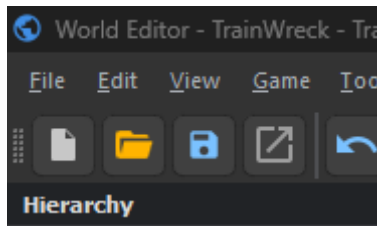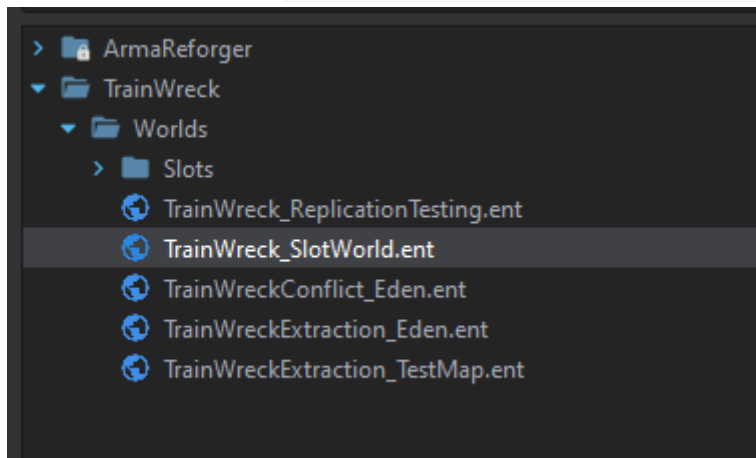# Slot Compositions

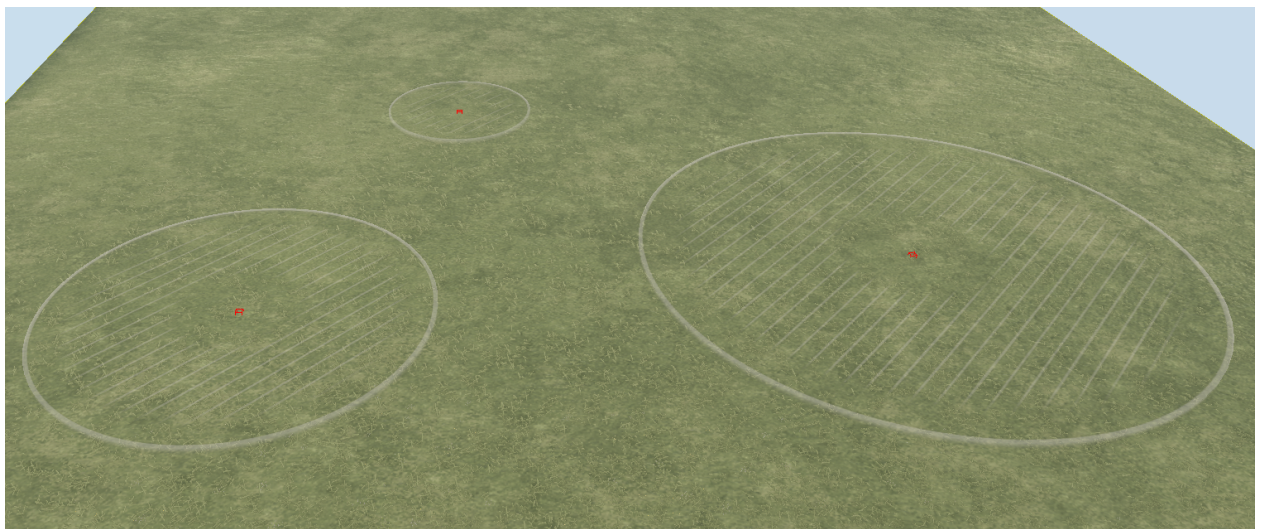## How to create Composition Prefab

1. Click the Folder Icon in the World Editor
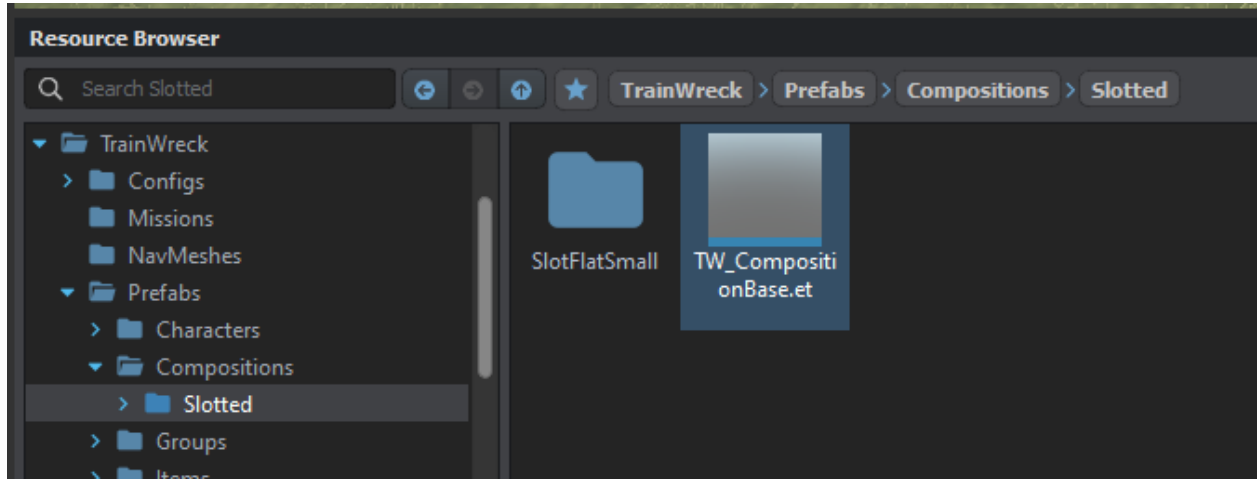

2. Double click `TrainWreck_SlotWorld.et`

3. You'll see 3 circles. Indicating small, medium, and large composition sizes.

4. Place down the prefab `TW_CompositionBase` . This will be the `root` object for your composition. Once placed you can start adding things to your root object. Use the circles to gauge the size.

5. For example sake: objects added for composition should look similar to the following picture. You can drag things in the hierarchy onto the `TW_CompositionBase` object to `parent` things.
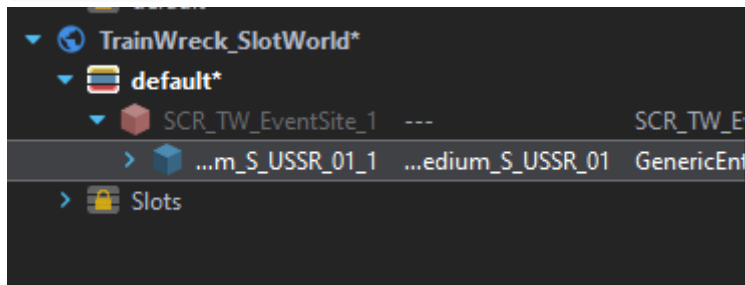

6. When complete. Navigate to `TrainWreck` > `Prefabs` > `Compositions` > `EventSites` - into the appropriate folder (small, medium, large). Then drag the object from the `hierarcy` into the `Resource Browser` which will save your composition as a prefab. The naming convention should be as follows
    1. `TW_Small_EventSite`

1. Size should be replaced with `Small`, `Medium`, `Large` based on whatever you did.

How to add loot

1. Place something down which you find suitable for loot. Preferably something from `TrainWreck` - as Tim has painstakingly set things up already to be lootable
2. On the object. `SCR_TW_InventoryLoot` - This is how you inform the GameMode what kind of loot should spawn inside.
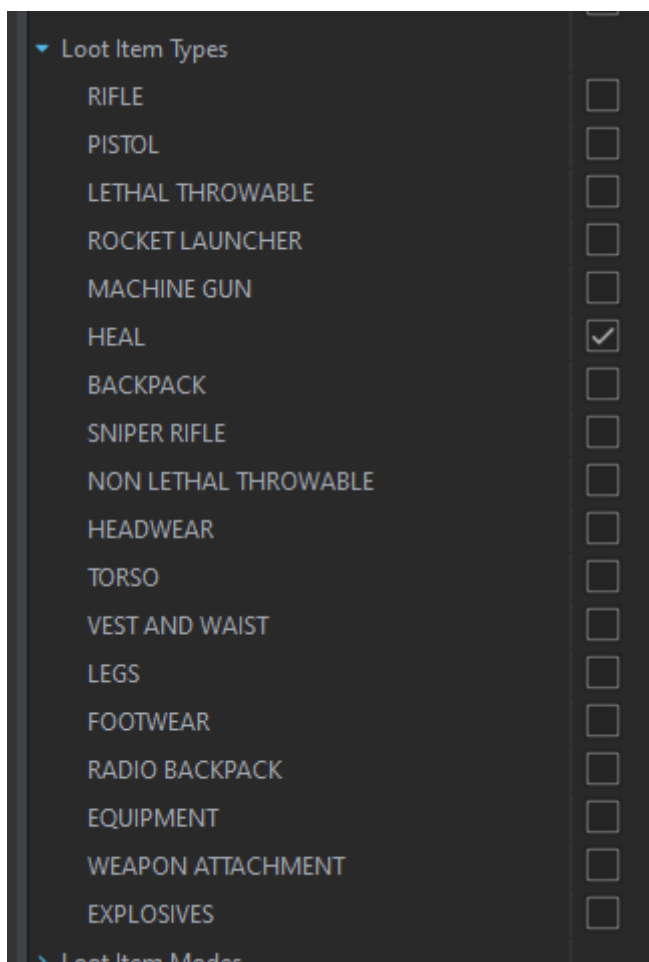
Remember this is chance-based, so you're just restricting/limiting the type of things that *could* spawn.

- `RplComponent` - Absolutely required. If not present, add it. Default values are fine. If disabled - enable it. Items will not appear for players if the `RplComponent` is not present AND enabled.

How to add Intelligence

1. Place down a container, or something that should hold intelligence. Again, preferably something from `TrainWreck`
   2. Add the `SCR_TW_IntelligenceSpawnerComponent`
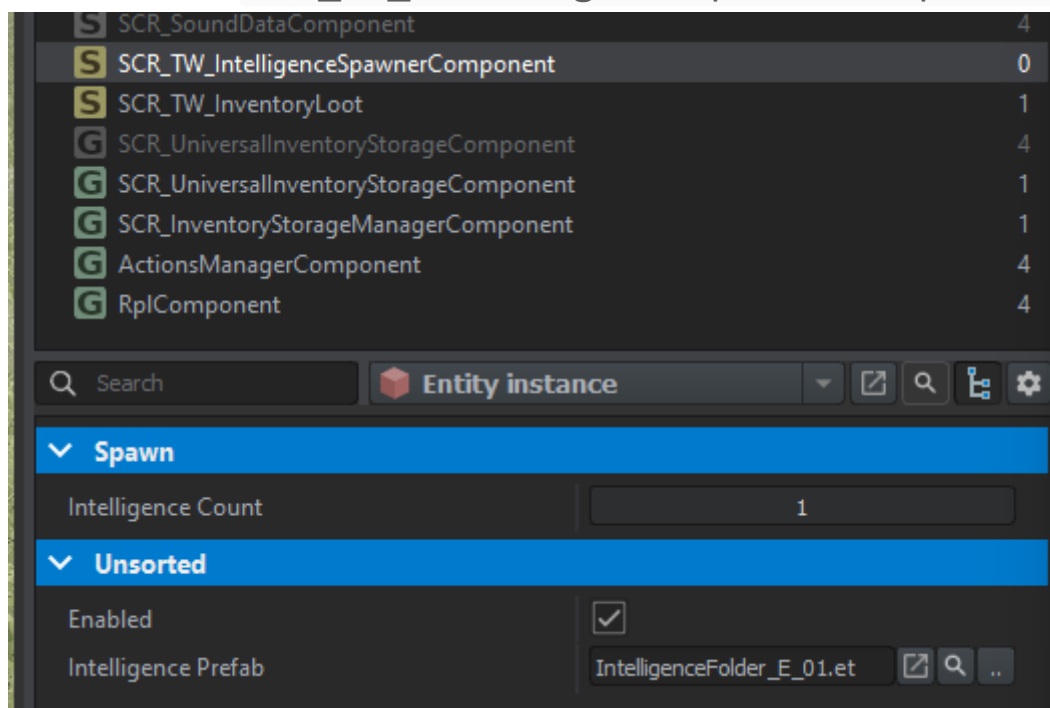
- The `Intelligence Count` is the number of intelligence that should spawn.

- Note: If the event site has been visited - this will not respawn.
- You don't *have* to remove or disable `SCR_TW_InventoryLoot` if it's present. Both the Intelligence Spawner and Inventory Loot components can work together. However, feel free to disable/remove the `SCR_TW_InventoryLoot` if you don't want additional items to spawn.

How to add AI Spawns

1. Go to `TrainWreck` > `Prefabs` > `TrainWreck` and place the `TW_EventAISpawner.et`

1. This already contains prebaked prefabs for `scavengers` and `military`. Along with waypoints. Feel free to tweak them.
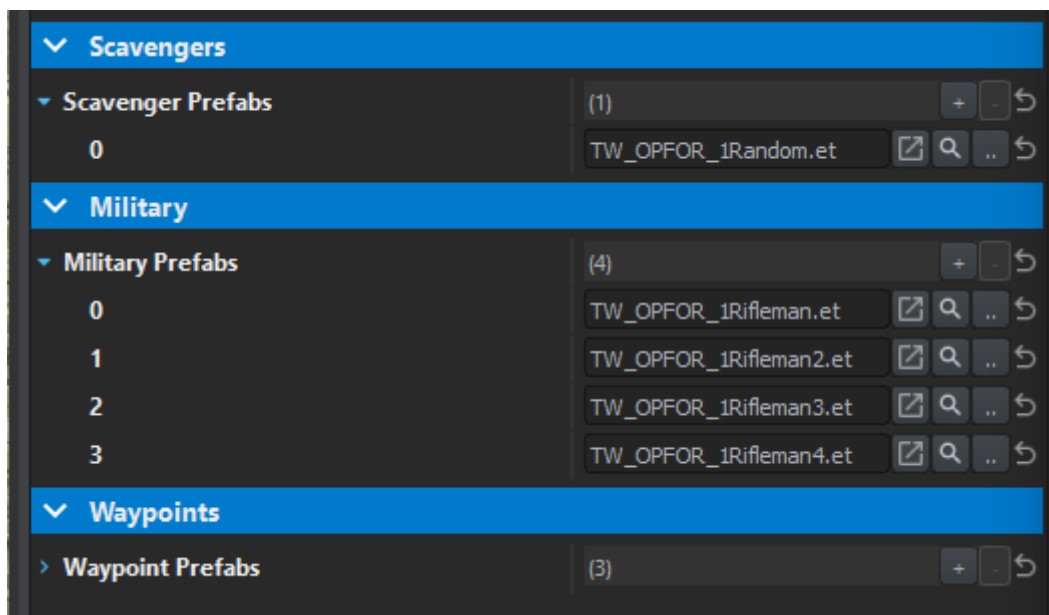
How to add Event Sites to world

1. Go to `TrainWreck` > `Prefabs` > `TrainWreck`
   1. Place `TW_EventSite.et` into the world.
   2. Add whatever event site compositions you want under `Event Prefabs`