



- **Author:** Christian Strahl
- **Genre:** Mapping /Scripting
- **Created on:** 28. Okt. 2006
- **Last Change:** 26/ Nov/ 2006

## INDEX

- **Introduction:** Contains background knowledge and a short introduction
- **Tools:** Contains information about the required tools
- **Tutorial:** The tutorial itself
- **Credits:** Gratitudes

## Introduction

**IMPORTANT:** This tutorial is neither supported by the creators nor by the publishers of the respective games. Use this at your own risk.

Letting a character go on patrol is quite simple, provided you know how to do it.

## Tools

The following tools are required:

- A text editor
- A compression tool (must support zip format)
- Uber Radiant

Personal recommendations by the author:

Texteditor -> Notepad2 // <http://www.flos-freeware.ch/np2intl.html>

Archiver -> 7-Zip // [www.7-zip.org](http://www.7-zip.org)

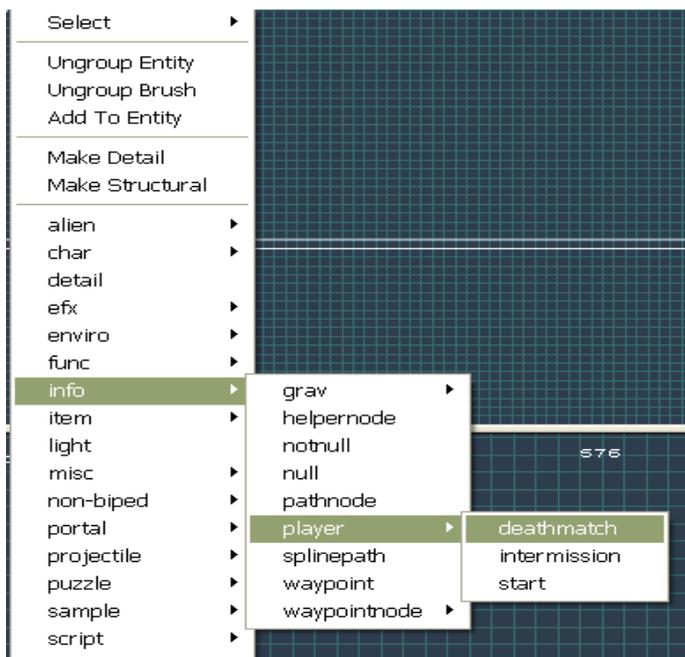
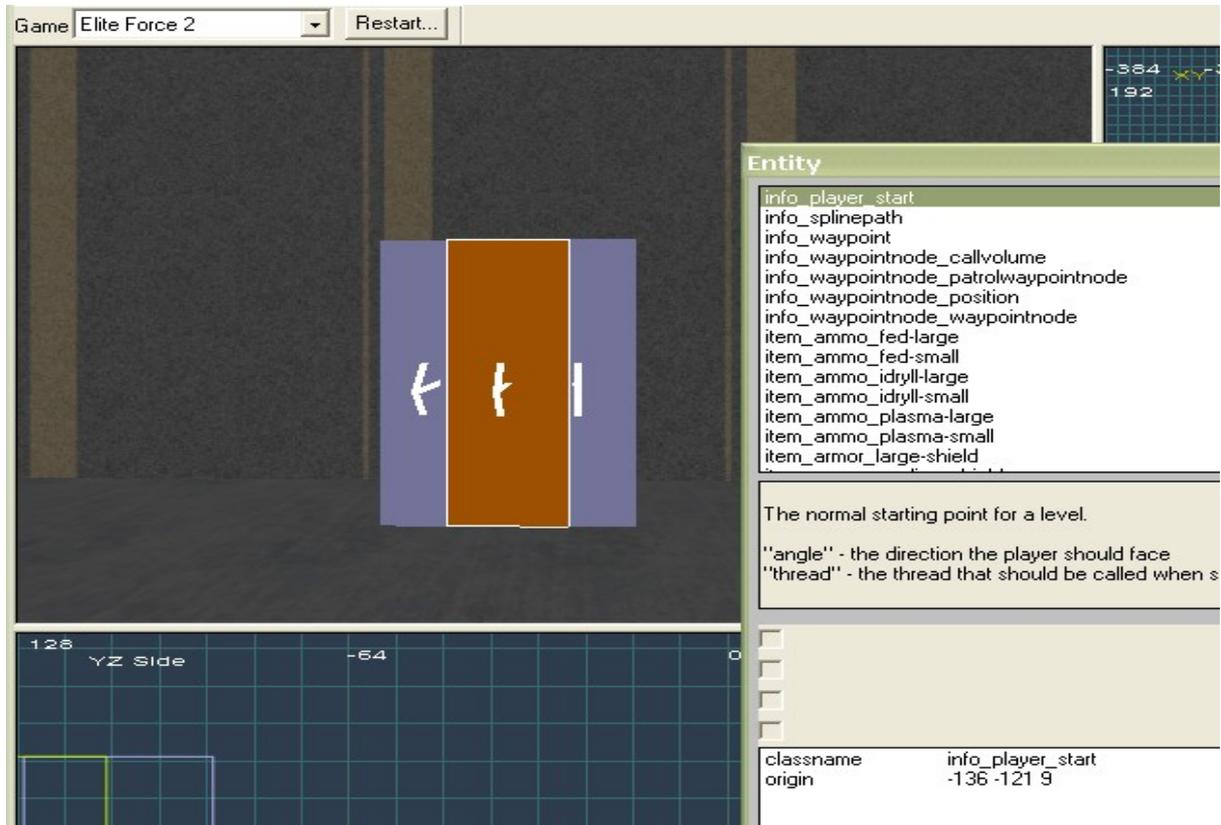
**NOTE:** Support for each tool is provided under Tutorials -> Tools -> <Toolname>

## Tutorial

**NOTE:** With basic knowledge about mapping for Elite Force II, we can directly go to work.

### Step 1:

First we create a simple room with 4 walls, a floor and a roof. Next we need both a singleplayer and a multiplayer starting point. (info\_player\_start, info\_player\_deathmatch). Via etity menu (N), or context menu.



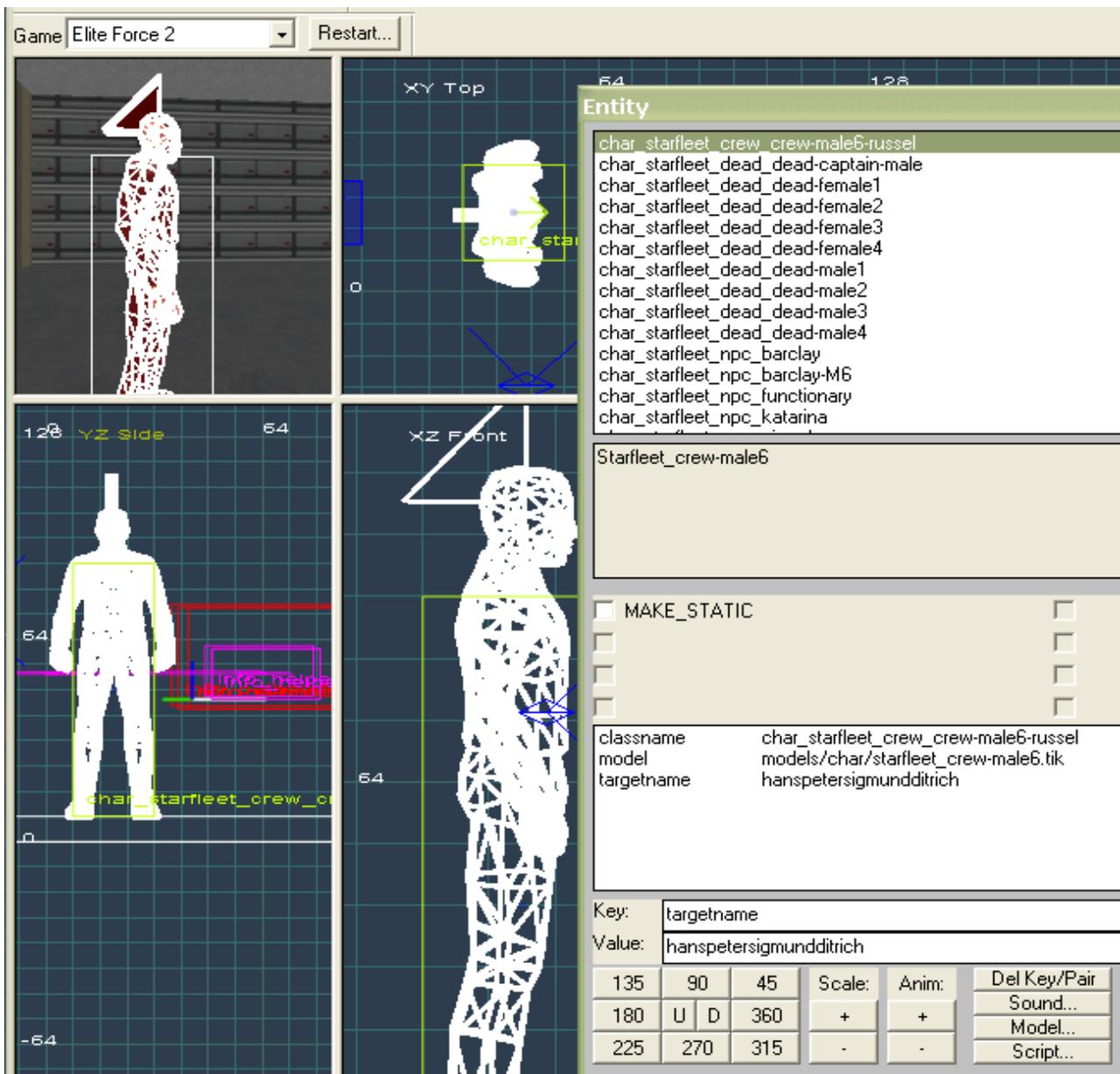
### Step 2

Now we introduce a character with the ability to patrol. You can have a look into the

\*.tik files or into the include files, to find out which characters are able to patrol and which are not. Moreover you should look into the char ai files. This is more complicated and will not be explained here. It may possibly be the subject matter of a future tutorial.

In the end you will see if a character does go on a patrol or if he does not. Basically a character, that is able to patrol, will automatically go on patrol, if he is in range of a patrolling point. Therefore ai must be activated. A character that is simply put into the map, will automatically be spawned with ai enabled, otherwise you would have to turn ai on by script command: \$hanspetersigmundditrich .ai\_on(); With ai disabled the character will always keep standing still.

The key targetname is optional and is only necessary if the character will be controlled by the script. In this case the character is given a targetname.



### Step 3

It's time to create the patrol route. Here we need the "info\_helppoint". We place one helpnode directly onto the character's position to avoid misunderstandings, in case

there are several characters. Now we place the next helpernode and connect it with the first. We want the character to keep on patrolling until the script tells him to do something else or he encounters an enemy. Therefore we make a closed path, as shown in picture 2 of step 3.

Now there are a few "info\_helpernodes" in the map, how should the character know where to go? To solve this we connect the "helpernodes" one after another. We choose one and connect it (CTRL + G) with the next "helpernode" the character shall walk to.

Picture 1

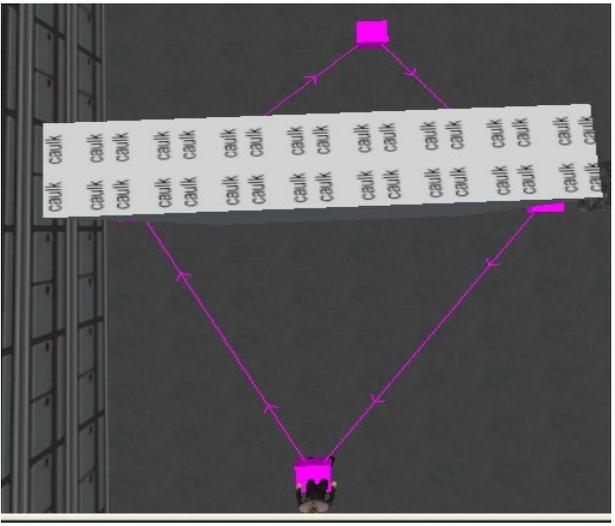


It is important not to have different paths crossing each other or even one path crossing itself.

The distance between "info\_helpernodes" does not seem to take effect, which is rather practical, however it is recommended not to have obstacles like walls in the line between two "info\_helpernodes".

Anyway, this is unlikely to make any difference.

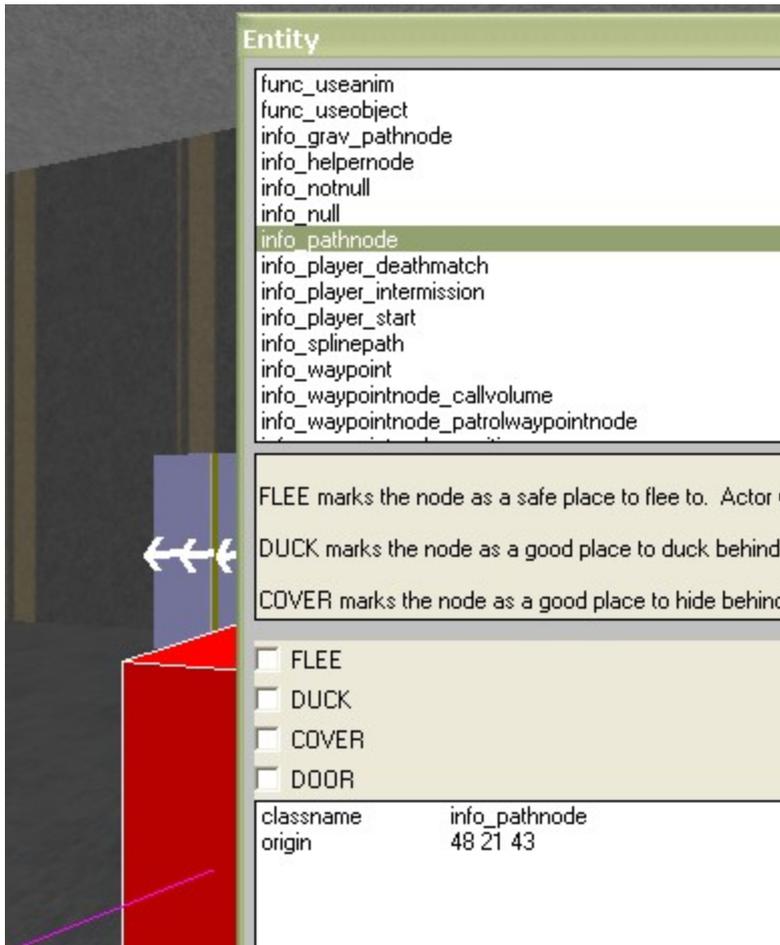
Picture 2



## Step 4

We have to introduce pathnodes.

Till now everything has been quite simple, hasn't it? Trust me, that's how it will



continue.^^ But unfortunately our character still doesn't go on patrol. Reason being is that the character does not know where he can move and where he cannot so this has to be explained to him.

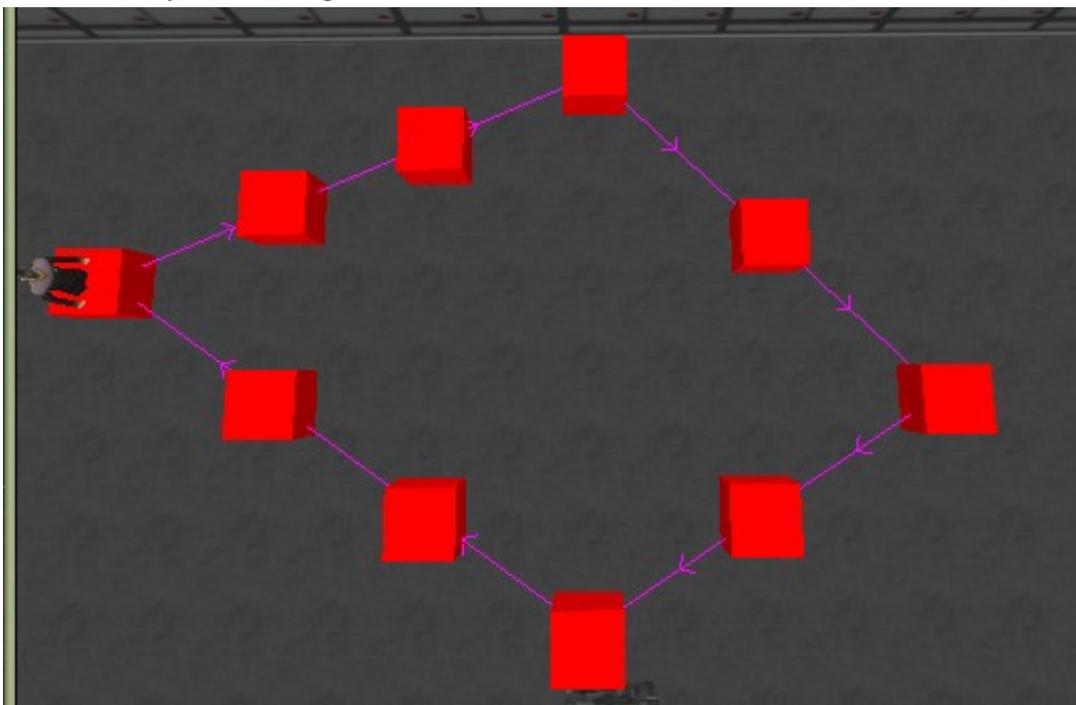
Now we need "info\_pathnodes". Those should be as close as 512 units at minimum and of course should always placed there, where the character can move.

On stairs it is also recommended to have one pathnode on each stair, even though it is not always necessary.

Ingame the way between the pathnodes will be calculated for the character.

But this only works correctly as long as the character can "see" and reach the next "info\_pathnode".

Well, here's the screenshot of the scene in Uber Radiant. The wall is hidden (select it, then hit H, hit SHIFT + H to show it again), it will be unhidden at a later time, but right now it is only disturbing.



## Step 5

Compile and test the map.

As this is only a test map it is sufficient to run only a quick compile.

After it has finished we can test our map ingame, a script should not be required. If you encounter any problems, the character might be unable to patrol, or the "info\_pathnodes" are too far away from each other.

Have fun!

## Credits

Special thanks to:

**NERP GSIO01** who has taught me how to get characters go on patrol and helped me with different further questions.

**Marvelman** who told me how to connect entities a long time ago (CTRL + K).

**Avenger** who translated this tutorial from german into english.

**Michael Appleby** who made the final spell correction.

//Eof @Chrisstrahl