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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# Quick Oversight

|  |  |
| --- | --- |
| Part | Directory |
| Characters (also called Actors) | “rules” |
| Weapons | “rules” |
| Particles | “rules” |
| Spells | “rules” |
| Terrain (Map tiles) | “rules” |
| Pieces (Map parts) | “maps/maps” |
| Map | “maps” |
| Images | “misc” |

Table 1: Parts of the game and their source.

Basically, in Warrior’s Snuggery, most of the game can be changed. Table 1 depicts the different aspects of the game and where to find their definitions.

All text files are built up in a specific way. In the first tab, an ID or name is given. In the second tabs, raw properties are given to the object. In the third tabs that sometimes have to exist in certain properties, exact values are set. See Graph 1 and Graph 2 for details.

|  |
| --- |
| b\_bookshelf=  Image=bookshelf  Size=24,48  Offset=0,-512,0  Physics=  Shape=Rectangle  Size=512 |

Graph 1: Example of a tile.

|  |
| --- |
| b\_bookshelf=  Image=bookshelf  Size=24,48  Offset=0,-512,0  Physics=  Shape=Rectangle  Size=512 |

Graph 2: Example of an actor.

“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 |

# Little Example

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

Rules can be generated by the “*DocWriter*”. There you can specify what rules you want and the program will output a file with all information and descriptions.