

Text Version of Predator Scripting 101 Part 2

by [Omnifas](#) » 04 Sep 2009, 20:17
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Predator Series 1 - Scripting - Part 2 of 3 Text Version

Ref: <http://forums.runicgames.com/viewtopic.php?f=6&t=385>

Video by Patrick Blank - <http://www.youtube.com/watch?v=sMqkJD7fQq8>

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At the beginning of this Part the map has changed, what was a side that had railings is now a empty side with nothing. This Part is about the randomization aspect of the engine. There are two variations of chunks that Patrick has premade:

- Variation 1 - Is a gap which will later have an extending bridge triggered by a lever.
- Variation 2 - is a premade chunk that has an already accessible path.

Most of the Work was done with Variation 1.

Making the Bridges(1:53):

- In the "Variation 1" Folder
 - Create a New Folder(Group)
 - Rename it Bridges
- In the "Bridges" Folder
 - Add a Layout Link Timeline(Same Actor as the one used for the trap gate)
 - Rename it Bridgel
- In Properties Tab of "Bridgel">>RESOURCES>>LAYOUT FILE>>... button
 - Navigate to/Find the Bridge Mesh
 - **Once you have selected the mesh you want, Make Sure*****
 - "START ON LOAD" == "FALSE"
- Rotate and place into position
- Duplicate Bridgel and Rotate/place on opposite side
- Rename it Bridge2

Creating a Lever(2:45):

- Create a Unit Trigger
- Rename it Lever
- In Properties Tab>>PROPERTIES>>MODEL>>crypt_floor_level
- Rotate and place into position

Making the Bridges Extend with a Logic Group(3:15):

- Create a Logic Group
- Drag Bridgel, Bridge2, and Lever into the LogicEditorWindow



- Create an Output Trigger>>"Triggered" for Lever
- Create an Input Trigger>>"Play" for both Bridge1 and Bridge2
- Connect the "Play" Triggers of both Bridges with the one "Triggered" Trigger

Finishing Up(4:05):

- Back at the main editor window
- Make sure **BOTH** Variations are set at "TRUE" for VISIBLE
- Create a new Folder, outside of all folder(collapse everything and create the folder on the empty space)
- Name it "VariationMaster"
- Drag **BOTH** Variations into it
- In **VariationMaster's** Properties Tab, Make Sure the Random Type is "Weight", **NOT "ALL"**
- MAKE SURE, BOTH Variation 1 and 2 Have Random Type set at "ALL"

Things to Note:

Weight or Random Chance - Assuming this is to give one variation over the other higher chance of being picked.

- Both were set at 1, so 50% chance to get one or the other

Properties Tab>>PROPERTIES>>VISIBLE, IS IMPORTANT IN THIS LESSON

Random Type for the VariationMaster Folder has to be set to something besides "ALL", so it will only select one chunk.

Random Type for the Variations on the other hand are set at all, so everything that makes up the variation spawns.

Reference Material:

[Text Version of Part 1](#) - Within here you have more detailed descriptions of where things are, in the Extra Tidbits, you can find a list of things in the Layout Right Click Menu(if you need to find where certain things are)

Youtube Video of Part 1: <http://www.youtube.com/watch?v=hulKMhtAJsY>

Youtube Video of Part 2: <http://www.youtube.com/watch?v=sMqkJD7fQq8>