

Introduction

1. Thank you for purchasing the Pointshop 2 Achievements DLC made by Phoenixf129. Here you will find various resources to help you get started and familiarize yourself with the current achievements, as well as add more if you wish to do so. If you like the product, share your thoughts via a Coderhire review, your feedback and suggestions are very important to us!

Requirements

2. Non-capitalizing file / folder names. No spaces in achievements, filenames or foldernames either.
3. LibK is used for useful functionality, and is required.
4. Pointshop2 is also required, as this is a DLC.
5. Unique names for each Pointshop2 item. I.e. the name you set in the Pointshop Creator for that item (The name you see).

Creating Achievements

6. Creating achievements is easy, all you need to do is create a folder with a unique name, as this will decide what category the achievement falls under. For example "ttt" would group all achievements inside that folder into the same Category.
7. Each achievement is uniquely created based on its category name, and filename. An example of this would be: pointshop2_redlightdistrict
8. An example achievement is listed on the next page and should be self-explanatory. Please refer to other active achievements for more information, or add me on steam.
9. Secondly, the file sh_propernames is used to define category names as proper names. This is very easy to do. For example, adding this line to sh_propernames: `Ps2Achievements.CategoryNames["dr"] = "Deathrun"`

Feel free to use the below Achievement and modify it to your liking to make your own achievements.

```

ACHIEVEMENT = {}
ACHIEVEMENT.Name = "Example" -- The Name of the Achievement. Viewable in the menu.
ACHIEVEMENT.Description = "Earn all achievements in the Pointshop2 Category" -- The
description that appears in the menu.
ACHIEVEMENT.Icon = "master.png" -- The icon that appears in the menu.
ACHIEVEMENT.Min = 0 -- At what stage do you start? Normal starting position is 0.
ACHIEVEMENT.Max = 7 -- At what stage do you earn the achievement? Set to 1 for
instant achieve on action completion.
ACHIEVEMENT.Gamemode = {} -- If empty, will register on all gamemodes.
ACHIEVEMENT.TTTDelay = false -- If true, disables achievement broadcasting to other
players until round end.
ACHIEVEMENT.Reward = { points = { points = 500 } } -- nil for no reward, otherwise
define table as: { items = {"string"}, points = { points = num, premiumPoints = num
} }
ACHIEVEMENT.Initialize = function()
    ◦ hook.Add("PS2_AchievementEarn", "Ps2Ach." .. ACHIEVEMENT.Name, function(
        ply, fileName )
            ▪ if Ps2Achievements.Achievements[fileName].Category and
              Ps2Achievements.Achievements[fileName].Category == "pointshop2" then
                • ply:UpdateAchievement(Ps2Achievements:GetByName(ACHIEVEMENT.Na
                  me), 1)
            ▪ end
        ◦ end)
end

```