit hinzugefügt	Trigger_OnQuestSuccess
Trigger_OnQuestSuccessWait	-	-

QSB 3.9	QSB+	Symfonia
Trigger_OnResourceDepleted	Trigger_OnResourceDepleted	Trigger_OnResourceDepleted
Trigger_OnWaterFreezes	Trigger_OnWaterFreezes	Trigger_OnWaterFreezes
Trigger_PlayerDiscovered	Trigger_PlayerDiscovered	Trigger_PlayerDiscovered
Trigger_Time	Trigger_Time	Trigger_Time

Neue Behaviour (QSB+)

Behavior, die mit der ursprünglichen QSB+ eingeführt wurden.

QSB+	Symfonia
Goal_StealGold	Goal_StealGold
Goal_StealBuilding	Goal_StealBuilding
Goal_Infiltrate	Goal_SpyBuilding
Goal_MoveToPosition	Goal_MoveToPosition
Goal_WinQuest	Goal_WinQuest
Reprisal_ChangePlayer	Reprisal_ChangePlayer
Reprisal_SetVisible	Reprisal_SetVisible
Reprisal_SetModel	Reprisal_SetModel
Reprisal_SetPosition	Reprisal_SetPosition
Reprisal_SetVulnerability	Reprisal_SetVulnerability
Reward_AI_SetEntityControlled	Reward_AI_SetEntityControlled
Reward_ChangePlayer	Reward_ChangePlayer
Reward_MoveToPosition	Reward_MoveToPosition
Reward_RefillAmmunition	Reward_RefillAmmunition
Reward_SetModel	Reward_SetModel

QSB+	Symfonia
Reward_SetPosition	Reward_SetPosition
Reward_SetVisible	Reward_SetVisible
Reward_SetVulnerability	Reward_SetVulnerability
Reward_VictoryWithParty	Reward_VictoryWithParty
Trigger_AmmunitionDepleted	Trigger_AmmunitionDepleted
Trigger_OnAtLeastXOfYQuestsFailed	Trigger_OnAtLeastXOfYQuestsFailed
Trigger_OnExactOneQuestIsLost	Trigger_OnExactOneQuestIsLost
Trigger_OnExactOneQuestIsWon	Trigger_OnExactOneQuestIsWon

Funktionen (QSB+)

Funktionen, die mit der ursprünglichen QSB+ eingeführt wurden.