mud lecture

[Rock Lecture] 9. Trigger Programming - Looping

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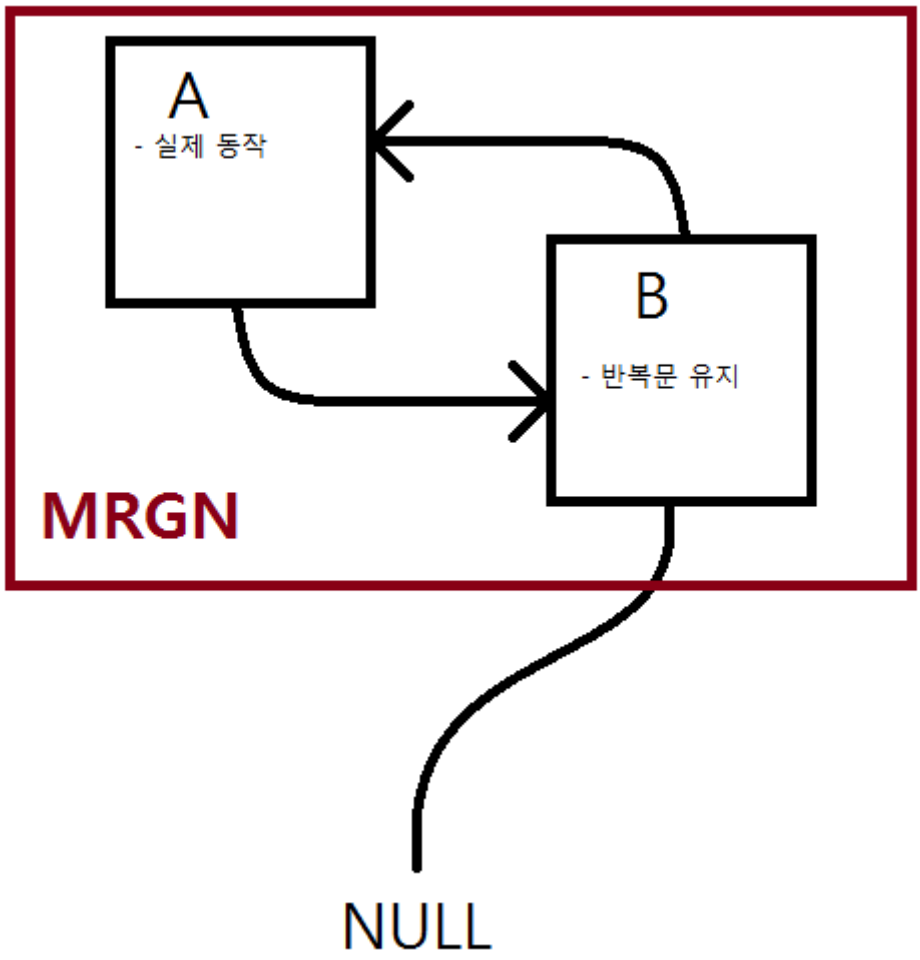
2014. 2. 12. 0:37

This course is short, but the level of difficulty is high.
Let's populate the switch table of the Vanilla Location Table with 1, 2, 3,... etc.

A total of two triggers are used in the loop. See figure.



- In P1, the next value of PlayerTriggerStruct of P2 (that is, the first trigger of P2) is set to A
- A's next is B, B's next is A.

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Accordingly, the code that creates the trigger can be written as follows.

```
from trgformat import * import struct # Putting in MRGN triggers = [] # Trigger A trigA = Trigger ( players = [], conditions = [], actions = [ SetMemory ( 0x0058D740 , SetTo , 0x00000000 ), # Vanilla Location table values set to 0 (1) SetMemory ( 0x0058DC60 + 8 + 320 + 32 * 0 + 16 , Add , 1 ), # Increase the value of 0x0058D740 in (1) by 4. (In SetDeaths, increase player 1) SetMemory ( 0x0058DC60 + 8 + 320 + 32 * 0 + 20 , Add , 1 ), # (1) increases the value of 0x00000000 by 1. SetDeaths ( Player1 , Add , 1 , 2 ), # acts as a loop. Increases Player 1's Terran Vulture (2) by 1 death. PreserveTrigger () ] ) # trigger B trigB = Trigger ( players = [], conditions = [ Deaths ( Player1 , Exactly , 320 , 2 ) # Conditions for exiting the AB loop. When Player 2's Terran Vulture's death is 320, that is, after 320 loops ], actions = [ SetMemory ( 0x0058DC60 + 2408 + 4 , SetTo , 0xFFAE5D73 ), # Set the next value of B's trigger to 0xFFFFFFFF. (Originally pointed to A) # Restore PlayerTriggerStruct of P2 SetMemory ( 0x51A28C + 4 , SetTo , 0x51A28C ), SetMemory( 0x51A28C + 8 , SetTo , 0xFFAE5D73 ), ] ) trigAHeader = struct . pack ( '<LL' , 0x0058DC60 + 2408 , 0x0058DC60 + 2408 ) trigBHeader = struct . pack ( '<LL' , 0x0058DC60 , 0x0058DC60 ) data = b '' . join ([ trigAHeader , bytes ( trigA), trigBHeader , bytes ( trigB )]) open ( 'payload.trg' , 'wb' ) . write ( data ) # Write to TRIG triggers = [] triggers . append ( Trigger ( players = [ Player1 ], conditions = [ Deaths ( Player1 , Exactly , 0 , 0 ) ] ], actions = [ SetMemory( 0x51A28C + 4 , SetTo , 0x0058DC60 ), SetMemory ( 0x51A28C + 8 , SetTo , 0x0058DC60 ) ] )) WriteTrg ( 'trig.trg' , triggers )
```

Upload an example map. As shown in the figure below, you can see that the loop is successfully executed.

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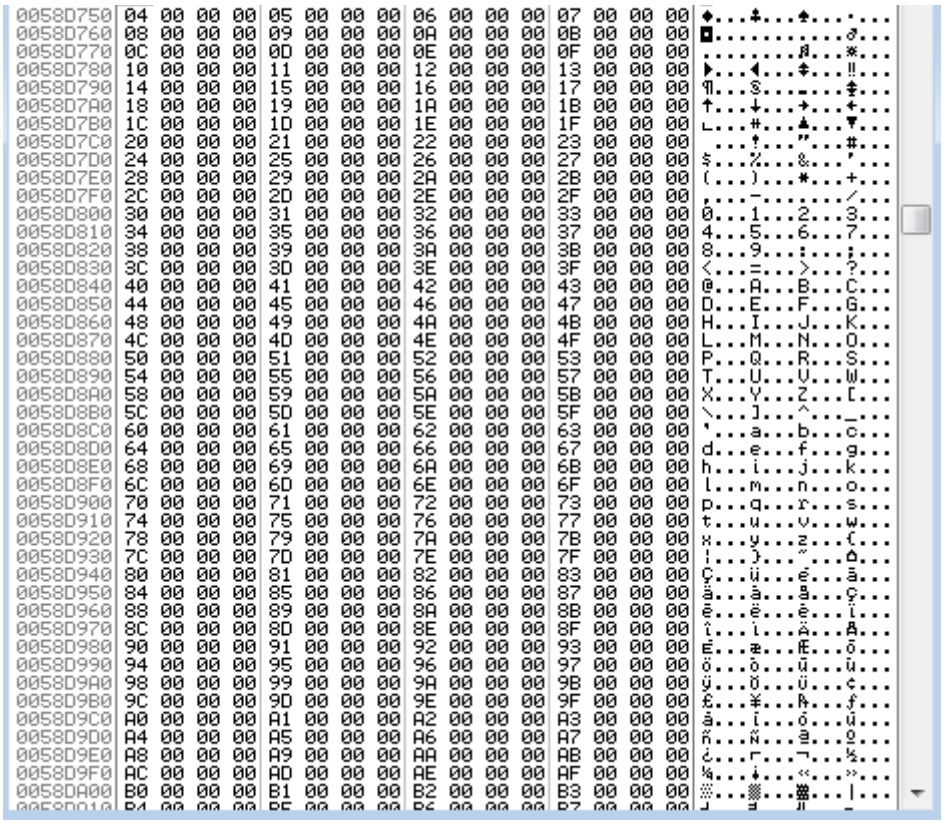

See trigexec2.scx

The concept of looping through this loop is really important.
It's worth organizing a separate course.

Because if and jmp are implemented
+ and - are from the beginning
Any kind of programming can be done.

There is only one problem...
The space we can use now is 5100 bytes of MRGN.
I can only fit 2 trigger boxes. (Because one trigger box is 2408 bytes)

A common millimap trigger requires 3 trigger boxes.
How many use maps do you need?
5100 bytes is absurdly insufficient.

So we're going to put a trigger on the STR short and fire it.
This process is a bit difficult

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Practice) Write a trigger that initializes all 1700 structure offsets with 3 triggers.
You will need 2 triggers on the location table, usually 1 trigger.

#IT Computer

Attachments

trigexec2.scx

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