

Text Version of Predator Scripting 101 Part 1

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Ref: <http://forums.runicgames.com/viewtopic.php?f=6&t=363>
Video 1 - <http://www.youtube.com/watch?v=hulKMhtAJsY&NR=1>

Decided to make a text step by step of what Patrick Blank was doing for future quick referencing, tried to list everything he did. Hope it helps out.

Video by Patrick Blank of Runic Games:

<http://www.torchlightgame.com/developerblogs/2009/08/28/predator-scripting-101-part-1-of-3/>

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Prepping (0:55)

- In Layout Tab on left side
- Create New Folder
 - Right Click on Layout Tab
 - Select Group
- Rename for Organization(invideo, "Properties")

Creating a Player Start(1:07)

- Right Click on Created Folder
- Move down to Logic sub-menu
- Select Property Node
 - Default is Player Start, has many other functions
- Creates an Arrow
- Clicks/Holds a green box on created Arrow(green box presumably axis based movement)
- Presses key on keyboard(unknown) to rotate on a 45 degree angle
- Rename created property node to PlayerStart for organizational purposes

No-Spawn Region(1:49)

- Also done through property nodes

- Either Duplicate the Player Start node or Create another property node
- In the Properties Tab on the right side
 - Find the PROPERTY Section
 - Find TYPE which is under RADIUS, open the dropdown menu
 - Select No Spawn Region
- The node becomes a transparent white box
- Place in center of room
- In PROPERTY section located in Properties Tab, find WIDTH, HEIGHT
- Change values to fit room(in video, 20x20)
- Rename for Organization(in video, "NoSpawnRegion")
- In PROPERTIES section located in Properties Tab, find VISIBLE
- Change to False, to hide it while keeping it's effects.

Creating a Gate(3:03)

- Right Click on Created Folder(named Properties in video)
- Goto Building Blocks Sub-menu, then Layout Link Timeline
- Rename for Organization(in video, "Gate")
- Goto, Properties Tab, then RESOURCES section, LAYOUT FILE
 - Brings up browse window
 - Select levelsets
 - Select Props
 - Select crypt props
 - Open "doorup_triggered.layout"
- In Properties>>PROPERTIES>>START ON LOAD, set value to FALSE
- Rotate Gate where gate is on box's side facing room with PlayerStart
- Click on Green box and move along axis to where gate will be place(in video, inside the Arch)

Creating Trigger(3:42)

- Right Click on Created Folder(named Properties in video)
- Goto Logic>>Player Box Trigger
- In the Player Box Trigger's Properties
 - X=6
 - Y=4
 - Z=20
 - These are to cover the entire width of the room, so there is no gap for the trigger.

Creating the Unit Spawner(4:12)

- Right Click on Created Folder("Properties")
- Goto Building Blocks>>Unit Spawner
- In Properties Tab>>RESOURCES>>RESOURCE
 - Open Drop Down
 - Select Monster
- In Properties Tab>>PROPERTIES>>COUNT, change "COUNT" value to whatever amount you want to spawn
- In Properties Tab>>PROPERTIES>>TARGET PLAYER, SPAWN ON CREATE, change "TARGET PLAYER" value to True, "SPAWN ON CREATE" to FALSE
- Move into position
- In Properties Tab>>RADIUS>>MAXRADIUS, Change its radius(off screen)
- In Properties Tab>>RADIUS>>MINRADIUS, to hollow it out(off screen)
- In Properties Tab>>ANGLE>>ANGLE, to cut it in half by changing angle(off screen)
- In Properties Tab>>ANGLE>>ANGLEOFFSET, to rotate it(off screen)

Creating Logic Group to link everything up(5:35)

- Right Click on Created Folder("Properties")
- Goto Logic>>Logic Group
- Select Logic Group in Layout Tab, then Click on Tools Icon(LogicEditorWindow)
- Drag the Trigger Box, Unit Spawner, and Gate into LogicEditorWindow
- In LogicEditorWindow
 - Right Click on Player Trigger Box
 - Goto Output>>Triggered First Time(so it'll only trigger once)
 - Right Click on Gate
 - Goto Input>>Play
 - From the Triggered First time connector point(in trigger box), click and drag a connector to "Play" on Gate
 - Right Click on Unit Spawner
 - Goto Input>>Spawn Unit
 - Connect Triggered First time with Spawn Unit
 - Trap Completion(Kill Monsters open Gate)
 - Right Click on Unit Spawner
 - Goto Output>>All Monsters Dead
 - Right Click on Gate
 - Goto Input>>Play Backwards
 - Connect All Monsters Dead to Play Backwards

Two ways to get into Game Mode, either click the play button, or ctrl-right click anywhere on level and select Start Here(useful for large maps, to skip to area you want to test).

Extra Tidbits:

Left Hand Side Tab labeled "Layout", is where all the folders/actors are organized.

List of Things in the Right Click Menu of the Layout Tab:

- Merge a Layout
- Group - Creates a New Folder in the Layout Tab.
- Building Blocks - Where all the object types may be at.
 - Monster - Spawn a single monster, may be the preferred option for a boss.
 - Unit Spawner - Creates a Circular node that monsters can spawn from. Can edit its hollowness, size, Angle(90 degrees would = a quarter arc of a circle)
 - Layout Link - These are used for actors that have actions on them. The fireplace for example, is a model, a fire effect emitter, a light, and a sound attached to it. You combine these actors in a single file, and save it out as a layout.
 - Layout Link Particle
 - Layout Link Timeline - What was used to create the Gate
 - Generic Model
 - Room Piece
 - Light - A light source object, possible to go with a model in a Layout Link.
 - Unit Trigger
- Sounds - A sound source, also goes with something or nothing in a Layout Link.
- Missiles
- UI
- Logic
 - Timeline
 - Logic Group - What was used to create the trap in the video
 - Player Sphere Trigger - A trigger area shaped like a sphere

- Player Box Trigger - A trigger area shaped like a cube
- Counter - possibly used to count a number of kills, or item count.
- Random Choice
- Warper
- Teleport
- Timer
- Output Incrementor
- Camera Shake - Shake the camera
- Property Node - This is where the No Spawn Region, and Playerstart was.
- Damage Shape
- Puzzle Input
- Camera Control
- Move to...
- -----
- Noise
- -----
- Snap to Ground
- Snap to Ground Normal
- -----
- Reset

List of Options In Property Node>>PROPERTY TYPES:

- Camera Position
- Camera Target
- Editor Player Start - Force Player start to this location if both Editor and normal Player Start are on map if ran through game mode.(maybe)
- Entrance
- Exit
- Jump Down Area
- No Spawn Region - Creates a resizable box that will prevent the game engine from auto spawning monsters in the area the box covers
- Path Node Occupation Circle
- Path Node Occupation Box
- Player Start - This is where the player will start if the Level is loaded
- Point of Interest
- Quest Boss
- Quest Item
- Town Portal

List of Crypt Props:

- crypt_wall_banner_long01
- crypt_wall_tapestry01
- bats
- bats_NE
- bats_SE
- bats_SW
- bookcase_sliding_triggered
- brazier
- candelabra
- candelabra_nocollide
- candle_wall
- candles
- chandeliers

- door_up_triggered
- extend_bridge_01
- fireplace
- flameTrap
- lantern_post
- lantern_wall
- largeBuilding
- magicSeal
- skull_candle
- table
- tomb_lit
- torch_post
- torch_wall
- water_gargoyle
- water_grate
- water_splash
- water_splash???

List of RESOURCES>>RESOURCE:

- academic
- Alchemic Beam Golem
- Alchemic Golem
- Alchemist Imp
- Alchemist Imp2
- Alchemist Imp3
- Alchemist Imp4
- Alric
- PunchBag
- Rat
- Ratlin
- Ratlin Chutel, 2, 3
- Ratlin Foreman
- Ratlin Foreman Champion
- Ratlin Foreman Champion Unique
- Raymus
- RockTroll
- RockTroll Champion
- seer
- Shadow Armor
- Skeletal Armor
- Skeletal Archer
- Skeletal Warrior

List of Player Box Trigger Output Triggers

(possibly all options for any trigger type):

- Enabled
- Disabled
- Reset
- Triggered - Will probably trigger anytime player walks into the box
- Triggered First Time - Will only trigger once
- Deactivated
- Deactivated First Time

List of Gate Actor Input Triggers:

- Show
- Hide
- Enable
- Disable
- Enable and Show
- Disable and Hide
- Play - Plays animation connected with model
- Play Backwards - Plays the animation backwards
- Stop
- Pause

List of Unit Spawner Input Triggers:

- Spawn Units - Spawns the units
- Destroy Spawned Units

List of Unit Spawner Output Triggers:

- All Unit Spawned
- Monster Killed - Probably same as All Dead but will only work if Spawner is only 1 monster, probably used for bosses.
- All Monsters Dead - Triggers event if all monsters are dead
- Item Picked Up
- All Items Picked Up
- Item Interacted
- All Items Interacted With