

LRES das Lighwright Roleplaying Experience System

1. About the LRES:

The LRES is a system that distributes experience points based on active roleplaying. The roleplaying activity is measured by the amount of spoken text/emotes that are not too short and do not include certain substrings, together with the amount of PCs listening to it. It is not a goal of this system to reward lone players speaking text only to themselves or the trees. One of the main goals was to build an easily installable system that can be easily included into any module or PW. Another goal was that the system should be customizable during runtime. Also it was tried to minimize the load on the heartbeat of the module.

2. How it works:

Each PC gets a point for every other PC (or initialized object) that can hear what he is speaking, as long as the text is not deemed too short, or includes certain OOC marks. If his points raise above a certain mark and the last time he got XP through this script, or the time he logged in, is longer than a time limit, he is given a random amount of XP out of an interval. Each time this happens, all his dialogpoints get removed, except for a residuum. For him to get XP again, he must again gather enough dialogpoints and wait another period. A PC can be blocked by a DM from getting XP through this script. If this PC gets his block removed, he is resetted, as if he just got XP. For every PC logging in, the minimal amount of dialogpoints a PC needs gets raised by a certain amount. All these values are runtime customizable. In addition to that it is possible to randomize the time each PC has to wait for another XP allotment. This can also be configured using the LRES-Configuration wand. It is also possible to have a linear factor for the XPs given, calculated by $(\text{random time to wait})/(\text{minimal time to wait})$. No values are saved after a logout (this may differ, if you routinely save all vars on a player).

3. Configuring the LRES with the LRES-Configuration wand:

If used on a DM or used through use on self by a DM a configuration menu with the following options appears:

3.1: The minimal XP value:

This value is the lowest amount of XP that gets distributed by the scripts.

3.2: The maximal XP value:

This value is the highest amount of XP the scripts give. If linear progression is active this is actually $(\text{maximal Time})/(\text{minimal time}) * (\text{max XP value})$.

3.3: Minimal time between two XP givings:

This is the minimal time that must pass before the PC can get another XP bonus. If no randomization is active this is the time that must pass for all PCs. Else a time between this value and the max Value is chosen.

3.4: Maximal time between two XP givings:

This is the maximal amount of time the scripts will give a player if random time is activated.

3.5: The maximal Residuum:

This is the maximal amount of dialogpoints that is retained after Xps are given.

3.6: Amount of minutes between two heartbeatruns to check if Xps should be given:

This is the amount of time in minutes that must pass before the heartbeat checks again if Xps should be distributed. This sets the granularity of the XP giving algorithm. It should be at least a third or fourth of the minimal time between to givings, or the average when random time is activated.

3.7: The minimal Dialogpoints needed:

This sets the minimal amount of dialogpoints that is needed to be allowed to get XP through this script. In the value displayed, the raise for the amount of players currently logged in is already included. The change of the value is absolut. So only new logins raise this value after set. Pcs already logged in do not raise the value.

3.8: Raise of dialogpoints per PC:

This is the amount of points that gets added to the minimal amount of dialogpoints needed for every login.

3.9: Reset to defaults.

Resets all values that are changeable to the default values in mvd_02_const. The raise of dialogpoints for every PC is applied.

3.10: Activate/Deactivate random time for Pcs:

If activated every PC must wait a random amount of time between the minimal and maximal time to get Xps from the script after the last one. If activated and the linear progression ist activated in mvd_02_const linear progression will raise the amount of XP given according to waittime.

3.11: Activate/Deactivate the linear factor:

This factor is always (random minimal time)/(minimal time) per PC. This factor is multiplied with the XP the PC should get. It is a way to remove the XP bonus difference for PCs who get very many long minimal times to the players that get a lot of short times.

3.12: Display current values:

Displays the current configurable values of the LRES.

3.13: Force XP Run:

This forces an ditribution run, the same as when the heartbeat script fires because the amoun tof heartbeattime is up.

3.14: Activate/Deactivate the LRES:

This option lets you activate or deactivate the LRES. If the LRES is activated after a deactivation all players will be resetted.

If the staff is used on a player its current values are displayed an the following option sare available:

3.15: Block PC:

This blocks the PC from any XP givings through this script.

3.16: Unblock PC

Removes a block on the PC. Thsi also resets the PC, as if he just got XP. The maximal dialogpoints he retains is the residuum and he needs to wait the same time, as if he just got XP.

3.17: Reset PC:

This resets a PC as in 3.12 but it does not change its blocked or unblocked state.

4. Installation:

To install the LRES the erf file needs to be included. The Placeable “LRES Main Hub” needs to be put somewhere in the module. The configuration staff is optional, but should be included if you want to tune the LRES during runtime or block/unblock players. The best location for the LRES Main Hub would be somewhere in an area no player can reach. The staff and the LRES Main Hub are under the category Special->Selfmade1 (or whatever it is called in english :))under their appropriate object types. Also the in the following events/scripts the mentioned function needs to be called, and the include File included:

Object	Event/Script	Include	Function
Module	OnHeartBeat	mvd_02_modheart	MvD_02_ModuleHeartBeat()
Module	OnClientEnter	mvd_02_init	MvD_02_PlayerEnter()
Modul	OnClientLeave	mvd_02_init	MvD_02_PlayerExit()
Module	OnModuleLoad	mvd_02_init	MvD_02_ModInit()
Script	nw_g0_conversat	mvd_02_conversat	MvD_02_Conversat()

For performance reasons you might want to cache the scripts mvd_02_userevent and nw_g0_conversat.

If a NSC or another object that can listen should be configured as an dialogpoint giver the following events must call the functions as in the table:

Event	Include	Function
OnSpawn	mvd_02_init	MvD_02_NSCInit(OBJECT_SELF)
OnConversation	mvd_02_conversat	MvD_02_ConversatNPC()

4.1 Constants in mvd_02_const

Name	Default	Beschreibung
cMvD_02_iListenPatternNumber	5000	The number of the Listenpattern used
cMvD_02_iPCRandomTime	FALSE	TRUE: Each player must wait a random time, different for each. FALSE: No random time. cMvD_02_MinDialogCount is always used
cMvD_02_iStrMinLength	2	The minimal length a string must have to be considered for point distribution
cMvD_02_iCountPerPC	5	The amount thats added to the minimal dialogpoints needed for a new logon of a player
cMvD_02_iMinDialogCount	25	Minimal amount of dialogpoints needed, for 0 PCs.
cMvD_02_iHeartBeatTime	2	Every which minute the heartbeatscript should check if XPs needs to be ditributed.
cMvD_02_iMinTimeDiff	7	Minimal time after wich a PC can get another XP bonus
cMvD_02_iMaxTimeDiff	15	Maximal time after wich a PC can get another bonus
cMvD_02_iMaxResiduum	10	How many dialogpoints are maximal retained after a distribution
cMvD_02_iMinXP	10	The minimal amount of XP
cMvD_02_iMaxXP	60	The maximal amount of XP
cMvD_02_ilsXPMult	FALSE	If linear progression of the XP amount should be activated
cMvD_02_sOOC1	((The first substring that marks an OOC string
cMvD_02_sOOC2))	The second substring that marks an OOC string
cMvD_02_sOOC3	^^	The third substring that marks an OOC string
cMvD_02_sOOC4	oO	The fourth substring that marks an OOC string
cMvD_02_sOOC5	Oo	The fifth substring that marks an OOC string
cMvD_02_sHubTag	LRESMainHub	This constant defines the name for the LRES Main Hub (i.e. The object that distributes the XP)
cMvD_02_UserEventNr	5000	The number of the UserDefinedEvent that gets send to the LRES Main Hub.

5. Example Module

Contained is a sample module with a NSC set up to listen for dialogs like a player. Also an SL area with the staff to configure the LRES at runtime and the LRES Main Hub for distributing points. The scripts starting not with mvd_02 are the modified scripts. All modifications are made according to the installation step. If a modified script has no header made by me, it is a modified version of the standart Bioware script. In these modified scripts all additions or changes can be found by searching for "MvD-" (they are enclosed by commentary by me).

Usage: Stand before the NSC and speak some strings (with the default values 31, without ((),) and longer than 2 characters, should be enough to flag a single player for RP XPs. This values raises with the amount of players in the module). Then wait between 7 and 15 minutes and you should get XPs. The NSC might need up to 15 seconds for its OnSpawn to run. This is due to the working of the game and has nothing to do with the LRES.

6. Version and planed features:

LRES Version: LRES-0.9-Beta9.7

Manual Version: 0.9.3

planed features:

- At the moment, none. Suggestions are welcome.

7. Copyright

The LRES, the ERF file, the complete content of the package, the complete content of the ERF file and this Manual is ©2004,2005 MvDunkelfels

8. Disclaimer

This Package, its contents and the contents thereof is provided as is. The author is not responsible for any loss, discomfort or any other wanted or unwanted consequences arising of the use or misuse of this Package. By using any part of the LRES you absolve the author of any responsibility.

9. Contact

Web: http://de.geocities.com/mvd_moragon/

You can contact me at mvd_moragon@yahoo.de

Spam, flames etc. will get piped to /dev/null