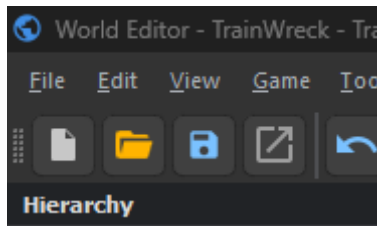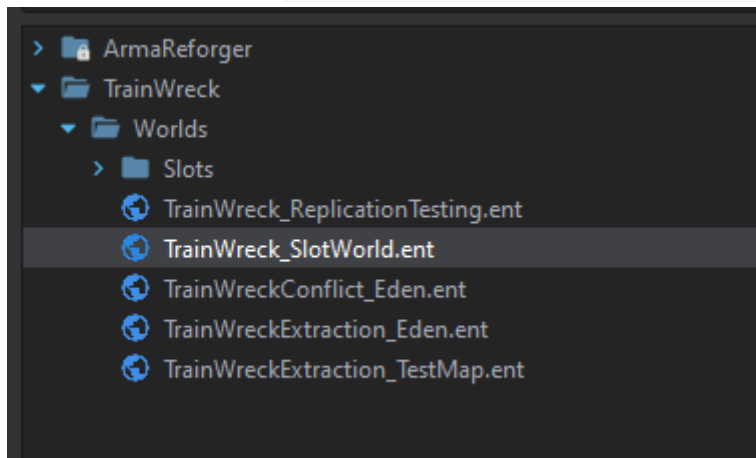# Slot Compositions

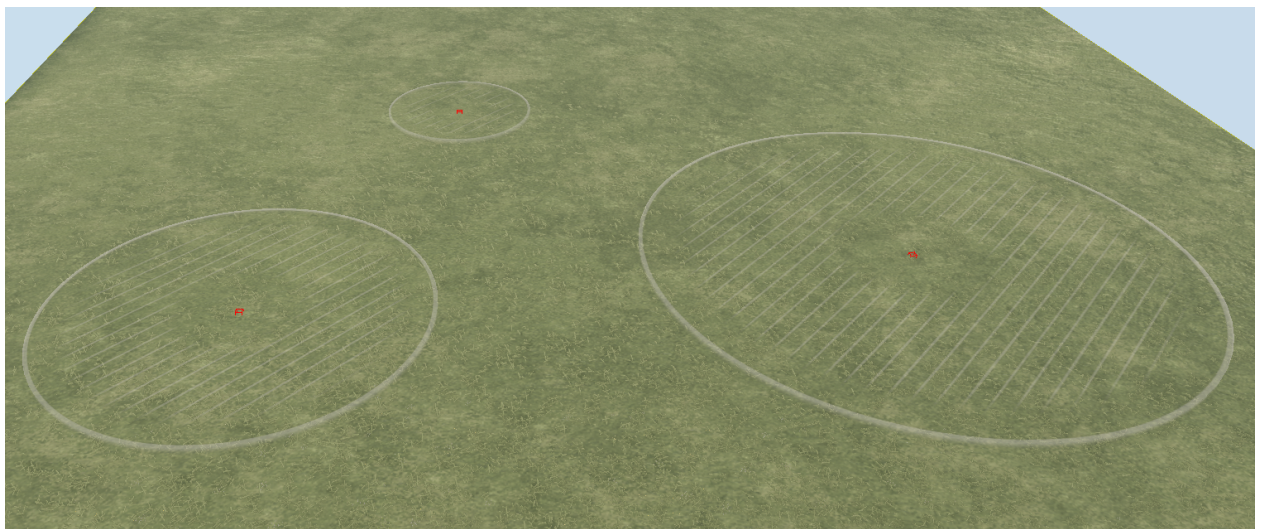## How to create Composition Prefab

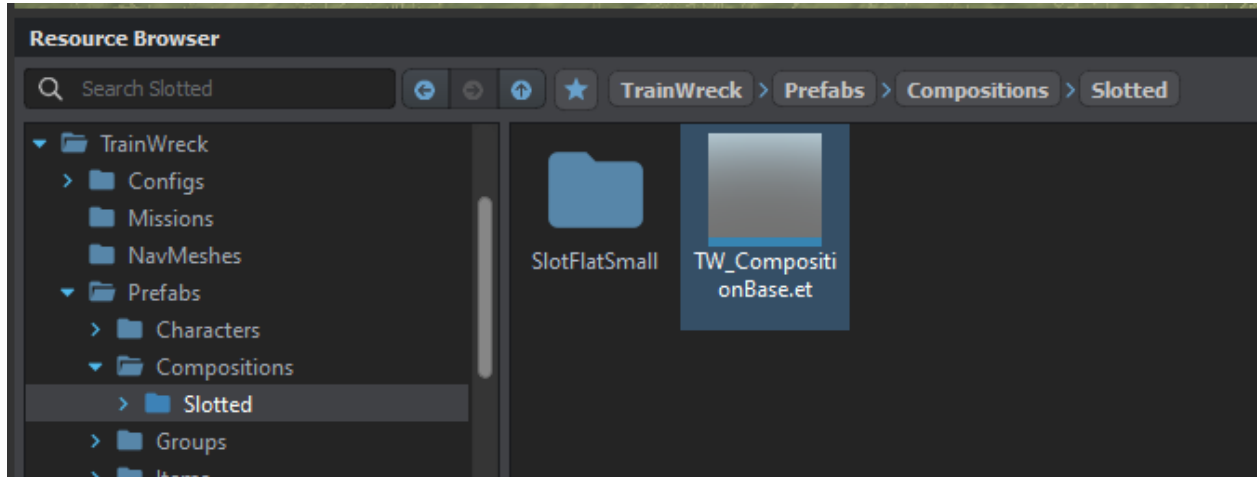1. Click the Folder Icon in the World Editor

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.
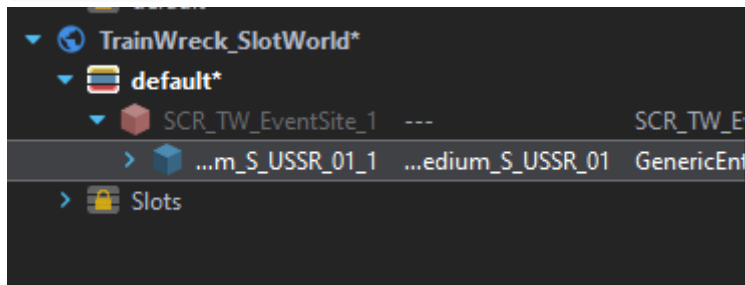

6. When complete. Navigate to `TrainWreck` > `Prefabs` > `Compositions` > `EventSites` - into the appropriate folder (small, medium, large). Then drag the object from the `hierarcy` into the `Resource Browser` which will save your composition as a prefab. The naming convention should be as follows
   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.
   1. `ArmaReforger` > `Prefabs` > `Props` > `Military` > `AmmoBoxe` `s` is a good area to find things in
2. Verify the following components exist on the prefab/container
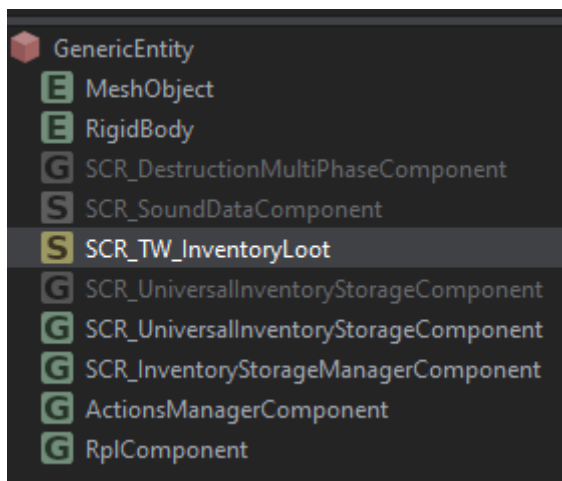
   - `SCR_TW_InventoryLoot` - This is how you inform the GameMode what kind of loot should spawn inside.

Loot Item Types	
RIFLE	☐
PISTOL	☐
LETHAL THROWABLE	☐
ROCKET LAUNCHER	☐
MACHINE GUN	☐
HEAL	☑
BACKPACK	☐
SNIPER RIFLE	☐
NON LETHAL THROWABLE	☐
HEADWEAR	☐
TORSO	☐
VEST AND WAIST	☐
LEGS	☐
FOOTWEAR	☐
RADIO BACKPACK	☐
EQUIPMENT	☐
WEAPON ATTACHMENT	☐
EXPLOSIVES	☐
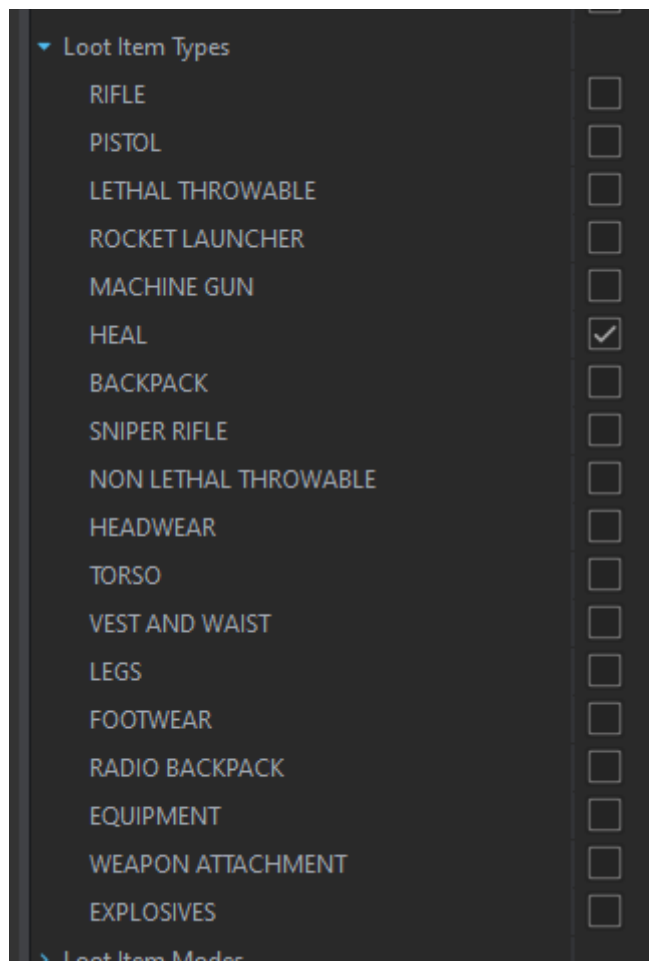
Remember this is chance-based, so you're just restricting/limiting the type of things that *could* spawn.

- `SCR_UniversalInventoryStorageComponent` - This is what actually holds the loot. However, most containers should have this.

- `SCR_InventoryStorageManagerComponent` - This is essentially what players interact with. Its in charge of inserting/removing things between inventories.

- `ActionsManagerComponent`

- `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.
   1. If you are using a container which has the `SCR_TW_InventoryLoot`, you have the option to remove it - avoid having random things in there. Or keeping it there.
      1. If using a completely new object, please verify the same components from the `Loot` section above exist (minus the `SCR_TW_InventoryLoot`) - as they're required for inventory systems to work.

2. Add the `SCR_TW_IntelligenceSpawnerComponent`
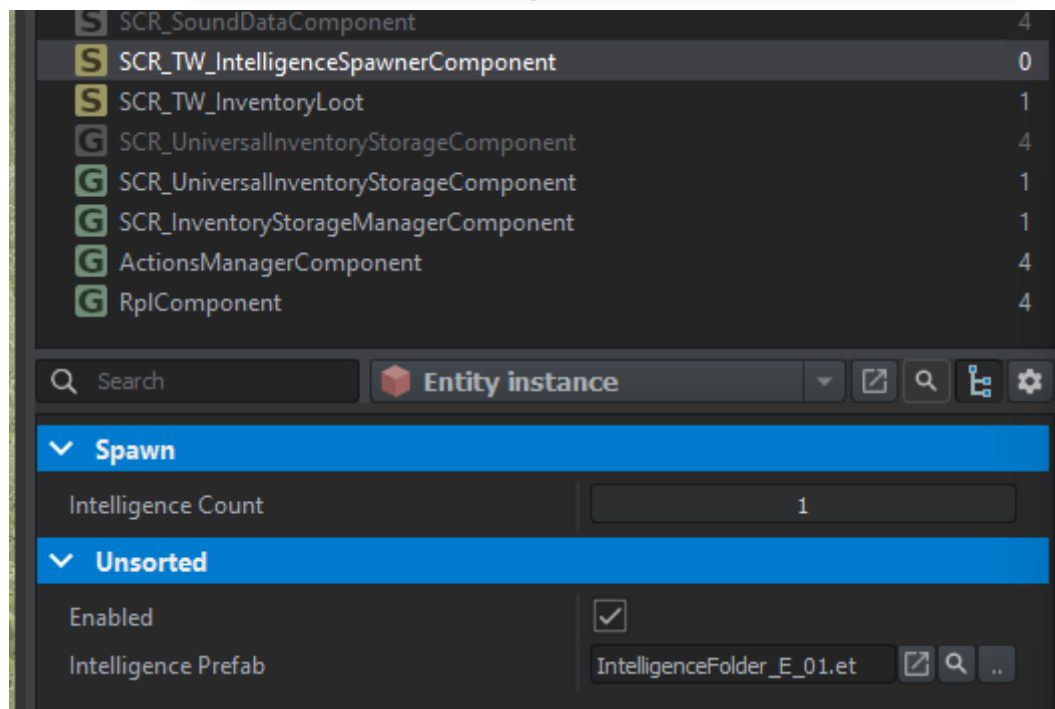
- The `Intelligence Count` is the number of intelligence that should spawn.
- Note: If the event site has been visited - this will not respawn.

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.
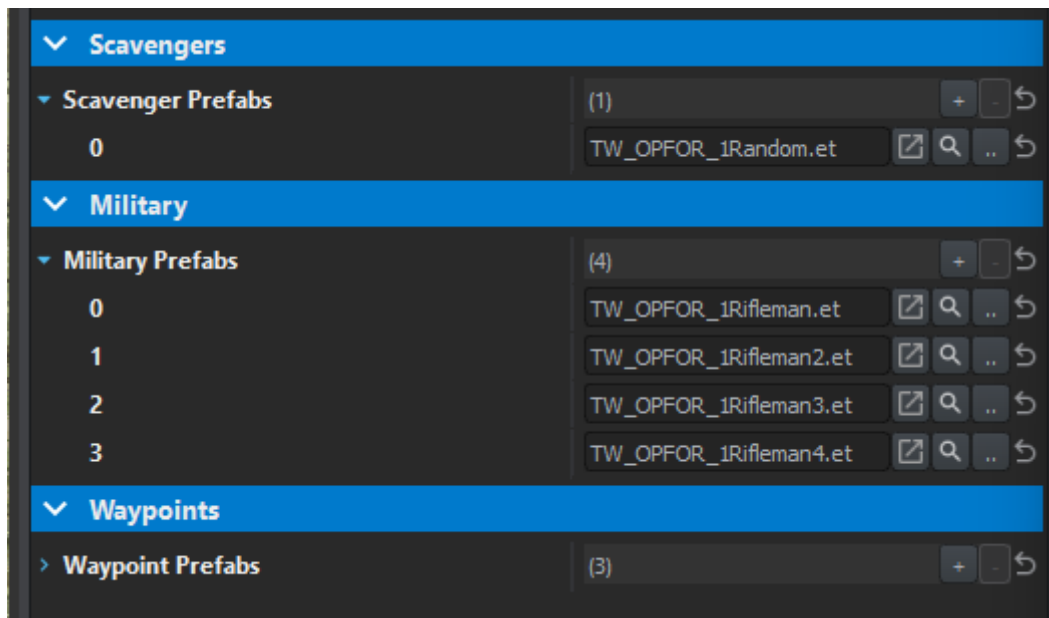
How to add Event Sites to world

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`