Warrior’s Snuggery: A modding guide

# Introduction

What to explain? In the following document you will learn everything around modding of WS. Please note that names and values vary from version to version and therefore, this guide will be soon incompatible.

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# Oversight

Now, what can you mod? How can you mod? What is what? The following lines will hopefully clear those questions.

First of all, what can you mod: you are able to change

* Playable characters
* Unplayable characters
* Weapons
* Objects
* Particles
* Pieces
* Map generation
* Images
* Savegames

The game rules are in “rules”, images in “misc”. Rules can be opened with a simple texteditor.  
“Tick”: The games time unit. There are **60 ticks per second**.  
**One field** ingame is **24\*24 in pixel size** and in **physics size it’s 1024\*1024** (E.g. offsets).

There are different types of values to write:

|  |  |  |
| --- | --- | --- |
| Type | Example | Description |
| CPos | Offset=0,0,512 | Vector. (x,y,z) in game size. |
| MPos | Position=1,1 | Vector. (x,y) in fields. |
| Color | Color=128,128,128 | Color. (r,g,b) from 0 – 255. |
| Integer | Health=1200 | Number. |
| Float | Velocity=0,324 | Decimal. |
| String | Text=Hahahahaha! | Text. |
| Enum (varies) | Collectable=MONEY | Specific predefined values. |

What is what? Here is a small example:

|  |  |
| --- | --- |
| Character= […]  Health=50 | Name of object/character (walls and terrain are ONLY numbers!)  Variable (“Rule”) to change = value to assign |
| Object=  […]  Collectable=MONEY  Value=2 | Name of object/character (walls and terrain are ONLY numbers!)  Rule to change = value to assign  Subrule in Rule to change = value to assign |

# I’m more the practical type, you know?

If you haven’t understood part two, it’s okay. We will investigate some examples:

|  |
| --- |
| b\_bookshelf=  Image=bookshelf  Size=24,48  Offset=0,-512,0  Physics=  Shape=Rectangle  Size=512 |
| <Objectname>=  Image=<ImagenameInMisc>  Size=<SizeOfImageInPixel>  Offset=<OffsetInGameSize>  Physics=<EmptyNoNeedForValue>  Shape=<Shape>  Size=<SizeInGameSize> |

Try to change values yourself. There is a table after this part indicating ALL rules that are possible as well as their valuetypes. Once you feel good enough, copy a whole object, paste it, give it another name, and it should already show up in the editor. Change properties and image as you wish

(! Images are not allowed to have same names!)

# Rules

The following table shows the rules, what they do and what the types of the values are.

|  |  |  |  |
| --- | --- | --- | --- |
| Rule/Subrule | Type | Default | Description |
| ACTORS | | | |
| Image | String | Needs to be defined | Image to use. |
| * Size | MPos | Needs to be defined | Size of the image (or frame) in pixels. |
| * Facings | Integer | 1 (front) | Directions in which the character can look (image). |
| * Type | IDLE, WALK,ATTACK | IDLE | *Unused for now.* |
| Scale | Float | 1 | Scale of the image. |
| Offset | CPos | 0,0,0 | Graphical offset relative to physics. |
| Height | Integer | 0 | Height of character (0 means on ground) |
| Weapon | Weapon | none | Weapon to use. |
| Speed | Integer | 0 | Speed of character. |
| * Acceleration | Integer | 0 | Acceleration of character (smaller means accelerating slower) |
| Health | Integer | 0 | Health. |
| * Max | Integer | 0 | Max Health able to reach (Health ≤ MaxHealth) |
| * Regeneration | Integer | 0 | Regeneration per tick. |
| * + Tick | Integer | 0 | Tick of regeneration. |
| * + TickAfterHit | Integer | 0 | Tick in which regeneration sets in after an attack. |
| Mana | Integer | 0 | Mana. |
| * Max | Integer | 0 | Max mana able to reach. |
| * Cost | Integer | 0 | Cost for the Manaweapon to get fired. |
| * Weapon | Weapon | none | Mana weapon to use. |
| * Regeneration | Integer | 0 | Regeneration per tick. |
| * + Tick | Integer | 0 | Tick of regeneration. |
| Physics | -/- | none | Declares physics of the character. |
| * Shape | RECTANGLE, CIRCLE, HORIZONTALLINE, VERTICALLINE, NONE | NONE | Shape of the character. |
| * Size | Integer | 0 | Radius of the physics in game units. |
| Playable | Boolean | false | Player’s possibility to select this character ingame. |
| SpawnOnDeath | OBJECT, PARTICLE, ACTOR | Needs to be defined (if using SpawnOnDeath) | Spawns things on death of the character. |
| * Name | Object/Particle/Actor | Needs to be defined (if using SpawnOnDeath) | Name of the Object or Actor or Particle. |
| * Count | Integer | 1 | Count of Objects or Actors or Particles. |
| Rule/Subrule | Type | Default | Description |
| OBJECTS | | | |
| Image | String | Needs to be defined | Image to use. |
| * Size | MPos | Needs to be defined | Size of the image (or frame) in pixels. |
| * Random | Bool | false | Use a random texture instead of an animation. |
| Scale | Float | 1 | Scale of the image. |
| Offset | CPos | 0,0,0 | Graphical offset relative to physics. |
| Color | Color | 255,255,255 | *Unused for now*. |
| Collectable | NONE, MONEY, HEALTH, MANA, NEXTLEVEL, TEXT, SPAWNOBJECT, DONOTHING | NONE | Defines whether the object can be collected. |
| * OnlyByPlayer | Boolean | true | Decides whether only the player can collect this object. |
| * MultipleActivations | Boolean | false | If true, collectable can be collected multiple times. |
| * + Duration | Integer | 0 | Tick after collected at which the collectable can be collected again. |
| * Value | Integer | 0 | Used for MONEY, HEALTH, MANA, SPAWNOBJECT (count) |
| * Text | String | “” | Used for TEXT, SPAWNOBJECT (objectname) |
| * Particles | Particle | none | Particles to emit when being collected |
| * + Count | Integer | 0 | Count of particles. |
| Physics | -/- | none | Declares physics of the character. |
| * Shape | RECTANGLE, CIRCLE, HORIZONTALLINE, VERTICALLINE, NONE | NONE | Shape of the character. |
| * Size | Integer | 0 | Radius of the physics in game units. |

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| --- | --- | --- | --- |
| Rule/Subrule | Type | Default | Description |
| PARTICLES | | | |
| Image | String | Needs to be defined | Image to use. |
| * Size | MPos | Needs to be defined | Size of the image (or frame) in pixels. |
| * Random | Bool | false | Use a random texture instead of an animation. (unused) |
| Scale | Float | 1 | Scale of the image. |
| Force | CPos | 0,0,0 | Force dragging the particle (e.g. gravity) |
| Tick | Integer | 0 | Lifetime of the object. |
| DissolveTick | Integer | 0 | Tick at which the particle slowly becomes transparent.  (Tick ≥ DissolveTick) |
| Rotation | Integer | 0 | Constant rotation. |
| Physics | -/- | none | Declares physics of the character. |
| * Shape | RECTANGLE, CIRCLE, HORIZONTALLINE,VERTICALLINE, NONE | NONE | Shape of the character. |
| * Size | Integer | 0 | Radius of the physics in game units. |

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| --- | --- | --- | --- |
| Rule/Subrule | Type | Default | Description |
| WEAPONS | | | |
| Image | String | Needs to be defined | Image to use. |
| * Size | MPos | Needs to be defined | Size of the image (or frame) in pixels. |
| * Random | Bool | false | Use a random texture instead of an animation. (unused) |
| Smudge | String | none | Smudge-image to use. |
| * Size | MPos | Needs to be defined (if using Smudge) | Size of the image (or frame) in pixels. |
| Scale | Float | 1 | Scale of the image. |
| Damage | Integer | 0 | Damage of the weapon on direct hit. |
| Reload | Integer | 0 | Tick after shooting where the weapon can be used again. |
| Speed | Integer | 0 | Speed of the weapon. |
| * Acceleration | Integer | 0 | Acceleration of the weapon. |
| ExplodeParticles | Particle | None | Particles to emit on hit. |
| * Count | Integer | 0 | Count of particles. |
| Inaccuracy | Integer | 0 | Inaccuracy of weapon in game size. |
| MaximalRange | Integer | 0 | Maximal range of weapon in game size. |
| MinimalRange | Integer | 0 | Minimal range of weapon in game size. |
| Falloff | QUADRATIC,CUBIC,EXPONENTIAL,LINEAR,ROOT | QUADRATIC | Falloff of the weapon. |
| RotateToTarget | Boolean | True | Rotates head to the target. |
| Physics | -/- | none | Declares physics of the character. |
| * Shape | RECTANGLE, CIRCLE, HORIZONTALLINE, VERTICALLINE, NONE | NONE | Shape of the character. |
| * Size | Integer | 0 | Radius of the physics in game units. |

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| Rule/Subrule | Type | Default | Description |
| TERRAIN | | | |
| Image | String | Needs to be defined | Image to use. |
| * Size | MPos | Needs to be defined | Size of the image (or frame) in pixels. |
| Tick | Integer | 0 | Lifetime of the object. |
| Speed | Float | 1 | Speed of characters on this field. |
| Overlaps | Integer | -1 | Overlapping of nearby terrain (Overlaps > than their Overlaps means that the edges of this terrain will be drawn over the other) |
| * Edge | String | “” | Edge-image of the terrain |
| * Corner | String | “” | Corner-image of the terrain |

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| --- | --- | --- | --- |
| Rule/Subrule | Type | Default | Description |
| WALLS | | | |
| Image | String | Needs to be defined | Image to use. |
| * Size | MPos | Needs to be defined | Size of the image (or frame) in pixels. |
| Blocks | Boolean | true | Wall can block objects. |
| Destroyable | Boolean | false | *Wall can take damage (unused)* |
| Height | Integer | 512 | *Height of the wall (unused)* |

# Drawing Images

Don’t use MS Paint. Thanks. All other things can be explained personally.