Corona Bytes .NET

CCI

Corona Bytes .NET Compiler Interface

Lord of Destruction

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Requirements	What?	Import/Export
Compile	GPL	WorkFlow
	Resource	Limits
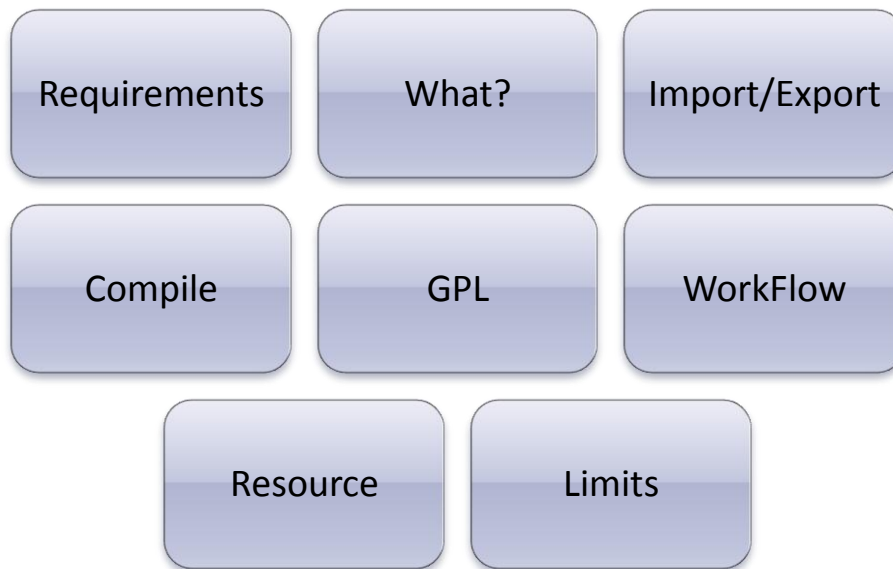
Requirements

Microsoft OS

- Vista
- XP
- 2000

.NET 2.0

- Google?

Skills

- Copy and Paste ^^

Application

- Steam
- ESF 1.2.3
- ECX RC2
- Texteditor

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What is a Class Extension?

It's a Plug-in for AMX MOD X which is processed Server Side and as long as the Client has the necessary Resources can be played IF the Server has this Extension installed. This implies that the *Server Owner* has complete Control over which Classes can be played. One Extension is build from the following Source Files
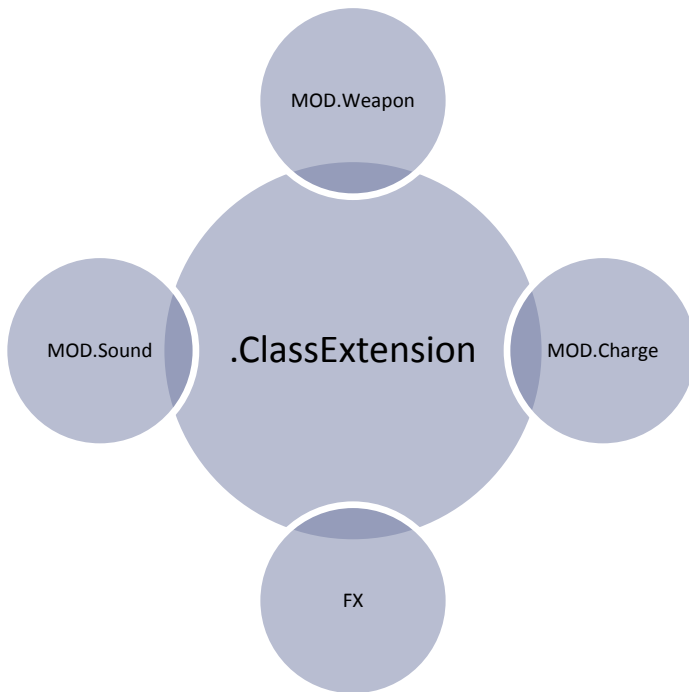
|	
MOD.Weapon **.ClassExtension** **MOD.Sound** **MOD.Charge** **FX**	**.ClassExtension.core** • Describes flow of ascention • With PL, Ki, ... **MOD.Weapon.core** • Used to alter default ESF Attacks like recoloring, resizening Beams, 'Blasts, ... **MOD.Sound.core** • Declarative Matrix of Sounds wich are played at each Level • "Sound Lookup Table" **MOD.Charge.core** • Used to alter Weapon Charge Sprites • "The energy you hold in hand while charging" **FX.core** • This File should be used to define Effects for Transformations

Once compiled it cannot be broke down into these Source Codes.

The CCI Class Wizard provides you with easy to use Forms to generate the basic Information the Ascend Plug-in needs to integrate your Extension. This covers only the .ClassExtension.core File as the Rest is just declarative Code you can copy from the default Classes.

Workflow

Compile and
copy Resources

PLAY!

Complete
the Wizard
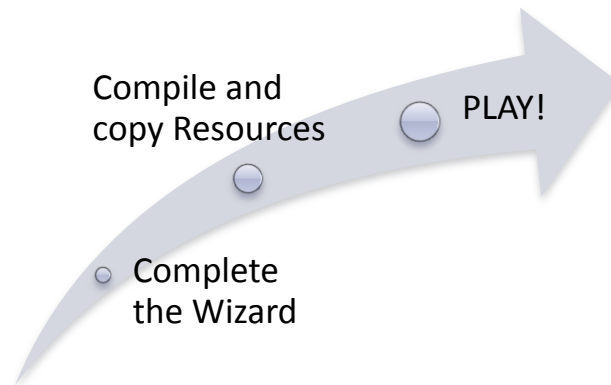
Import / Export

The Class Wizard cannot edit the *.core Files once generated. Since that might be a problem for most Users the CCI can export all Information in into a single Class Extension Information File (*.cxi)

Import this File to restore all previous Data and you'll be able to generate the *.core Files again.

However, the default Classes do not have the *.cxi Files as they are done "by hand"^^

Edit by Hand

*.core Files are plain Text Files which can be viewed in every standard Text Editor (Notepad). If you need Syntax Highlighting I'd recommend Notepad++, CrimsonEditor, UltraEdit, etc.

This is required if you plan to implement a Fusion Class, Mods or Specials.

Compile your Extension

AMX MOD X needs a *.amxx File to load your Extension. The CCI already includes the latest Compiler Build and all you have to do once your Class Extension is successfully generated is to select it on the left Side of the CCI and click the green Arrow. If your Steam Installation is correctly registered the CCI even puts your Plug-in in the core/plugins/CX Folder in your ESF Installation.

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The CORE.Manager Plug-in will load all *.amxx Files in this Folder automatically.

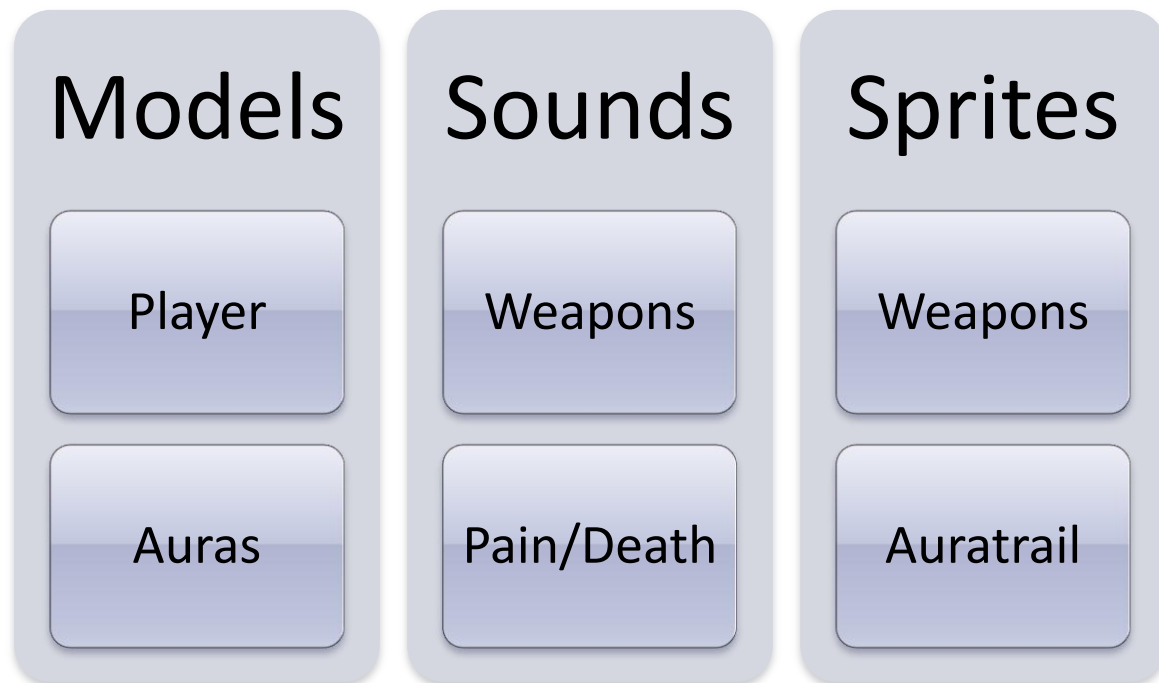Other Folders/debug Flag can be set in /core/manager.ini

GPL

Every Class Extension includes Code which is licensed under the GPLv2 in order to work with the Ascend Plug-in. This means if you release your Extension to the public or give it to someone else you are enforced to bundle all your Source Code Files (*.core) along with the Release.
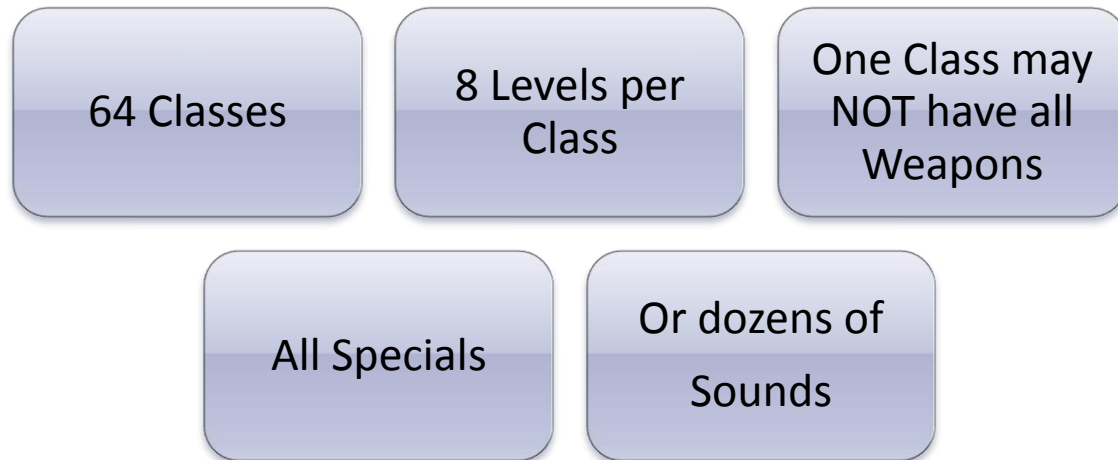
Resources

A Class Extension is nothing without its Resources^^

Models	Sounds	Sprites
Player	Weapons	Weapons
Auras	Pain/Death	Auratrail

Limits

64 Classes	8 Levels per Class	One Class may NOT have all Weapons
All Specials	Or dozens of Sounds	

Mods

MOD.Weapon

@WeaponBeam
Level II
Change to SuperKKH Sprites

@BaseWeaponCreation
Level II
Double Ki Cost

MOD.Sound

blueattack.wav

Level I
Kamehameha.wav

Level II
SuperKHH.wav

MOD.Charge

Level I genericbeam
> blue

Level II
genericbeam
> yellow

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