Prisonbreak (PB)

Made by Yoshey

Installation and Information

Before using PB, make sure to read "License – ReadMe.txt"

Note: This guide does not include version numbering. Any mention of the AMM and PB Folders should be used interchangeable with your current version. (i.e. "AMM" refers to "AMM_v2")

Any instruction for the Examples folder can be ignored, as the examples are not required for PB to work.

Table of Contents
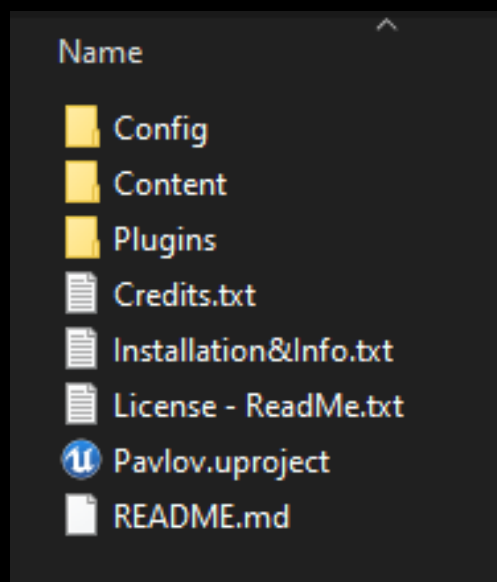
Prerequisite

Don't Forget to make a Backup!

Adding PavlovVR Modkit to PB

Before launching Pavlov.uproject for the first time, you need to download and install the PavlovVR-ModKit on top of your unzipped AMM Project.

1. Visit https://github.com/vankruptgames/PavlovVR-ModKit

2. Press the green "Code" button and select "Download ZIP"

3. Unzip "PavlovVR-ModKit-master.zip"

4. Copy the content from "PavlovVR-ModKit-master" and paste it your PB Project (e.g. "Prisonbreak-master")

5. Press "Replace"
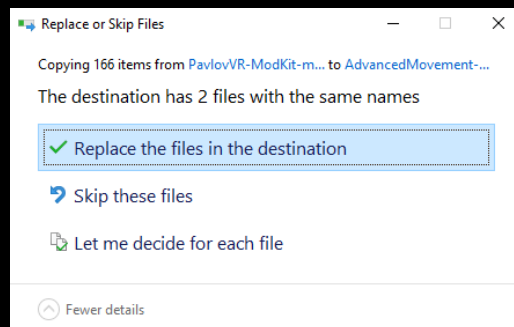
If you followed the steps correctly, your PB Folder should now look something like this:
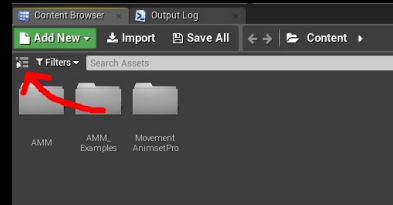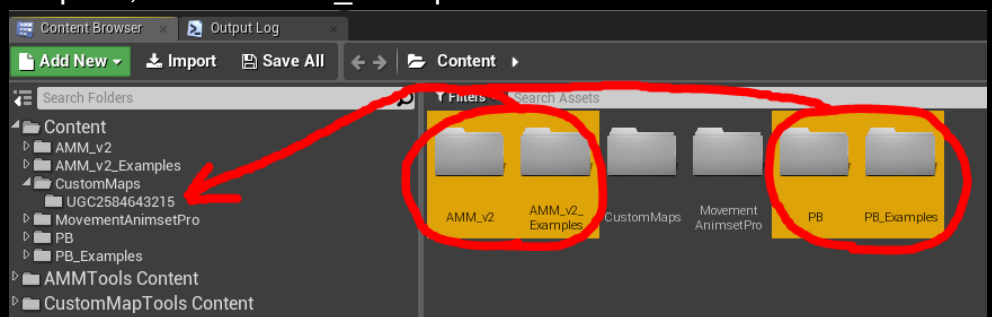
Installing PB

Installing PB for a new Project

0. !!!Make sure that you followed the Prerequisite!!!
1. Open Pavlov.uproject
2. Go to "Window" and open "Pavlov Workshop"
3. Press "Create New" and close it
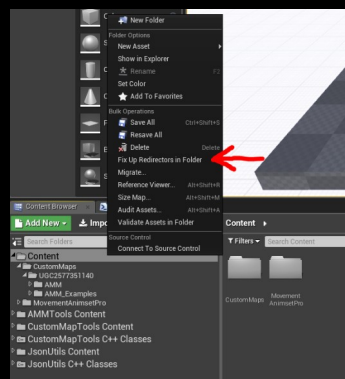4. Press this Icon to show the Folder Hierarchy

5. Select the folder "AMM" and Drag&Drop it into "CustomMaps\UGCXXX" as shown in the screenshot and press "Move Here" (XXX is your new Workshop ID)
6. Repeat with "AMM_Examples", "PB" and "PB_Examples"

IMPORTANT: ONLY MOVE ONE FOLDER AT A TIME

7. Right click "Content" and select "Fix up Redirectors in Folder"

8. Check if everything was moved properly
   1. Go to "CustomMaps\UGCXXX\PB_Examples" and open "PB_ExampleMap"
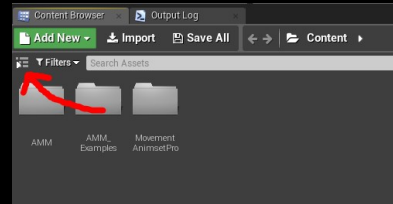   2. Hit "Play" and then "Stop" again

If UE4 reports any errors, something broke and you have to start from scratch!

Installing PB for an existing Project

0. !!!Make sure that you followed the Prerequisite!!!

1. In Windows Explorer, Select the "Content" and "Plugins" Folders from your PB Project
2. Copy and Paste them into your existing Project. Override if necessary
3. Open Pavlov.uproject in your existing Project
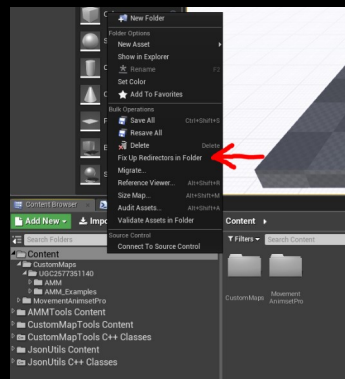4. Press this Icon to show the Folder Hierarchy

5. Select the folder "AMM" and Drag&Drop it into "CustomMaps\UGCXXX" as shown in the screenshot and press "Move Here" (XXX is your new Workshop ID)
6. Repeat with "AMM_Examples", "PB" and "PB_Examples"

IMPORTANT: ONLY MOVE ONE FOLDER AT A TIME
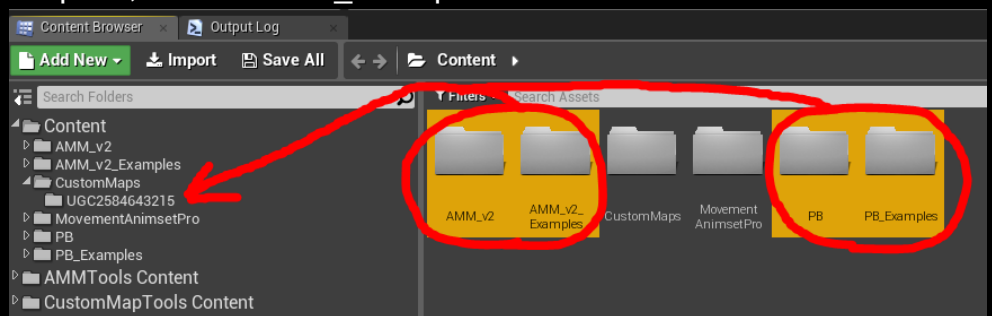
7. Right click "Content" and select "Fix up Redirectors in Folder"

8. Check if everything was moved properly
    1. Go to "CustomMaps\UGCXXX\PB_Examples" and open "PB_ExampleMap"
   2. Hit "Play" and then "Stop" again

If UE4 reports any errors, something broke and you have to start from scratch!

# Updating PB (Minor Updates such as 1.4 or 1.4b)

0. !!!Make sure that you followed the Prerequisite!!!

1. Open Pavlov.uproject in your new PB version
2. Create a folder called "CustomMaps"
3. Open it and create a folder called "UGCXXX". Replace XXX with your old Workshop ID / The numbers from your old Project
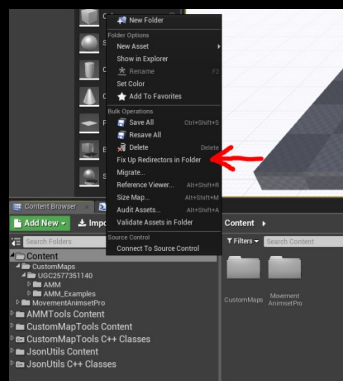4. Press this Icon to show the Folder Hierarchy
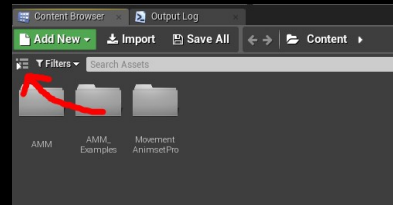
5. Select the folder "PB" and Drag&Drop it into "CustomMaps\UGCXXX" as shown in the screenshot and press "Move Here" (XXX is your new Workshop ID)
6. Repeat with "AMM_Examples", "PB" and "PB_Examples"

IMPORTANT: ONLY MOVE ONE FOLDER AT A TIME
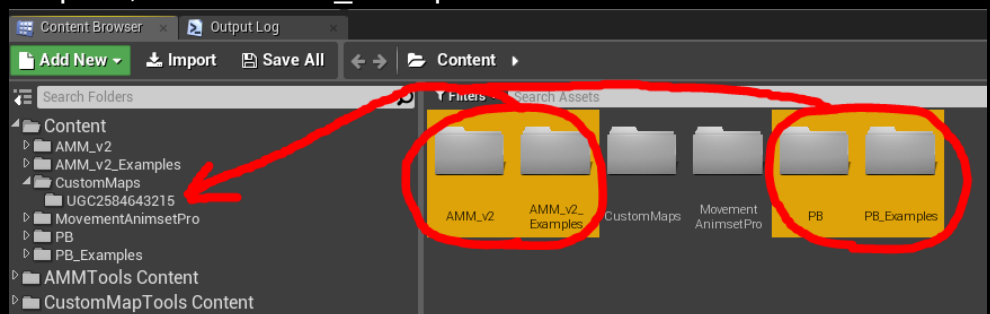
7. Right click "Content" and select "Fix up Redirectors in Folder"

8. Right click "CustomMaps" folder and select "Migrate…". Press OK
9. Select your old Project's Content Folder
10. After Migrating, open your old Project. If needed, replace the old PB Blueprints in your GameLogic with the new ones

11. Check if everything was moved properly
    1. Go to "CustomMaps\UGCXXX\PB_Examples" and open "PB_ExampleMap" in your old Project
    2. Hit "Play" and then "Stop" again

If UE4 reports any errors, something broke and you have to start from scratch!

Updating PB (Major updates such as 2.0)

0. !!!Make sure that you followed the Prerequisite!!!

Method 1 (Replacing each Blueprint):

Method Pros:
- References in your map get updated to the new version automatically
Method Cons:
- Labor intensive

1. Follow steps 1-8 from "Installing PB for an existing Project"
2. Go to your old PB version's folders. Open the first folder and select the first Asset.
3. Hit your Delete button or rightclick → Delete
4. Press on "None" at the bottom left and select the same asset in the new version

5. Press "Replace References
6. If prompted, click OK
7. If prompted, click "Save Selected"
8. Repeat step 2-7 for all other assets
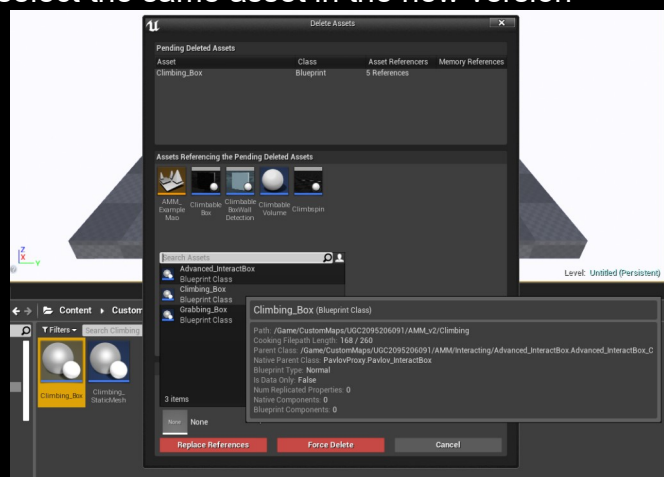
Method 2 (Overriding all files):

Method Pros:
*- Less Labor intensive*
Method Cons:
- Creates Junkfiles (Files that are no longer needed)
- Asset References to assets that were renamed between versions break and have to be fixed manually

1. Open your old Project
2. Locate the old PB and PB_Examples folders
3. Rename them to the new names (e.g. Rename "PB" to "PB_v2")
4. Follow steps 1-11 from "Updating PB (Minor Updates such as 1.4 or 1.4b)"

Information / Usage

!!!To use PB, don't forget to select the PB Blueprints in your Pavlov Gamelogic!!!
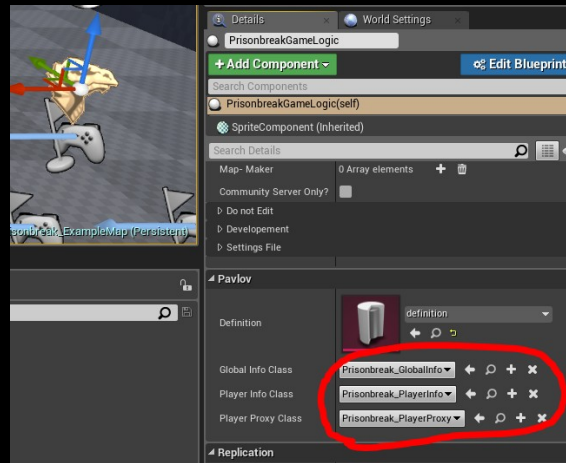
Many PB Features can be toggles on/off or modified. To do so, open the folder "PB/Proxies". Here you can see the PB Blueprints. If you open them, the changeable Variables are displayed on the right side in the "Class Defaults".
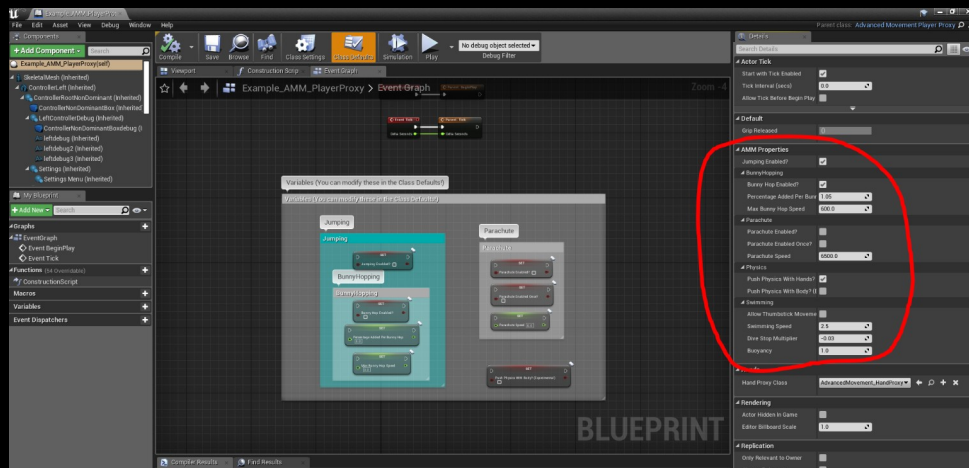
If you do this, it is recommended to create a child Blueprint and to change the Variables in there so you won't override them when updating in the future!