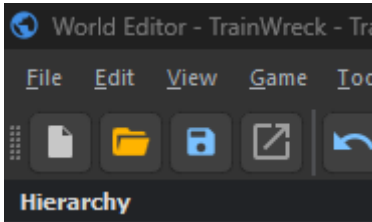


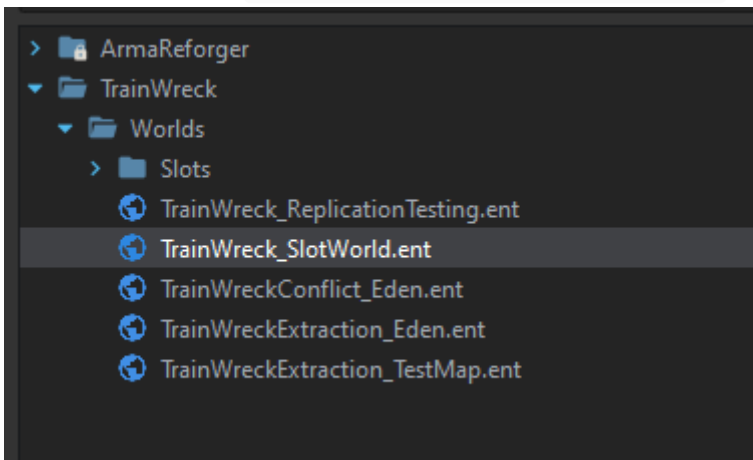
Slot Compositions

How to create Composition Prefab

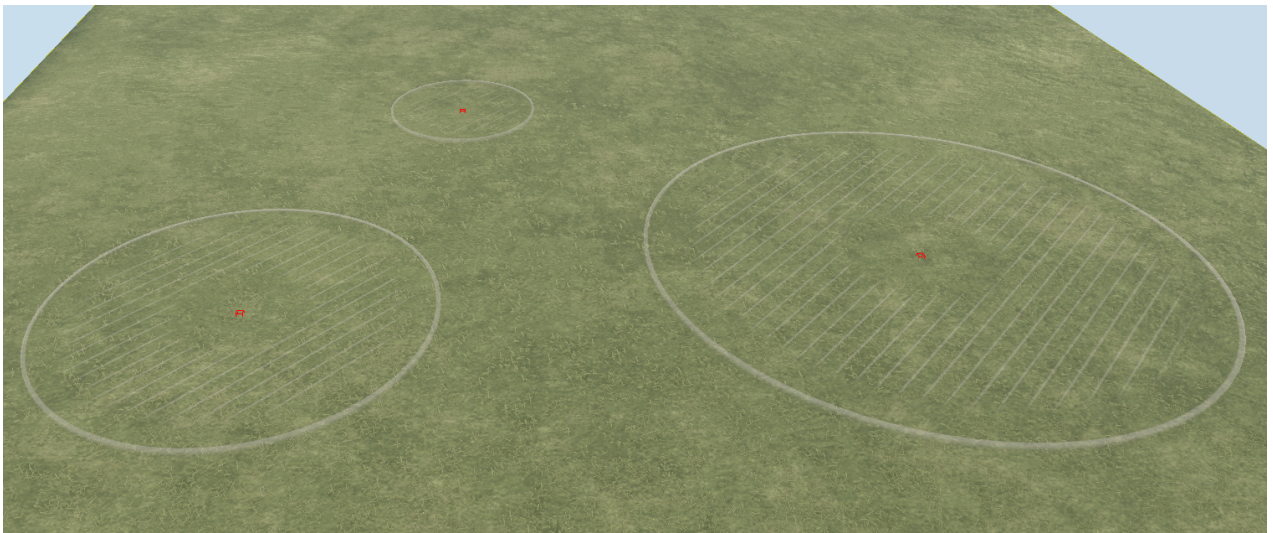
1. Click the Folder Icon in the World Editor



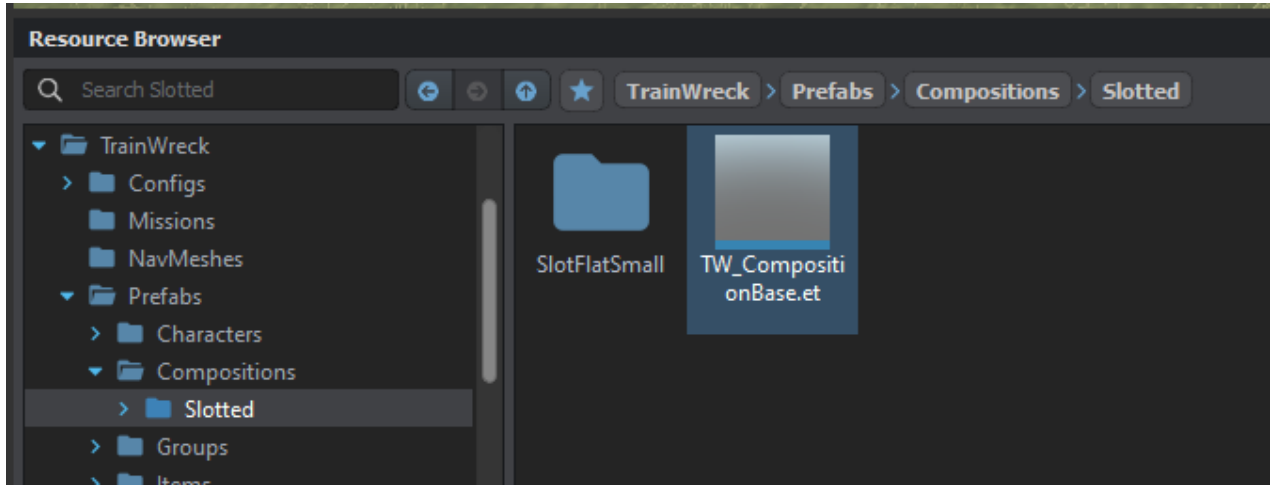
2. Double click `TrainWreck_SlotWorld.ent`



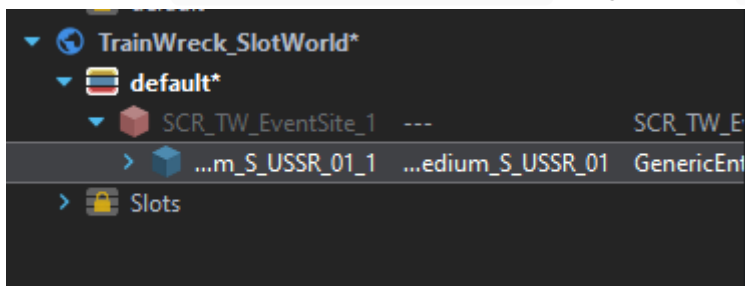
3. You'll see 3 circles. Indicating small, medium, and large composition sizes.



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.



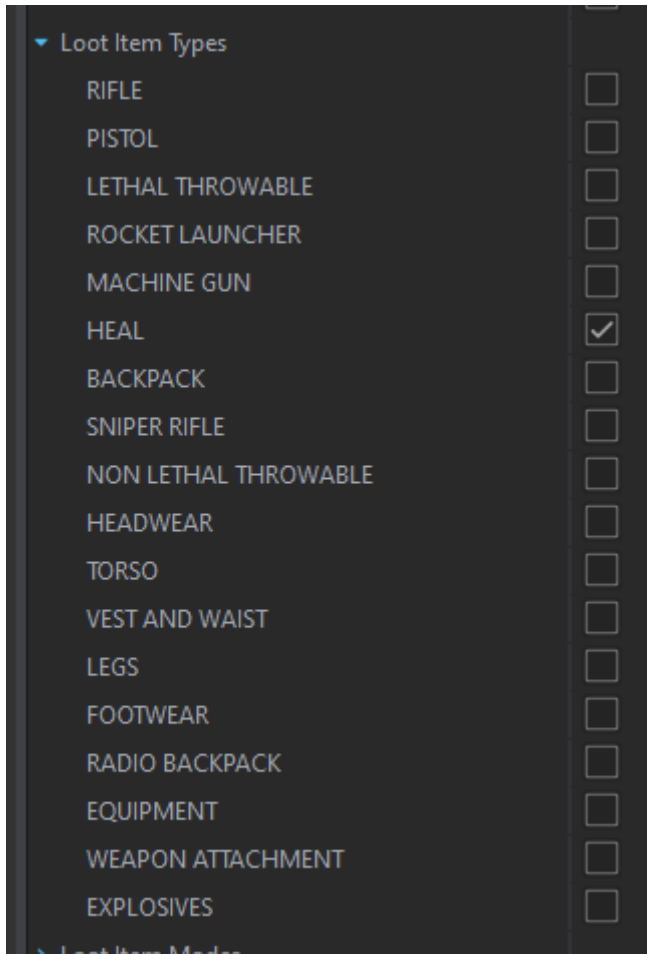
6. When complete. Navigate to `TrainWreck > Prefabs > Compositions > EventSites` - into the appropriate folder (small, medium, large). Then drag the object from the `hierarchy` into the `Resource Browser` which will save your composition as a prefab. The naming convention should be as follows

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.

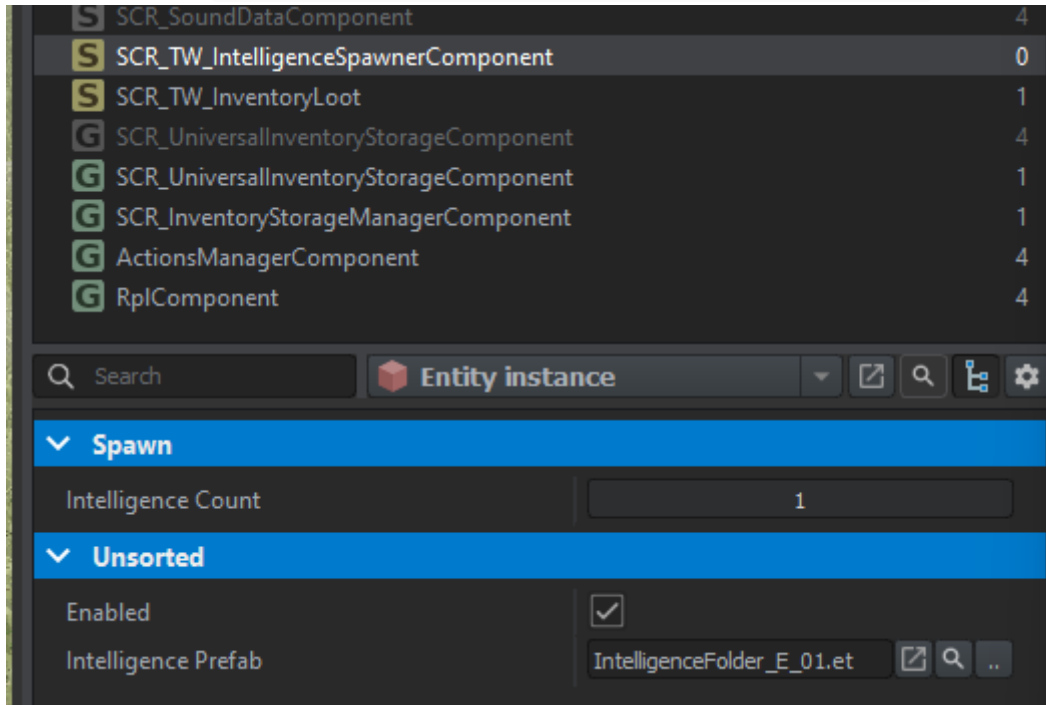


Remember this is chance-based, so you're just restricting/limiting the type of things that *could* spawn.

- `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`

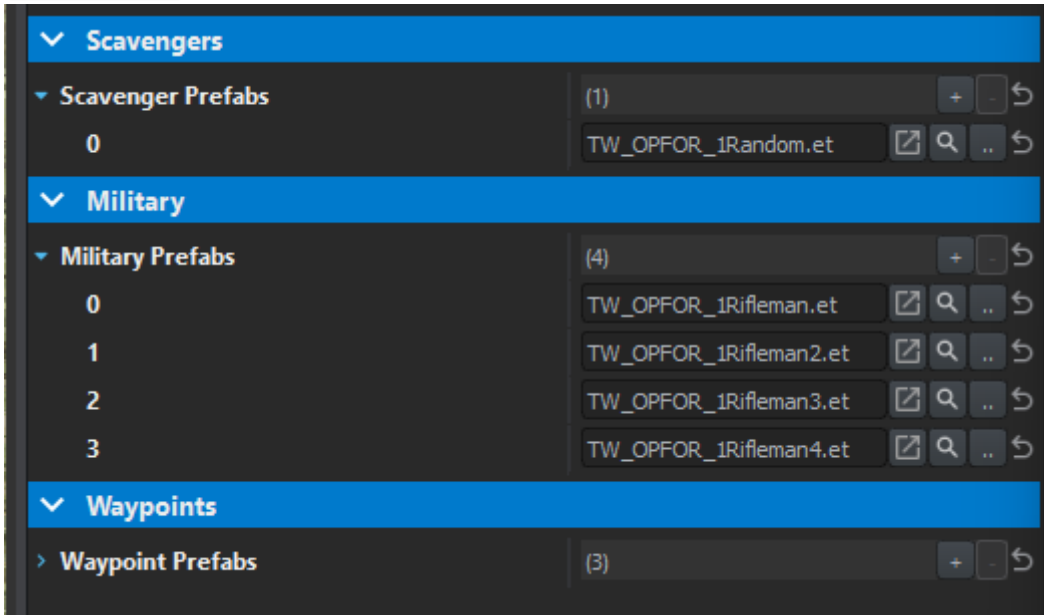


- The `Intelligence Count` is the number of intelligence that should spawn.
- Note: If the event site has been visited - this will not respawn.
- You don't *have* to remove or disable `SCR_TW_InventoryLoot` if it's present. Both the Intelligence Spawner and Inventory Loot components can work together.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

How to add AI Spawns

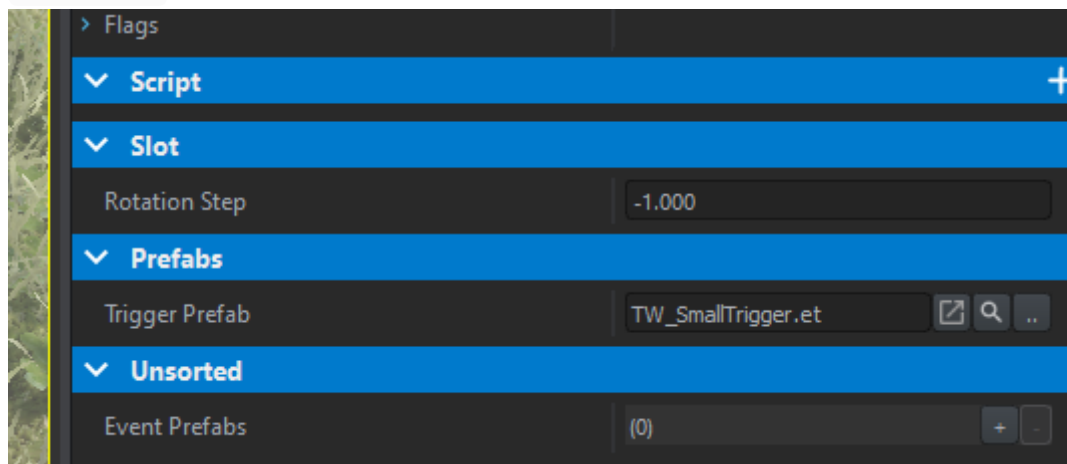
1. Go to `TrainWreck > Prefabs > TrainWreck` and place the `TW_EventAISpawner.et`

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`



AI Behaviors

AI who spawn at event sites are assigned a "Defend" waypoint. The baked in behavior from the Reforger devs is they'll look for "Smart Actions" to perform. Otherwise they'll just find a spot and sit there for the most part. Then if they hear a firefight may wander off (and eventually return if they survive that fight --debatable if that actually works).

If a smart action is placed they stay within the area!

Note: Reforger AI is a work in progress. Unless one wants to dive into Behavior Trees and make custom behaviors...

Smart Actions Prefabs are located here:

TrainWreck > Prefabs > Compositions > EventSites > Actions

Smart Tag	Behavior
CoverPost	Used for cover? It's not quite clear. They will walk up to the position. It appears as if they try to leverage it as cover? Unclear if nearby AI will recognize this as cover DURING a firefight and move to it.
ObservationPost	AI will move to this position and "observe" an area. If they have binoculars.
LoiterPost	AI will move to this position. Appeared as if they randomly move between them? Though it seems to be at random intervals?
GatePost	Seems to behave similarly to a "CoverPost". Have not been able to distinguish this behavior yet.