

# Extended Triggers Patch

## Introduction

The Extended Triggers Patch improves the Scenario Designing experience in the UserPatch by adding new trigger effects and conditions.

A list of the new conditions and effects can be found at the “New Effects and Conditions” document, which is included in this download.

Besides of that, this patch also introduces a variable system, which allows the use of 256 variables, which can be manipulated by special conditions and effects

The Extended Triggers Patch requires the latest version of UserPatch 1.5 in order to be installed properly. Attempting to apply it on executables in non-UP executables can cause severe damage to them.

## Installation instructions

In order to install this patch, just place the “patcher.exe” file in the root directory of your AoK:TC installation (that is, the directory that contains the age2\_x1, Data, Scenario, etc. folders). After that, just double click that executable and follow the instructions which will be shown.

Additionally, the installation of the patch can be automated through the use of command line arguments. The command line syntax of the patcher can be seen below:

```
patcher <exeName> [commands...]
```

In which ‘exeName’ is the name of the executable to be patched, which will be looked for in the age2\_x1\ directory and commands are either one or a combination of the switches below:

- -i : Makes the installation be completely silent
- -b : Restores the backup of an executable, instead of patching it
- -o:outputName : Saves the patched output executable to age2\_x1\outputName.exe

Warning: even though the patcher backups the input .exe automatically, it's highly recommended to do a manual backup of it before proceeding with the patching

## General Notes

This patch uses strings in the ranges of 54384-54413, 57584-57637, 2020-2022, 3123-3124 and 10787-10799 for the condition names, effect names, error messages of the variable file reading/writing effects and text related to the new controls, respectively. Be sure that your mod doesn't use those strings before applying this patch.

The new language strings are stored in the main .dll of the patch. If, for some reason, you want to change or localize them, it's recommended to copy them to any of the game main language .dll files first, and change them there, afterwards.

Besides of that, this patch also changes the format of the saved and recorded game files, in order to ensure that the information of the variable system doesn't get lost after the game is saved and restored, thus making saved games saved with this patch incompatible with UP 1.4 and 1.5 saved games.

## Credits

Special thanks to JustTesting1234 for helping in the implementation of some effects and conditions and providing the code for loading a custom language .dll file.

## Changelog

### 1.6 (2019.03.11)

- Fixed the bug that would make the Guard and Follow effects crash upon execution

### 1.6 (2018.04.28)

- Fixed the bug that would make the Extended Triggers Patch crash in the most recent UserPatch 1.5 releases. Thanks to Vardamir, from AoKH, for reporting!

### 1.6 (2017.12.12)

- The patch has been updated to become compatible with UserPatch 1.5
- The "Number" field now supports up to 5 digit integer values
- Three new effects have been added: Display Parsed Instructions, Send Parsed Chat and Parse Object Name
- Upper and lower bounds for the Change Rate of Fire effect have been removed
- Unique drop-down box controls have been assigned to the Change Variable and Change Resource effects and for the Technology State and Room Setting conditions

### **1.5 (2016.05.27)**

- The bug that would make the effect “Change Resource by Variable” crash when using the modes 4-7 has been fixed. Thanks to WAIFor, from AoKH, for reporting!
- The patcher won't attempt anymore to create a new backup for the executable it's trying to patch if one already exists
- Version information has been added to the main library

### **1.5 (2016.04.24)**

- Initial release