Morphing Grid Documentation

Morphing Grid [morphinggrid] is a Minetest mod that is designed to provide powers and abilities to players that are based off of a television show called Power Rangers. The mod is not exactly like Power Rangers but is supposed to mostly be based off of the show while changing some things a bit. For example, zords are not included in the mod, because of a lack of modding capabilities.

Contents

I. Basics

Morphing Grid is actually an API which means that the mod in and of itself does not provide any actual armor, but provides a way for others to create armor using the API. You can refer to this as "accessing the Morphing Grid". Morphing Grid [morphinggrid] provides players with armor. The Morphing Grid is usually harnessed through a morpher or a grid item. "Morphing" is accessing the armor and "demorphing" means to go back to your regular form. The process of how to do this is described in section V. **Morphing/Demorphing**. When morphed, you can access different weapons and sometimes (depending on which ranger you have morphed into) you can have different abilities. To make things make more sense, using the Morphing Grid is like having a vehicle (a ranger provided by the Morphing Grid) that needs gas (a grid item) to run, but you need a key (a morpher) to access the vehicle.

II. Grid Items

Grid items are items that have a direct connection to the Morphing Grid. They also contain Morphing Grid energy and/or power that is compatible with the Morphing Grid that is used to power the armor. Grid items can be used in morphers but normally, each different grid item has a specific morpher that it fits in. A list of registered grid items can be found by accessing the in-game documentation by typing the chat command */grid_doc*. Different types of grid items can have different sets of commands that can be accessed by wielding the grid item and using the chat command */griditem <command>*. To see a list of these commands you can use */griditem help*.

III. Morphers

Morphers are used to access the Morphing Grid through grid items. Some morphers can in

and of themselves be grid items, but most are not. A list of registered morphers can be found by accessing the in-game documentation by typing the chat command */grid_doc*. Different types of morphers can have different sets of commands that can be accessed by wielding the morpher and using the chat command */morpher <command>*. To see a list of these commands you can use */morpher help*.

A. Morphers Inventory

The Morphers Inventory is an inventory that every player has (only if they have the *power_rangers* priv). The inventory can only accept grid items and morphers and nothing else. It also has a single slot on the top that is used to place a designated morpher in it. If it contains a morpher, you can do not need to hold your morpher to morph but can instead type the command */morph*. This is useful in the case of an emergency and is necessary when you want to keep your main inventory organized.

IV. Arsenal

Each ranger has different arsenal, but multiple rangers in a team can also have access to the some of the same arsenal. A list of arsenal can be found by accessing the in-game documentation by typing the chat command */grid_doc*.

V.   Rangers

Rangers are basically the armor harnessed. Each ranger has a different look and color and belongs to a team of rangers. Each ranger has access to different weapons and can have different abilities and even different strengths and weaknesses. Most rangers are altogether more powerful or less powerfull than others. When morphed into a ranger, you can remove your armor to demorph. If any of your armor is damaged all the way, you will demorph involentarily and you will loose your powers for an amount of time based on how hard you were hit. This means that you should always pay attention to how much power you have. When demorphed, your powers will regenerate and the next time you morph you will be recharged. A list of registered rangers can be found by accessing the in-game documentation by typing the chat command */grid_doc*. Different types of rangers can have different sets of commands that can be accessed by being morphed and using the chat command */ranger <command>*. To see a list of these commands you can use */ranger help*.

VI. Morphing/Demorphing

Morphing is the action of suiting up into a ranger, and demorphing is the opposite. Morphers are required to morph but certian grid items can also allow you to morph. If you have a grid item that allows you to morph without a morpher, it probably is conditional which means that either you need to be skilled to do it, or it is not stable and morphing is not garenteed, and sometimes it can even be dangerous which is why you should always use a morpher to morph, and not a grid item directly.

A. How To Morph

1. Place a morpher in your main inventory and hold it, or place a morpher in the single slot of your morphers inventory which can be accessed via the chat command */morphers*.
2. If you are holding a morpher, just left click to morph. If you have a morpher in the single slot of your morphers inventory, type the chat command */morph*.

B. How To Demorph
    1. Type the chat command */demorph*

C. Advanced Morphing/Demorphing With The *morphinggrid* Priv
    There are more ways to morph and demorph other than the use of a morpher, however these uses are meant for administrator purposes or players who are trusted to have a higher access to the morphing grid with the *morphinggrid* priv. These methods involve extended chat command parameters.

    a. */morph* command
        1. */morph <ranger>*
        Morphs the player typing the command into a specific ranger.
        2. */morph <player>*
        Morphs the desired player if their morphers inventory's single slot has a morpher.
        3. */morph <player> <ranger>*
        Morphs the desired player into a specific ranger.

    b. */demorph* command
        1. */demorph <player>*
        Demorphs the desired player.
    c. Additional Details
    <ranger> is a rangerstring which looks like "modname:rangername" where "rangername" refers to the name of the ranger such as the color or material of the suit.

    <player> is a player's name