Protoshock Modding Documentation

A documentation for modding the game protoshock.

Setup

Installation

Install the Protoshock Mod Tools.unitypackage on the unity version 2021.3.8f1. Protoshock uses the Universal Render Pipeline (URP). Please delete any post processing or cameras inside your scene unless you know what you are doing.

Building a mod

Please make sure you only have *one* scene in your project.

Other scenes may take piority and may be loaded instead.

- To create a spawnpoint create a empty gameobject with the tag "point".
- The forwards direction of the gameobject is the direction the player will spawn.
- To allow bots to spawn, you will need a baked NavMesh in your scene **It is highly recommended to update your mod tools unitypackage after every update. You can find the latest mod tools unitypackage in the installation location of the most recent protoshock version**

Exporting your mod

- At the top of the screen, click on "Tools" > "ModTool" > "Export a mod", and fill in the information.
- Set the platform to windows.
- Set the directory for your mod to be exported in your mods folder in the protoshock installation directory.

Methods

OnWeaponHit

Usage:

```
public void OnWeaponHit(float damage)
{
    //your code here
}
```

- Called when a gameobject with "Target" or "TargetFlesh" tag is hit by a weapon raycast.
- Is not buffered by the server, players joining after the function has been called will not recieve function call.

damageplayer

Usage:

```
float damage = 10;
GameObject.Find("PlayerMain").SendMessage("damageplayer", damage);
```

- Calls the TakeDamage function on a PlayerMain GameObject.

damagebot

Usage:

```
float damage = 10;
GameObject.Find("Bot").SendMessage("damagebot", damage);
```

- Calls the TakeDamage function on a Bot GameObject.

requestplayerinfo

Usage:

```
public void requestplayerinfo(string[] info)
{
    //your code here
}
```

- Index 0 of info is player name.
- Index 1 of info is the PlayerMain GameObject instance ID.
- Index 2 of info is player health.
- All values are returned as a string.
- Array is recieved from each player in the scene.

Useful refrences

PlayerMain GameObject

- PlayerMain is the main GameObject of the player prefab.
- PlayerMain is the GameObject with the player.cs script. You can reference a PlayerMain GameObject by doing: `GameObject.Find("PlayerMain");`

Bot GameObject

- Bot is the main GameObject of the bot prefab.
- Bot is the GameObject with the Bot.cs script. You can reference a Bot GameObject by doing: `GameObject.Find("Bot");`

Other notes

Networking

Protoshock uses Photon Unity Networking 2 for networking: The unitypackage can be found here: https://assetstore.unity.com/packages/tools/network/pun-2-free-119922

Please note: This is not officially supported by the modded tools provided and installing with your project may cause issues.