



Rucksack Support

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Chapter 1: Introduction

This manual describes how to use Devdog's Rucksack Multiplayer Inventory with Quest Machine.

Quest Machine's Rucksack integration provides these features:

- Rucksack quest conditions (items and currency).
- Rucksack quest actions (items and currency).
- Item type that can send a message to Quest Machine when used.

How To Set Up Rucksack Integration

Make sure Rucksack is working correctly on its own first.

To enable Rucksack integration with Quest Machine, import this package:

- **Plugins ► Pixel Crushers ► Quest Machine ► Third Party Support ► Rucksack Support**

To configure your scene:

1. Add the **Quest Machine** prefab. (Optional: Add Input Device Manager and/or Save System.)
2. Add a **Quest Journal** to your player.
3. Use Rucksack Quest Conditions and Quest Actions in your quests (detailed after the demo scene section below).
4. Use the **Rucksack Quest Machine Item** type on any items for which you want to send a Message System message or invoke a UnityEvent when used.
5. Add an **Rucksack Reward System** to any quest generator entities that will offer Rucksack currency, items, or XP as rewards for procedurally-generated quests.

Chapter 2: Quest Machine Rucksack Demo

The Rucksack integration package's demo scene contains a quest to fetch a cape for the NPC, with a reward of gold and a sword.

The scene is based on Rucksack's single player demo scene, with these changes:

- Added a Quest Machine GameObject.
- Added the Pirate, with a Quest Giver component, Trigger Event, and Quest Indicator Manager.
- Added a Quest Journal to the player.

Chapter 3: Rucksack Quest Conditions

The integration adds three conditions that you can use in your quests:

- **Rucksack Currency Quest Condition:** Requires a minimum or maximum amount of a currency type.
- **Rucksack Item Quest Condition:** Requires a minimum or maximum amount of an item.

Chapter 4: Rucksack Quest Actions

The integration adds four actions that you can use in your quests:

- **Rucksack Currency Quest Action:** Adds or removes currency.
- **Rucksack Item Quest Action:** Gives or takes items.

Chapter 5: Message Items

You can create items using the integration's MessageItemDefinition type. These items will send a message to Quest Machine when used.

Final Advice

Pick apart the demo scene to see how it works. If you have any questions, we're here to help! Please visit the [forum](#) or email support@pixelcrushers.com any time!