

MODDING TUTORIALS AND HISTORY

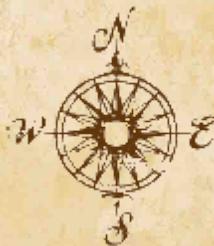
NEW HORIZONS IS A COMMUNITY MODDING EFFORT BY THE MEMBERS OF WWW.PIRATESAHOY.NET

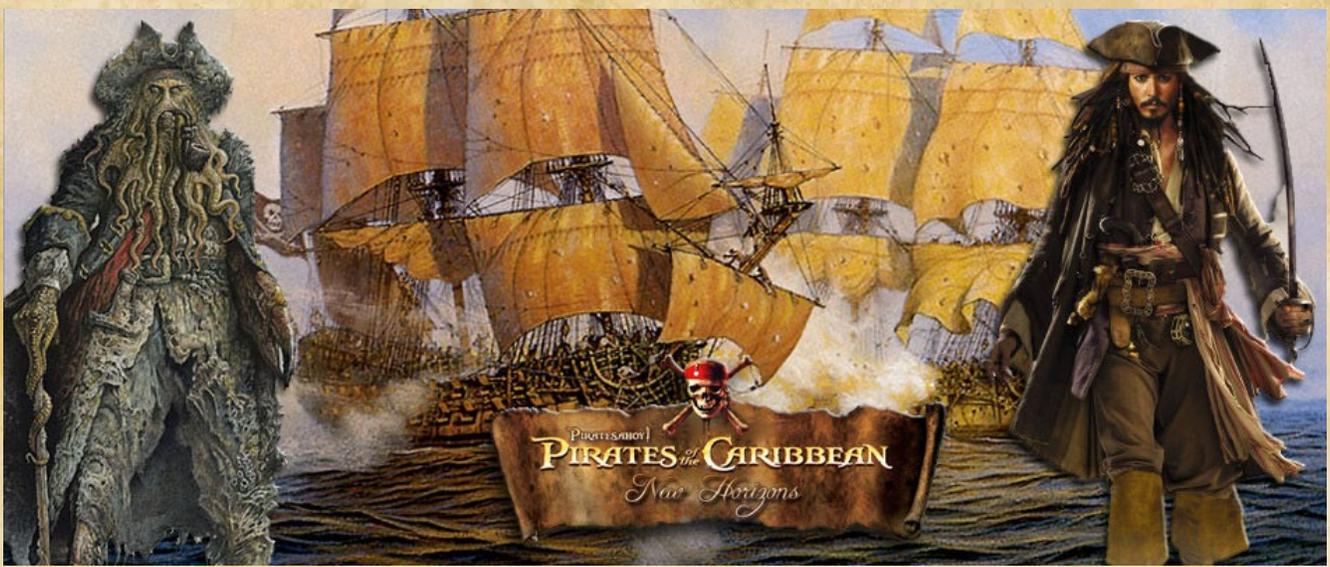
COMPILED AND EDITED BY THAGARR



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Tutorials

We tried to keep as much of the "boring" material out of the actual game manual as much as possible because we wanted to keep peoples attention and keep them focused on the actual game it's self. So now, here we have an almost 250 plus page supplemental manual full of "boring" material for your reading pleasure! Seriously though, these pages are packed full of information of all kinds. And if you are even the slightest bit interested in what we did, and how we did it, then this might not be that boring to you after all! There is some real great information here, and as you read through it, you can see just what a stable base the original modders tried to give us to work from. We thank them greatly, because now we don't have to worry about their mistakes and we can concentrate on making our own!

The following tutorials were created by their original authors during earlier development of the build mods. They were originally posted on the original POTC wiki. They have been added here to make sure they are preserved and are not lost to the sands of time. I have edited them only to correct some minor spelling errors, and to reformat the code sections so they are more readable in this format. I have also added a few pictures to try and improve the aesthetics. Some of the sections have missing pictures that I was not able to recover. Some of the code boxes span more than one page, I tried to limit that as much as possible, so you may notice some formatting irregularity's in some parts. If I have messed anything up, or you notice I have failed to give proper credit for something, please stop by Pirates Ahoy and post about it or PM me, I will correct it as soon as possible. A lot of the content, if not most, is still relevant to the game today. There have been some code changes to build 14 that do some things just a little differently. If you are having problems getting something to work correctly, please stop by the forums and post about it! We will do our best to figure out just what is going on. Unlike most corporate game companies, we want you to help us develop our game! We need your input, in fact, we thrive on it! If in your opinion we could have done something better or more efficiently, or you just think that we got something plain wrong, then fix it yourself! We are even going to show you how!

History

At the end of the tutorials, you will find a history of the build mod built from info texts that were cluttering up the old "buildinfo" folder and included with each previous release. Now they are safely and neatly stuffed in here! This history is not complete and doesn't cover in detail everything included in the mods. But it does cover all of the major addons and code fixes prior to New Horizons. Some of the files may be out of order, as I went by file dates, and some of those were not original. I have had to reformat some of the texts to get them to fit into this format. I have done my best to make sure that everyone has been properly credited, if I have made any mistakes or missed something, again please contact me, Thagarr on the Pirates Ahoy forum.

Setting Error Logs :

If you are experiencing issues with mods and want to give feedback to the mod team, it helps to give them as much information as possible. This short tip explains how you can generate error logs when a bug occurs. In engine.ini file, set the following settings:

```
tracefilesoff = 0  
runtimelog = 1  
tracefiles = 1
```

(It won't hurt to have everything in the [script] section set to 1.) Then you play the game, the log files show up in your main POTC directory. Simply attach them with a bug report for the team.

You can always find the most up to date information and coding tutorials for New Horizons on our forums at [www.piratesahoy.net!](http://www.piratesahoy.net)

You can also find regularly updated information and tutorials on our MODDB page :<http://www.moddb.com/mods/new-horizons>

BASIC INFORMATION ABOUT CODE

by Verruckt

CHAPTER 1: The really basic stuff

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1.1 PRIMITIVES

There are a few types of variables you'll see.

int
double
float
long
string
char
bool
#define

Each can be used in different situations and has different rules of what it can hold and how it can be used.

INT: An int can hold integers only and has a limit number.... but I forgot it... so an int would hold something like 1, 2, 56,3568, etc. These are great for any situation that can't have a fraction of something, like crew numbers, Number of cannonballs, or populations.

DOUBLE: A double can have decimal places and can hold twice as much as an int. These can be used for things like Money, stats, number of cakes(2.5 cakes? all for me?)

FLOAT: Like a double, except a bigger number can be held.

LONG: Also like a double, except the number can be alot bigger.

STRING: Holds words, sentences, paragraphs, etc. things like ?cutlass?, ?The pirate went to the bar and drank orange soda?, and other things would be found in these. They are pretty useful for situations where something has to be displayed on the screen.

CHAR: Can hold a single letter, like A, b, C, c... I don't use these often maybe someone can edit this and add some useful info.

BOOL: These can be either ?true? or ?false?, with such limited functionality one would thing these are useless, but no my friends, these are great and can be used all the time. For instance, you make a quest to get a car, and a NPC girl in the game won't talk to you until you have a car, so you set a car variable to false at the start of the game, and upon finishing the quest for the almighty car, it switches to ?true?. Then in the NPC girls dialog you have a check to see whether car is true or false that sends the dialog in different directions. Fun stuff eh?

`#DEFINE`: These are like global variables(I'll mention this in a second in the function section)but are not variable(changing). They can't be changed by other code, the only way they get changed is if someone opens up the code and types something differant in there. This is great for things like customization of mods, for instance, you want someone to be able to choose whether your mod to add Donald Duck to the game so you could put `#define DONDUCK 1` somewhere in the code(preferably an easy to find spot) and then everywhere you add code you first check to make sure donduck is 1 before you run it. Another note could be that these are commonly all caps, I haven't check to see if it `_has_` to be all caps, but it's a good way to tell the difference between them and normal variables.

1.2 SEMICOLONS

So, I think this `;` is a semicolon, or is it a colon? I forgot... but the point is, that it marks the end of a line. So, if you were going to set a variable it would look like `int var = 4;` see? pretty simple, but not entirly. It doesn't go at the end of everything. Like at the end of tongs, or after `#defines`. There are quite a few places where it doesn't belong and I'll try to point it out when the time comes.

1.3 VARIABLE TYPES

So now the paragraph I've been alluding to. 'instance' and 'global' are just ways to describe variables. An 'instance variable' is a variable that is within a block of code. For instance in the above example the 'temp' variable would be made anew every time you call the function. a 'global variable' is the opposite, it goes outside of all of the code and can be seen anywhere.

Variables within the main statement are just called variables.

1.4 TONGS

Commonly in code will be seen `{`, these are called 'curly brackets' by all of my programming teachers, but I don't like that name so I'll call them Tongs because it's shorter and I wanna be different(they also sorta look like tongs, if you have a good imagination...). Feel free to change this if it bothers you. Anyways, these tongs are used to show the beginning and end of blocks of code. They are used everywhere, like if/then statements, functions, for statements, while statements, do/while statements... etc. Just know that basically if you want a bunch of code to be run when it's called and not sequentially then these are how you do it in most cases.

1.5 COMMENTS

Comments are hella useful. The term "comment out" means that the program will ignore the statement. There are two ways to make something a comment by adding two slashes "//" before what you want commented will comment out everything after it until it hits the end of the line. Also for multiple lines you put "/*" at the beginning of the comment block, and "*/" at the end.

Comments are really good to add to your program so people who aren't you will know what they are looking at. It's good to have a sentence or two explaining what a large block of code does so someone doesn't have to work through it in their mind for an hour before being able to move on. Also in silly classes you have to put your name at the top of code.

Another great use for commenting out things is troubleshooting. Let's say you have a block of code that is having errors, so you have to write new things to try and fix it, but you don't wanna delete the old stuff because you need it right there for whatever reason. You just comment out a large block of code and boom, fun stuff ensues.

1.6 BASIC MATH OPERATORS

You know, I always thought math was useless, and I'll be the first to say it's not my best subject... but in programming it's essential, not calculus or trig or anything (in most cases they are useless) but basic algebra is a good thing to know for programming. Here are the symbols used:

- + addition
- subtraction
- * multiplication
- / division
- ^ exponential

There are prolly more, but these are what get use most. There are a lot of other nice specific things that I can get into later if the need comes up.

1.7 SYNTAX

Here's a definition of syntax from <http://dictionary.com>:

syn·tax n.

The study of the rules whereby words or other elements of sentence structure are combined to form grammatical sentences.

A publication, such as a book, that presents such rules.

The pattern of formation of sentences or phrases in a language.

Such a pattern in a particular sentence or discourse.

Computer Science. The rules governing the formation of statements in a programming language.

A systematic, orderly arrangement.

So the computer science section is the important part I guess. Basically you need to know how to write stuff so that compilers can understand you. That means putting semicolons, tongs, etc. in the correct places. It would be hard to write an entire list of rules here but I can try and others can add, ahh the glory of the wiki. Furthermore, you'll prolly pick up on the syntax as you read, so it may not be entirely important to memorize this now.

1. At the end of a single line statement put a semicolon.
2. If an if/then, while, do/while statement's code block spans more than one line it needs Tongs({})
3. Functions always need tongs for their blocks of code.
4. Functions' first line must be of the for variable name() and can have multiple variables with names in the parenthesis which must be separated with a comma(,)

1.8 FUNCTIONS

Functions are how things get done in a non linear code situation like a game. they will look like this:

```
int functionName(int number)  
{  
int temp = number + 1;  
return temp;  
}
```

So for starters you can look at the first line, first word, it happens to be int, this is the return variable. You use this when the object of the function is to set a variable to something, I'll go through a big example after I say what everything is, so keep your pants on. Anyways, needless to say this can return any variable type from the list int he previous chapter, with the exception of #define, and the addition of void. Void just means that the function returns nothing.

Next word 'functionName' This can be anything, it is the name fo the function. Good names that describe what the function does are always better than generic names. For instance this function in particular might be better off being named 'counter' or 'oneAdder'(he he...). Common programming practice for multiple word names is to capitalize the first letter of each new word, and have the first letter of the name be lower case.

next part, '(int number)' This is where things are 'passed' into the function. Like take this function for example it will take in a number and spit out the number right past it. You can pass any type of variable from the list above into here, again with the exception of defines(which don't change so there's no need to, since you can just call it within the function).

Moving on there is the first tong '{' pointing to the start of the code block for this function.

OK so then there is the content of the function... in this case I create a new 'instance variable' and name it temp, then I take the number passed in and add one to it, and set temp as that number. Easy stuff, right? The next line 'return temp;' is how the number get's out of the function. Remember the first paragraph after the code? What you return has to be the same as what you put in that spot. So what about void you might ask? Well you don't need a return statement then.

So now a big example of all that twas learned up to now, here's some code:

```
#define CARPRICE 10000.99  
  
//costGenerator. Finds the cost of x number of cars.  
float costGenerator(int numOfCars)  
{  
float temp = numOfCars * CARPRICE;  
return temp;  
}  
  
int totalCost = costGenerator(5);
```

So first, I make a define setting the price of a car. Notice the lack of a semicolon and that it's not placed inside a function(making it global).

Next there is a comment explaining what the function does followed by the function. From the first line of the function we can see that it will return a float(which is the price as stated in the comment above) and take in an int which will be called numOfCars in the function. Once inside the function you see that an instance variable is made and the number of cars is multiplied by the price and that number is stored in temp, which is sent out on the next line.

down a bit you see that I made a variable to hold the total cost of all the cars and set it using the function i just made. You can also see that I pass the number 5 into the function to represent the number of cars.

So that program is useless, but you understand it now right?

Other good things to know about functions is that you can pass multiple variables into the function, but you may only return one thing from a function. you'll have to use an array(which will be in the next section) to return more than one piece of information.

1.9 REFERANCES & ARRAYS

References in the code can be found in any line that looks like this:

```
n=0;
ref blah;

makeref(blah,stuff[n]);
blah.name = "Steve";
n=n+1;
```

What this does is that it points whatever you are working on to where it needs to be. Take the above example for instance, it makes a reference object named blah, and then points that to a point in an array using the ?makeref? function. Then it add some information to it, in this case a variable called ?name? which contains the string ? Steve?. Pretty easy stuff huh? this is the common way of adding things to an array in POTC and you'll see it used for things like ships, items, and characters.

So I haven't said what an Array is yet though. Arrays can be used in any situation where a variable can. In fact they consist of variables. An array is a way to combine a lot of info into something that can be easily toted around inside your code. Though I can't find it in the code Arrays are usually initialized like this:

```
object blah[];
```

And then things are added to it like the above. In normal C coding it would be much different.

Folders

BATTLE_INTERFACE
CANNONS
characters
CONTROLS?
DIALOGS?
Encounters?
INTERFACE?
ISALNDS?
ITEMS?
LandEncounters?
Loc_ai
Locations?
Models?
NATIONS?
QUESTS?
SEA_AI?
Ships?
STORE?
Weather?
WorldMap?

Files (Post Build)

animals.c?
BuildSettings.h?
calendar.c?
dialog.c?
Dialog_func.c?
Events.h?
gameutils.c?
globals.c?
InitInterface.c?
lcorrect.c?
memtest.c?
messages.c?
NK.c?
particles.c?
ps.c?
Reinit.c?
reload.c?
Rumour_Data.c?
s.c?
sail_msg.h?
seadogs.c?
situations.c?
sound.c?
SOUND.h?
StartInterface.c?
teleport.c?
test.c?
test_seg1.c?
test_seg2.c?
test1.c?
Towntable.c?
tr.c?
utils.c?



Unsorted Info

by Nathan Kell

This is just a temporary dump of stuff I've found out while modding. Hope it's useful. When I remember, I'll try to add to this. :]

Ship_CheckSituation called once every `_three_` seconds if not mainchar's ship.

In order to change character animations, i.e. to reset run/walk properties after toggling `alwaysrun`, one must do this sequence:

```
BeginChangeCharacterActions(pchar);  
SetDefaultNormWalk(pchar); //or any anim-changing function  
SetDefaultFight(pchar); //ditto  
EndChangeCharacterActions(pchar);
```

Changes will not apply without `Begin Change?` and `End Change?`.

`Pchar.seaAI.update` has a tree of all forts and ships active when at sea. They are `*.ships.l0` (L0) through `ln` and `forts.l0` through `ln`.

They have neat properties: `char idx` commanding the ship, distance to `pchar`, etc.

You can thus for example if you need to debug stuff, set up a quick loop to find all loaded ships, check their relation to `pchar`, and then sink them if hostile.

`Sea AI?` is a neat attribute in itself; for the AI, it has `seaAI.task` which is the current task, and if attack or something else that has a target (defend, sail to), `seaAI.task.target` is the `idx` of the char who is the target. If move, it's `seaAI.task.pos.x` and `y` as the `xy` coords that are the target.

To explore you can ?page through? the different attributes an object has with the following simple for loop:

```
for(int j = 0; j < GetAttributesNum(some.eref); j++)  
{  
    LogIt(GetAttributeName(GetAttributeN(some.eref,j)));  
}
```

Where `some.eref` is the attribute tree you want to page through.

Mehrunes: ship cannon reload status stored in:

`char.ship.Cannons.Borts.cannonX.chargeratio` as a float 0.0 to 1.0.

where `X` is L, R, F, or B.

Ship's fallen (and not fallen) masts are stored in `char.ship.masts`, the scorch marks in `*.blots`, and `saildamage` in `*.sails`. (I `_think_`. Haven't looked deeply)

In order to add a new location that has a shore, and thus foam, you must make a new ini file in the `resource\foam\whatever_model` folder with the same name as the location ID. You may have to make it reference a new texture of the same name and copy and rename the `tga.zap` to that name.

Ghost references

You might run into messages like the following if you start playing with references:

'Ghost reference'

'Ghost A reference'

As far as I can tell, this means that a reference is invalid ? whatever it refers to no longer exists, or it hasn't been set to refer to *anything* but is being used.

The following should produce a ghost reference error:

```
///  
global scope//  
ref MyBoolRef;  
  
void someFunc()  
{  
    bool myBool;  
    MyBoolRef = &myBool;  
}
```

However, it seems that the ?garbage collector? (or memory verifier, whatever it is) only runs at certain points. So, if you call that function and the checker isn't executed, then I don't believe you'll have an error message.

The only checker I've run into is when you save - it seems that the OnSave function is a hook into the script called by the core engine whenever the game is saved.





PMT Tutorial Adding characters to PotC

by Scheffnow

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The easiest way to add a character would be to add an entry in the list of predefined characters. But this tutorial won't do this. Why? Because in this way your character would disappear when you install the next build or another update. Even more worse: what will happen when another modder modifies the same file? You would be forced to merge your changes in her or his file or vice versa.

This tutorial describes instead how a member of the **PMT**, the "Pirates of the Caribbean Modding Team", would add a character to the game. Going our way takes care from the very beginning that your character, i.e. your mod does not break other mods. It's the way of respect and the way of teamwork.

Perhaps it's little more complicated in the beginning, but in the long term it's the only way to go.

Prearrangements

Installing build 11 of the PMT

This tutorial was written and tested with the PMT, build 11 or later installed. The unmodified game differs a lot and it is not possible to follow the instructions of this tutorial without an installed build.

Choosing your tools

You can do all necessary coding with the notepad that comes with Windows. It's not necessary to install a special editor for coding. But installing one will ease your work. There are a lot of capable editors specialized on coding available. A good and free one is PSPad. To say it again, it's not necessary to use a special editor.

There's one thing that does not work: using Wordpad, Word or another big Textprocessor. All these programs insert formatting informations into the text and this makes it impossible for Pot C to read the file and execute your code.

Find the main directory of Pot C.

I guess you now the directory where you installed Potc, don't you? if not, please click with the right mouse button on the POTC icon on your desktop. A menu should appear. Choose the entry 'properties' in this (context) menu. A small window will open now. There are a couple of white fields in this window. The first should be labeled 'target' and should contain the string 'engine.exe'. The path before this string is the directory where POTC is installed. All directories mentioned in this tutorial are relative to the POTC directory. An example: If POTC is installed in c:\games\Pirates Of The Caribbean\ and a file program\seadogs.c is mentioned anywhere in the tutorial, it's the file c:\games\Pirates Of The Caribbean\program\seadogs.c you have to work with.

Make a backup!

You are human, you will make errors! So make a backup before doing anything else. This tutorial changes only files in the program\ subdirectory. The easiest way to make a backup is:

Open the Pot C directory with the explorer or your preferred file manager.

Click with the right mouse button on the program directory.

The context menu appears. Choose 'copy' here. The context menu disappears again.

Click with the right mouse button a second time on the program directory.

The context menu appears again. This time choose 'insert' here. The context menu disappears and the copy process starts automatically.

When all files are copied, a new subdirectory called 'Copy of program' will exist in your POTC directory.

Never ever edit, delete or add a file in the backup directory! Files are copied out of this directory never into it and all editing is done in the original program directory.

Coding I

Define a global constant for your code

"A what? A global constant? What is this? Never heard about this!" You are right, but believe experienced modders that this is "best practice". Think of a global constant as a switch that turns your code on and off. To define a global constant for your code do this:

- Open the file program\mk.c
- You see a lot of lines like this:

```
#define DEBUG 0
#define DEBUGINFO 0
#define TRACELOG 0
#define ENABLE_TAILORSMOD 1
#define ENABLE_NOSAVEMOD 1
#define ENABLE_RUSHMOD 1
#define ENABLE_WEAPONSMOD 1
```

- **Never change a line in this file that does not belong to your code!** Even when you see a typo, don't change it! Code in other files will depend on the typo.
- lines starting with double slashes ("//") are comments. The definition of global constants do start with "#define".
- Insert a single line into the file with a define statement for your mod:

```
#define DEBUG 0  
#define DEBUGINFO 0  
#define TRACELOG 0  
#define ENABLE_TAILORSMOD 1  
#define ENABLE_NOSAVEMOD 1  
#define ENABLE_RUSHMOD 1  
#define ENABLE_TUTORIAL_MOD 1  
#define ENABLE_WEAPONSMOD 1
```

- Make sure that the name you choose is unique, i.e. not used anywhere else in the file. It's not necessary to capitalize the name, but this is "best practice". It makes it easier to distinct between global constants and local variables later when write the real code. (You don't know what local variables are? It doesn't matter, just capitalize the name of your constant.) If you want to help other modders to understand your code, please use a "talking" name. For the computer is «iA445_oo1" functional aequivalent to «ENABLE_NEW_CHARACTER_IN_OXBAY", but not for humans.

- Assign the value “1” to your constant. It's common in POTC to use “1” to enable something and “0” to disable it. Please notice that there is no equal sign between the constant and the value nor quotes around the value.
- **Save the file.**

Coding II

Integrate your code into the game

You could write thousands of lines of code with hundreds of new characters defined, nothing will show up into the game until you tell the game that there is new code to execute. This tutorial suggest that you use a specific file for this purpose:

- Open the file program\seadogs.c
- At the top of the file you should be able to find lines like this:

```
#include "events.h"
#include "globals.c"
#include "animals.c"
#include "sea_ai\sea.c"
```

- Again: **Never change a line in this file that does not belong to your code!** Please do not edit any other line. An error in this file can break the entire game.
- Insert a new line for the file you want to use to save your code. Let's call the file «Tutorial Mod?.c». You can choose every other name, but it's necessary to use the extension “.c”:

```
#include "events.h"
#include "globals.c"
#include "animals.c"
#include "TutorialMod.c"
#include "sea_ai\sea.c"
```

- Save the file.

Coding III

Call your code

Including your code is not enough. You have to “call” your code, i.e. force the game to execute it. It is suggestable to do it in this way:

- Open the file program\reinit.c
- Near the top of the file you should be able to find this lines:

```
void Reinit(bool start, bool show)
{
```

- It's not necessary that you understand what this line exactly means. The only thing that you have to know at this time is, that the code between the opening bracket "{" that follows after this line and the corresponding closing bracket "}" far down in the file will be executed automatically when a new game is started.
- A couple of modders inserted their code in this file. It's a common practice to sign the own code by comment lines like this:

```
// scheffnow -->

// scheffnow <--
```

- It's save to insert your code after a closing comment ("<-") of a modder and the starting comment (">-") of another modder. When you found a proper place, insert exactly this code:

```
// tutorial mod -->
    if (ENABLE_TUTORIAL_MOD == 1)
    {
        InitTutorialMod()
    }
// tutorial mod <--
```

What does this code do? The “if” statement checks if the global constant you defined before has the value 1. If it has, the code between the brackets is executed.

(Setting the global constant to 0 will allow to disable your entire mod. This becomes important later when your mods getting more and more complicated and you have to hunt down errors. When an error occurs when your mod is disabled it a proof that the error is not caused by your mod.)

- **Save the file.**

Coding IV

Writing your own code

Now it's time to create the file with your own code. You remember that we planned to use the name «Tutorial Mod?.c», don't you?.

- Start your editor
- Create a new (empty) file
- Save this file in the program subdirectory of your POTC main directory. Use the name «Tutorial Mod?.c».

Each programming language has it's own syntax and naming conventions. When you code for POTC you can't write your code just into a file, you have to define a frame for it. What is a frame? Think of it as a headline. Headlines in newspapers do sepatate articles, headlines – commonly named as procedures in computer languages – in code do separate code blocks. To cut a long story short, insert this code into the empty file:

```
void InitTutorialMod()
{
}
}
```

Why do we use the procedure name Init Tutorial Mod?.() here? Just because we used this “headline”, i.e. procedure name in the “reinit.c” file before. Look back to it.

Add the following line between the brackets to define a new character:

```
void InitTutorialMod()
{
    ref Character = gGetNewCharacter("Bartholomew Roberts");
}
}
```

What does this line do? Imagine that you have book and you want to write down all modders you notice in a fora. What would you do? You would write the name of the first modder on the first page, the name of the second on the second page and so on. If you want to add information about a modder you would leaf through the book until you find the page of the modder or, if no page exists, until you come to the first unused page. Exactly this does the function gGetNewCharacter() in the POTC language for you.

Now its time to define some default properties for your character. A character can have a lot of other properties as well. But for the moment only these are necessary. Also, note the last line: we must call facemaker, and pass it the new character, to assign a portrait based on the model.

```
void InitTutorialMod()
{
    ref Character = gGetNewCharacter("Bartholomew Roberts");
    character.name      = "Bartholomew";
    character.lastname  = "Roberts";
    character.id       = "Bartholomew Roberts";
    character.model    = "blaze";
    character.sex      = "man";
    character.sound_type = "seaman";
    character.location = "Oxbay_port";
    character.location.group = "goto";
    character.location.locator = "goto1";
    character.Dialog.FileName = "Oxbay citizen_dialog.c";
    character.greeting = "Gr_Oxbay Citizen";
    character.quest.area = "Oxbay";
    character.nation    = ENGLAND;
    facemaker(character);
}
```

We're nearly ready, just two more lines of code to add. These lines are used to send messages from your mod to the main program of the game and tell it how to move your character. You'll understand later what the purpose of this lines is, right now just add them to your code.

```
void InitTutorialMod()
{
    ref Character = gGetNewCharacter("Bartholomew Roberts");
    character.name      = "Bartholomew";
    character.lastname  = "Roberts";
    character.id       = "Bartholomew Roberts";
    character.model    = "blaze";
    character.sex      = "man";
    character.sound_type = "seaman";
    character.location = "Oxbay_port";
    character.location.group = "goto";
    character.location.locator = "goto1";
    character.Dialog.FileName = "Oxbay citizen_dialog.c";
    character.greeting = "Gr_Oxbay Citizen";
    character.quest.area = "Oxbay";
    character.nation    = ENGLAND;
    facemaker(character);
    LAi_SetCitizenType(character);
    LAi_group_Movecharacter(character, "ENGLAND_CITIZENS");
}
```

Testing

Start a new game and leave the tutorial deck. Look around, you should see your twin (assumed you play with the default model) walking at the beach!



Modifying your character

Now the **real** fun starts. Modify the properties of your character. What do you think about changing the appearance, i.e. the model of your character first? No problem at all! Open the file Program\Models\initModels.c and look at it. There are a lot of blocks like these:

```
makeref(model,Models[n]);
    model.description      = "What a fine suit this is [...] in your cap!";
    model.model            = "admiral";
    model.nation           = PORTUGAL;
    model.price            = 10000;
    model.assigned         = true;
    n++;
```

Copy the value of the ?model.model? property into your file and assign it to the character.model property. The entire file should now look like this:

```
void InitTutorialMod()
{
    ref Character = gGetNewCharacter("Bartholomew Roberts");
    character.name      = "Bartholomew";
    character.lastname  = "Roberts";
    character.id        = "Bartholomew Roberts";
    character.model     = "admiral";
    character.sex       = "man";
    character.sound_type = "seaman";
    character.location  = "Oxbay_port";
    character.location.group = "goto";
    character.location.locator = "goto1";
    character.Dialog.FileName = "Oxbay citizen_dialog.c";
    character.greeting  = "Gr_Oxbay Citizen";
    character.quest.area = "Oxbay";
    character.nation    = ENGLAND;
    facemaker(character);
    LAi_SetCitizenType(character);
    LAi_group_Movecharacter(character, "ENGLAND_CITIZENS");
}
```

Save your file and start a new game to see an Admiral walking on the beach.

Models with special attributes

Some of the models have more properties as others. Normally you don't have to assign the properties of a model to your character. But if you want, use the same property name. There is one exception from this rule: the ani property. This property tells the game how to animate a model. Please reread the last sentence: it's ?how to animate the model? and not ?how to animate the character?. So ani is a property of the model and not of the character. Look in the Program\Models\initModels.c file for the definition of a towngirl model:

```
makeref(model,Models[n]);
    model.description      = "This nice dress compliments [...] girl.";
    model.model            = "towngirl1";
    model.nation           = RESTRICTED;
    model.sex              = "woman";
    model.ani              = "towngirl";
    model.assigned         = true;
    n++;
```

Copy the value of the ?model.model? property into your file and assign it to the character.model property. The entire file should now look like this:

```
void InitTutorialMod()
{
  ref Character = gGetNewCharacter("Bartholomew Roberts");
  character.name      = "Bartholomew";
  character.lastname  = "Roberts";
  character.id        = "Bartholomew Roberts";
  character.model     = "towngirl1";
  character.model.animation = "towngirl";
  character.sex       = "man";
  character.sound_type    = "seaman";
  character.location     = "Oxbay_port";
  character.location.group   = "goto";
  character.location.locator = "goto1";
  character.Dialog.FileName = "Oxbay citizen_dialog.c";
  character.greeting      = "Gr_Oxbay Citizen";
  character.quest.area    = "Oxbay";
  character.nation        = ENGLAND;
  facemaker(character);
  LAi_SetCitizenType(character);
  LAi_group_Movecharacter(character, "ENGLAND_CITIZENS");
}
```

Save your file and start a new game to see an towngirl walking on the beach. It looks horrible, because the game animates it like a man. Let's assign the necessary properties:

```
void InitTutorialMod()
{
  ref Character = gGetNewCharacter("Bartholomew Roberts");
  character.name      = "Bartholomew";
  character.lastname  = "Roberts";
  character.id        = "Bartholomew Roberts";
  character.model     = "towngirl1";
  character.model.animation = "towngirl";
  character.sex       = "man";
  character.sound_type    = "seaman";
  character.location     = "Oxbay_port";
  character.location.group   = "goto";
  character.location.locator = "goto1";
  character.Dialog.FileName = "Oxbay citizen_dialog.c";
  character.greeting      = "Gr_Oxbay Citizen";
  character.quest.area    = "Oxbay";
  character.nation        = ENGLAND;
  facemaker(character);
  LAi_SetCitizenType(character);
  LAi_group_Movecharacter(character, "ENGLAND_CITIZENS");
}
```

Troubleshooting

If your model doesn't show up, or if the game abends, this may help to find the error:

- Open the file 'engine.ini'
- Make sure that disabling logging errors to files is not enabled (notice the double negativity), i.e. make sure that it has the value 0:

```
tracefilesoff = 0
```

- Start another new game and go to the tailors shop again. Enter the dialog and circle through the models until your model should appear. Assumed that it does not, quit the dialog and the game immediately without doing anything else.
- Now you should find three log files in the main directory of POTC:
 - compile.log
 - error.log
 - system.log
- Examine these files or send them to me. I'm happy to help.

I'm getting the error: Undeclared identifier: gGetNewCharacter

I tried to make the tutorial as easy as possible and transferred functionality that might confuse you into the code base of the build packages. When you receive this error, you haven't installed the proper build package. Please install build 11 or add this code into the «Tutorial Mod2.c» file:

```
ref gGetNewCharacter(string Fullname)
{
    int i;
    ref Character;
    for(i=0; i<TOTAL_CHARACTERS; i++)
    {
        makeref(Character,Characters[i]);
        if(Character.fullname == Fullname || Character.id == "0")
        {
            break;
        }
    }
    return Character;
}
```



Adding a Command to the Options->Reconfigure Controls Screen

By Nathan Kell

To get a command to show up there, you need to do three things. First, when adding it, assign a group and set the bool to true. instead of:

```
CI_CreateAndSetControls( "", "NK_LogsToggle",  
CI_GetKeyCode("KEY_L"), 0, false );
```

you write:

```
CI_CreateAndSetControls( "PrimaryLand", "NK_LogsToggle",  
CI_GetKeyCode("KEY_L"), 0, true );
```

Then, you need to copy it to all other groups in which you want it to show up:

```
MapControlToGroup("NK_LogsToggle", "FightModeControls");  
MapControlToGroup("NK_LogsToggle", "BattleInterfaceControls");  
MapControlToGroup("NK_LogsToggle", "Sailing1Pers");  
MapControlToGroup("NK_LogsToggle", "Sailing3Pers");  
MapControlToGroup("NK_LogsToggle", "WorldMapControls");
```

Don't include the lines it's not useful for; if this were AlwaysRun, no need to copy it to SailingXPers, BIControls, or Worldmap.

Lastly, you need to add an entry to Resource\ini\texts\English\ControlsNames.txt like so:

```
NK_LogsToggle  
{  
Toggle extra log info  
}
```

That's it; your control now shows up in the control options page!





CREATING NEW ITEMS (Using existing models and pictures)

By Suraknar

Ok, here it is, to add a new Item using existing models and pictures. For this example I Made a new Sword, with somewhat Inflated Stats, I know, but it was a tentative try so those won't matter much and balance issues taken care of after it works.

1- First you need to open the PROGRAMS\ITEMS\initItems.c file.
 Scroll down and Locate a sword of your liking, I picked the Dragon's Tongue (I do love those swords, and it goes well with a Xebec)

```

void InitItems()
{
  InitButtons();
  InitRandItems();
  ref itm;
  int n;

  for(n=0; n<ITEMS_QUANTITY; n++)<-Notice this Line, will explain
  bellow.
  {
    makeref(itm,Items[n]);
    itm.id = "item"+(n+1);
    itm.describe = "";
    itm.model = "";
    itm.shown = false;
    itm.startLocation = "";
    itm.startLocator = "";
    itm.useLocation = "";
    itm.useLocator = "";
    itm.describe = "";
  }
  n = 0;

```

....scrolling.....scrolling....

```
//WEAPONS
```

```
makeref(itm,Items[n]);
itm.id = "blade1";
itm.groupID = BLADE_ITEM_TYPE;
itm.name = "itmname_blade1";
itm.describe = "itmdescr_blade1";
itm.model = "blade1";
itm.folder = "items";
itm.picIndex = 11;
itm.picTexture = "ITEMS_6";
itm.price = 500;
itm.dmg_min = 10.0;
itm.dmg_max = 15.0;
itm.piercing = 10;
itm.minlevel = 0;
itm.rare = 0.1;
itm.block = 10;
itm.param.time = 0.05;
itm.param.colorstart = argb(64, 64, 64, 64);
itm.param.colorend = argb(0, 32, 32, 32);
n++;
```

....scrolling ...scrolling...

```
makeref(itm,Items[n]);
itm.id = "blade12"; <---This is the Dragon's Tongue
itm.groupID = BLADE_ITEM_TYPE;
itm.name = "itmname_blade12";
itm.describe = "itmdescr_blade12";
itm.folder = "items";
itm.model = "blade12";
itm.picIndex = 5;
itm.picTexture = "ITEMS_3";
itm.price = 1500;
itm.dmg_min = 16.0;
itm.dmg_max = 21.0;
itm.piercing = 20;
itm.minlevel = 4;
itm.rare = 0.1;
itm.block = 20;
itm.param.time = 0.1;
itm.param.colorstart = argb(64, 64, 64, 64);
itm.param.colorend = argb(0, 32, 32, 32);
n++;
```

2- Ok once The good sword located Select the whole section and COPY/PASTE it bellow the last Balde which is «blade23" under the Weapons section...

Then make the Modifications and name the blade to «blade24" like so:!!

```

makeref(itm,Items[n]);
itm.id = "blade24"; <---Rename the Blade
itm.groupID = BLADE_ITEM_TYPE;
itm.name = "itmname_blade24"; <---Also rename the References to the name
itm.describe = "itmdescr_blade24"; <---And the references to the Description
itm.folder = "items";
itm.model = "blade12"; <-- This refers to the Model used in Game by your character
itm.picIndex = 5; <---This refers to the Pics to use, and the line bellow it for the
Inventory in the Game
itm.picTexture = "ITEMS_3";
itm.price = 15000;
itm.dmg_min = 24.0;
itm.dmg_max = 40.0;
itm.piercing = 80;
itm.minlevel = 30;<--This is the level Check that the engine uses in conjunction to the
rarity in order to make it available to you in shops
itm.rare = 0.05;<-- This is the Rarity of the Item that the engine uses to make it
available at shops
itm.block = 90;
itm.param.time = 0.05;
itm.param.colorstart = argb(64, 64, 64, 64);
itm.param.colorend = argb(0, 32, 32, 32);
n++;

```

NOTES: Blocking percentage means that this Blade will Block anything that has a Piercing of 90% and less....

Piercing means that this blade will pierce and thus cause damage to anything that has a defense of lower than 80%

Actually I think that this is also calculated further by the engine...for Instance...You have piercing of 90% and enemy has a Block of 80% not only will you be able to pierce the enemy but each time they defend while you hit you will score a 10% damage to them based on the Damage Scored in that round.

Critical hits always do Double the base damage.

3- Once you have created your Item and placed it in this file its time to save and open a second File.

This time we open the PROGRAMS\ITEMS\items.h file.

Scroll down and locate this Block of Script:

```

// indexes for items` array
#define ITEMS_QUANTITY 128 <---Remember this from above?
#define RANDITEMS_QUANTITY 36
#define ITEMSBOX_QUANTITY 2
#define MAX_BUTTONS 128
#define BUTTON_ACTIVATION_TIME 1000
#define ITEMS_LAYER 50
#define MAX_LOADED_RANDITEMS 10
#define MAX_HANDLED_BOXES 10
#define ITEM_PROBABILITY 0.5
#define OBJECTS_IN_BOX 9

```

4- Change the Number of total Items»ITEMS_QUANTITY» from 128 to 129 since we have added an Item.

5- Save the file and now we need to add a description for our new Blade.

We need to Open RESSOURCE\INI\TEXTS\ENGLISH\Items Describe.txt and scroll down just after Blade 23 :

```
itmname_blade23 {Windmill Slayer}
```

```
itmdescr_blade23
```

```
{
```

```
A worn rapier, with pieces of rotten wood stuck in the numerous notches  
on the blade.
```

```
}
```

And COPY/PASTE it and change it to reflect our Blade24...like so...

```
itmname_blade24 {Dragon's Fire}
```

```
itmdescr_blade24
```

```
{
```

```
A Unique Broad Sword, forged by the master swordmaker's of Damascus.  
This Sword has been in your family for generations. A very potent, light  
and fast sword despite its size.
```

```
}
```

It can be any Name you desire and it can be any description you desire.

And there you Have it

A new Item is now ready to be Used either in a Quest (will have to modify QUEST files) or you can use Von's mod to Give the Item to yourself at the beginning of the Game.

Link to giving the Item to yourself at Startup: .Re-posted here for continuity.

Quote:

This is how to do it:

As always open up «character_init.c» and find text

```
"// MainCharacter start parameters"
```

under your ships hold items place the following text:

```
«GiveItem2Character(ch, ?xxxxzz?);" xxxxx=the type of item you want to have and zz= the item number.
```

EXAMPLE:

```
GiveItem2Character(ch, "blade13"); to start with a Needle
```

Here are a few handy items:

```
blade1 ? 23
```

```
spyglass1 ? 4
```

```
pistol1 ? 6
```

Von

Enjoy!

Small Update...

Just wanted to point out that there are different categories of Items...

In this case it was generic Item, but if you add a nother category you need to account for the additional item in the aproproate like of the above items.h file table:

```
// indexes for items` array  
#define ITEMS_QUANTITY 128  
#define RANDITEMS_QUANTITY 36  
#define ITEMSBOX_QUANTITY 2  
#define MAX_BUTTONS 128  
#define BUTTON_ACTIVATION_TIME 1000  
#define ITEMS_LAYER 50  
#define MAX_LOADED_RANDITEMS 10  
#define MAX_HANDLED_BOXES 10  
#define ITEM_PROBABILITY 0.5  
#define OBJECTS_IN_BOX
```





Adding Ships

by Nathan Kell

On adding ships when using the PRS2 system (active since Build 10, or maybe 9. I forget. But, anyway, it's surely in 11.)

A ship for PRS2 must have the following things assigned.

- *the ID. This must be unique to the ship. Also, you must add this to the ships lookup table.
- *the model name.
- *the type name (frigate, brig, etc.)
- *the Battle Interface pic (the tiny pic you see during battle)
- *the regular interface pic (the big pic you see in interfaces)
- *a walk file, for the little people.

It may also have special NK/HFM toggles (see below).

Note that IDs, like any other string property, must be given in quotes. However, one may ?add? (concatenate) strings together. And, for ships predating PRS2, to ease in my adding IDs, I took advantage of this to autogenerate them as the model name, and then, if the ship has a nation, an underscore and the nation number.

A note on the nation number. POTC uses numbers for nations.

These are defined in Globals.c, as follows:

```

#define ENGLAND           0
#define FRANCE          1
#define SPAIN           2
#define PIRATE          3
#define HOLLAND        4
#define PORTUGAL       5

```

What a #define does is tells the compiler to substitute the second piece for the first piece every time the first is found in code. So if, `_outside quotes_`, ENGLAND is found in a C file, 0 will be substituted on launching POTC.

So, I wrote the IDs as follows, accessing two previously-defined attributes of the ship (model name and nation)
`ship.id = ship.name + "_" + ship.nation;`
 (which would lead, for the English Lugger 2, to «Lugger 2_0»).

Now, the power of PRS2 for adding ships is that, for each of the properties above but the ID and model name, we can reference other ships for those properties, or use a special property (all) to make things even easier. The all property is set as the ID of another ship ~~note that this other ship must appear above the new ship~~ and will use the above properties of that ship.

But you can also manually set other properties, in which case they'll overwrite the ?all? call.

Note that if a property is not assigned, and `refship.all` is not assigned, then the property will default to the ship's model name. This is what happens for all stock POTC ships.

Note 2: If you want to add new entries to `pictures.ini` and `battleinterface.c` for the ship (and have the textures for those entries), you then set those properties (BIPic, the two Big Pic ones) accordingly.

Here's how it works.

Let's say we're adding Catalina's Xebec CT. (`ships_init.c`)

First, we get a new ship in the array, and advance the counter.

```

makeref(refShip,ShipsTypes[n]);
n++;

```

Next, we give it an ID.

```

refShip.id = "XebecCT";

```

And add an entry to the ships lookup table based on that ID (this is required!)

```

curid = refShip.id; ShipLookupTable.id.(curid) = n-1; // PS

```

Then, we assign a model directory.

```

refShip.name = "XebecCT";

```

Next, we tell it to get all properties from the English Xebec 1:

```

refShip.all = "Xebec1_0";

```

But, we overwrite `sname` (it'll have a different type name).

```

refShip.sname = "XebecCT";

```

NOTE: We must then add a Xebec CT entry to `common.ini`!

Since the Xebec CT will be used by all nations, we do `_not_` add a `refShip.nation` property. If we wanted it to be used only by pirates, however, we would add:

```
refShip.nation = PIRATE;
```

Note that PIRATE is `_outside quotes_`, and is thus changed to the integer 3 on running POTC, as it should. Make sure that if you add a nation to a ship the nation number define is `_outside_ quotes`.

Now, we can assign the regular ship properties. It's suggested you take an existing ship and copy/paste, and then change what stats you want to.

```
refShip.Class = 4;
refShip.Cannon = CANNON_TYPE_CANNON_LBS16;
refShip.MaxCaliber = 24;
refShip.Weight = Tonnes2CWT(250);
refShip.Capacity = 1600;
refShip.CannonsQuantity = 20;
refShip.MaxCrew = 125;
refShip.MinCrew = 20;
refShip.SpeedRate = 14.5;
refShip.TurnRate = 50;
refShip.Price = 33000;
refShip.HP = 2100;
refShip.SP = 100;
refShip.AbordageLocation = "BOARDING_XEBEC";

refShip.WaterLine = 0.0;
refShip.SpeedDependWeight = 0.2;
refShip.SubSeaDependWeight = 0.2;
refShip.TurnDependWeight = 0.4;

//if you don't want the ship to be encounter change this to false
refShip.CanEncounter = true;
refShip.Type.War = true;
refShip.Type.Trade = false;

refShip.InertiaAccelerationX = 1.5;    refShip.InertiaBrakingX
= 2.0;
refShip.InertiaAccelerationY = 15;
refShip.InertiaBrakingY = 10;
refShip.InertiaAccelerationZ = 9.0;    refShip.InertiaBrakingZ
= 6.0;
```

Now, we have to take the NK/HFM mod into account. This mod makes some changes to every ship's stats, and assigns rig type and best / closest point of sail. There are four ways to interface your ship with NK/HFM.

The first, and simplest, is to add nothing. Your ship will be processed based on its model name, as if it were a stock POTC ship. This Xebec CT? will be processed like other Xebecs (Lateen rig, +3kts max speed, +5 degrees turn rate, war and trade type, accel and braking x0.25 and x0.1 respectively) if we add no switch.

Note that all ships receive the same accel/braking mods; however, type and stat changes, and rig assigns, are model name specific.

The switches available are:

No_NK_HFM

No_NK_HFM_modstats

No_NK_HFM_modaccel

No_NK_HFM_modtype

The first is the simplest. Just add

```
refShip.No_NK_HFM = true;
```

in your ship definition.

Note: if the first three letters of the ship's model name are not recognized by NK/HFM (i.e. no stock POTC ship model starts that way) you will have to add this switch!

HOWEVER: If you add this switch, you will have to add the above stuff manually or POTC will do weird things.

So, if you add that switch, you will need to divide your Z Accel by 4 and your Z braking by 10, and you will need to assign rig stats.

Rig stats are as follows.

First, there's rig type. This is based on the first three letters of the model's name (exception: Galeoth's rigtype is ?Gat?):

```
refShip.rigtype = "Xeb";
```

Then, there's closest and best point of sail. This is based on the type of masts and sails used, as follows:

Type:	Closest Point / Best Point of Sail	
Gaff-riggers (sloops, schooners): 0.15	0.625	
Lateen (Xebec, Tartane):	0.2	0.6
Luggers (Lugger, Galeoth):	0.225	0.625
Full-rigged ships (Corvette, Frig):	0.3	0.8
Old-Time square-riggers (Caravel, Galleon, MoW, anything without Jibs)	0.375	0.875

So we'd use:

```
refShip.ClosestPoint = 0.2;  
refShip.BestPoint = 0.6;
```

Note for the sailors: These are given as percents of max off-wind, so 1.0 is running before the wind and 0 is into the eye. The above are also `_way_ generous`.

And I'd love better numbers to use!

The other NK/HFM switches are to selectively disable pieces. So if you want rigtype assigns and accel changes to be done by NK/HFM but want the stats to stay unmodified and set the ship's type yourself (as we do for the Xebec CT) we would add the following:

```
refShip.No_NK_HFM_modstats = true;  
refShip.No_NK_HFM_modtype = true;
```

That's it!

Description of specific properties added by PRS2:

These override `refShip.name` for each case

-Walk is for the big walktype switch in `shipwalk.c`. Case for this must exist there.

*This is autogenerated (= *.name) on final loop if it does not already exist.

-BIPic is the little pic in Battle Interface (i.e. when sailing). Case for this must exist in `BI.c` (`battleinterface.c`)

*This is autogenerated (= *.name) on final loop if it does not already exist.

-BigPic is the big pic name (in Ships, hold, shipyard, etc.) Must have matching entry in `pictures.ini`

*This is autogenerated (= *.name) on final loop if it does not already exist.

-BigPicTex is for Get Ship Texture() and is -1 for unused, 1 for Galeoths (and BP/Fearless) and 0 for else.
*This is autogenerated (= 0) on final loop if it does not already exist.

-BigPicTexName is for Get Ship Texture Name() and is "", ?SHIPS1", and «SHIPS16" respectively as above.
*This is autogenerated (= SHIPS16) on final loop if it does not already exist.

-SName is for the ship's type name (this is displayed by spyglass, and by Big Pic in interfaces), so you can have the same model but a different name. :) This is NOT directly displayed; it is run through XI_ConvertString, so you must have an entry for this in lang\common.ini
*This is autogenerated (= *.name) on final loop if it does not already exist.

-All is for all the above properties, as a shortcut. If this exists, at final loop all above are set equal to this. For properties != name, the appropriate property is found from that ship. If some properties are already set, they will not be overwritten (i.e. set all to one but define walk, all but walk will be overwritten by all's link).

***THE SHIP LINKED TO MUST ALREADY HAVE BEEN PROCESSED!**





Sails Ropes And Flags

By Nathan Kell

Ropes, sails, flags, and ratlines (the rope ladder rigging on the sides of ships) are drawn by the engine based on locators in the various GM files that make up a ship. Cannons are also activated via locators, as are fireplaces (where fires can break out); and masts and yards are referenced via locators as well. Because they are just locators, they can be modified, added to, or removed, via Inez's Tool.

First, some background on ship model files. The main ship model is shipname.gm (where shipname is, say corvette1). It can have links (aka xrefs, external references) to other GM files in the same folder (shipname_mast1.gm, say, or shipname_reyd2.gm). Those child files can also have links (usually each mast GM has some rey GM links--where rey is apparently Russian for sail or yardarm or something). Any of those meshes may also have a variety of the locators. (I haven't yet tried putting a cannon on a mast though).

Let's review how locators work:

Ship Locators, in Inez's Tool, have 16 editable fields, though we'll skip the final two (s0 and s1).

The fields are:

Locator Name and Group

Position X, Y, Z

Rotation / Scaling? (in XX through ZZ).

The name is the name of the locator, and the group is the parent or group type of the locator. For locators that don't need groups (or are parented to the ship itself), 'waterline' is used.

For rigging, we're going to only work on the name, group, and position of the locators; we'll leave the others alone (that is, make XX, YY, and ZZ 1.0, and the others 0.0; and have s0 and s1 the same as the other locators in the file you're editing).

(Note on Rotation / Scaling?: The XX through ZZ fields handle rotation and scaling as a component vector think of them as output-from-input, i.e. XX means 'output X from input X' and XY means 'output X from input Y'. So if you rotate something 90 degrees, in effect +X becomes -Z and +Z becomes +X, so you set XX0, XY0, XZ1.0, YX0, YY1.0, YZ0, ZX-1.0, ZY0, ZZ0.)

Ropes use a ropebXX and ropeeXX locator, for Rope Beginning and Rope End. Their group is whatever geometry they are parented to, 'waterline' for the hull, mastX for a mast, rey_xY for a yard, or sailxY for the corner of a sail. When the group is Sailx Y? and the rope locator is right next to a sail corner locator, this ties the rope to the sail corner. This is both a nice visual effect, and also necessary for POTC to properly show the billowing of a sail. The game draws the rope between those ropeb/e locators of the same number, even if they are in different GMs (i.e. ship hull and rey_a1). Note that ropes can have two and only two locators; if you want to string a halyard from the bowsprit to the fore, main, mizzen, and then deck, you need 8 locators.

Flags are via flag1-4 locators, and have group flag1 (or 2, if more than one flag in the GM, etc.). The order of them is as follows: With the flag streaming forward from a masthead, f1 is rear top, f2 is fore top, f3 is fore bottom and f4 is rear bottom.

Sails use both name and group. First you decide what type of sail the sail will be: sailt are trisails (jibs, staysails, lateen); it's unclear whether there's any difference between saild and sails; they are both four-sided sails, and used for both square sails and lugsails; and sailf are for gaff-rigged sails. All but sailt have four sail locators; sailt has three. You can have multiple sails of the same type in a GM, you just need to number them, in the form sailt1, 2, etc. When there is only one sail of a given type in the GM, you can just say sailt.

See ropes, above, to tie a sheet to a sail corner. Ratlines are known internally as 'vants'. Each ratline requires three locators, two lower ones, vantXr and vantXl (for the foreward and rear ends of the ratline at deck level respectively) and one upper one, vantXu. X is 1 for the first ratline described, 2 for the second, and so forth.



Adding Skins To Tailor

**Adding new character textures (skins) to the Tailor Shop (POTC Community Modders Build 12) -
by Catalina The Pirate**

Once you have your character skin, here is a list of the files that will need to be edited so that you can include your new skin in the Tailor Shop ? If you are planning to offer this to the public as a mod, please set up your files in the directory tree indicated below:

Pirates of the Caribbean

PROGRAM

Models

initModels.c

QUESTS

facemaker.c

RESOURCE

MODELS

animation

Heads

Characters

Heads

Textures

Characters

yourmodel.tga.tx

INTERFACES

NOTE: Notepad or any good plaintext or code editor is fine for the CODE files, however the DATA (.gm) files that need to be edited in this task should be edited with a HEX Editor, not Word, Wordpad, or even Notebook. If you don't have one, I am sure there are many freeware ones out on the internet.

Here are some freeware links:

Hex Editor: <http://www.hhdsoftware.com/hexeditor.html>

XVI32: <http://www.chmaas.handshake.de/delphi/freeware/xvi32/xvi32.htm>

Note that I have not tried these (and there are others out there too), I just found them with a quick [Google](#) search. You'll have to figure out for yourself which program feels the best for your purposes.

I myself use Ultra Edit 32, which (IMO) has very nice code/hex-editing features but it is NOT free. There is a time-limited trial download for this utility, but it's not terribly expensive if you decide to keep it. .

<http://www.ultraedit.com/>

Above, yourmodel.tga.tx refers to the texture you edited to create your own character. This is the directory in which you need to place your skin. The other files to be added to this will be referring to your own custom edited texture ? and I'll go through them one by one.

To start, you created your texture from an existing model in POTC ? and you need to edit the existing MODEL.gm file so that it will use your skin. For the tutorial, I will use the Danielle model as an example.

Go to RESOURCE\MODELS\Characters and find Danielle.gm ? open that in your HEX editor. You'll see a lot of columns of letters and numbers that look confusing ? do not worry, all you will need to change is in the furthest column to the right ? look for Danielle.tga. It is broken up to fit in the column.

Now you need to change Danielle to something different ? you can name your texture whatever you wish, but ?

THIS IS IMPORTANT - you need to keep the same number of letters.

Another thing that is wise is to get a Texturing Modders Code number so that no one else's subsequent texture mod will overwrite your own. See this page in the WIKI for further info: .

<http://robotsdontbleed.com/wacko/wakka.php?wakka=TextureModdersCodeList&v=ljl;>

When you get your code number, you will be able to rename your texture to match your code. In the meantime, just use some personal code like CT. For the example here, we'll use my TMcode, which is 75.

In your opened .gm document, put your cursor over the D and change it to 7. You see it will overwrite the letter and also change some numbers. This is good. The indicator moves to the next letter, a, which you can change to 5 ? and the rest of the letters are Faniel. So now SAVE AS and rename your file 75Faniel.gm, in the same directory as Danielle.gm.

NOTE: It is important that you **SAVE AS** and rename this file rather than merely SAVE, as if you SAVE only, you will overwrite Danielle's existing .gm file ? you do not want to do that, so make sure to **SAVE AS** and change the name. You do not have to save the .gm file with the same name as your texture, but I do, as I think it helps keep things organized. :)

It is also important that your altered texture file (in RESOURCE\Textures\Characters) also have the same name as you used when you edited the .gm file, so change that to 75Faniel.tga.tx.

Now you will also have to edit another file, changing the name from Danielle to 75Faniel as above.

Go to RESOURCE\MODELS\Heads and find h_Danielle.gm and make the same change as above, and SAVE AS and rename your file h_75Faniel.gm in the same directory as h_Danielle.gm.

The next file you will need is an animation file. This step will be quite simple, as you won't even need to open it.

Go to **RESOURCE\MODELS\animation\Heads** and find `h_Danielle.ani`. All you need to do is **SAVE AS** this file as `h_75Faniel.ani` in the same directory, and you will be finished.

Now we will need to be sure your model has portraits.

Go to **PROGRAM\QUESTS** and open `facemaker.c`. In this file you will find a **LONG LIST** which looks like this:

```
case "corsair1_1":      tempmodelnum = 11; break;
    case "corsair1_2":      tempmodelnum = 12; break;
    case "corsair2":      tempmodelnum = 13; break;
    case "corsair3":      tempmodelnum = 14; break;
```

SCROLL DOWN all the way to the bottom. You will find a line that reads **Add new models ABOVE** this line. Follow the directions! :D

You can copy one of the above lines to create your new character thus:

```
case "75Faniel":      tempmodelnum = XXX; break;
```

Your new `tempmodelnum` will be the next number in the sequence ? so if the last `tempmodelnum` was 169, your `tempmodelnum` will be 170. Please be careful not to use a number that is already in use. :)

You can also add your own name if you wish, to indicate that you added this to the file ? like this:

```
// Your name or nick or initials here -->
    case "75Faniel":      tempmodelnum = 170; break;
// Your name or nick or initials here <--
```

The `//` comments out the line so the program will not read and try to interpret what is beyond it.

TAKE NOTE of what your `tempmodelnum` is as you will need this number later.

ALSO: If your `tempmodelnum` has to be greater than 199, you will need to add an entry to `resource\ini\interface\pictures.ini` (there are entries there for `faceID` through 199).

Now there are three portraits you will need to make, so crank up your image editing software and get ready...

If you do not have image editing software where you can work in layers, you can get your character portrait by simply taking a screenshot from ingame (press `F8` ? each time you do, the game will send an image to your `POTC` directory); you get your background this way, but adding the black outer glow to the character or isolating the character from the background for the smaller portraits will then be a little more difficult. The one advantage of ingame screenshots is that there is good lighting/shading for the model.

The portrait sizes are 256x256, 128x128, and 64x64 pixels. The largest of these will be used in your character interface menu.

This is the way I create a portrait ? using edited layers ? because I think it looks the best: Open up your character texture to view it in `GMView`. Since you have created a `.gm` file for it, you should match that `.gm` file to your texture. Once you have it open and can see it, take a screenshot of it by pressing `Prt Scr` on your keyboard. Go to your image editing program and create a new canvas window and paste the image from the clipboard into it. Now you have an image of your model with the new skin. Crop it to about waist or mid-chest to just a little above the head, square, and resize your image to 256 pixels high.

Now you'll have a portrait pic with a gray background, which you can take out. Set this aside to work on the background.

You can use any screenshot you take in POTC as a background simply find a good spot and press F8, which will create a .tga image called seadogs2_0000.tga in your POTC directory. Open that image and crop and resize (to 256x256 pixels) until you get the section you want behind your character pic. Copy and merge the character pic into the background image, and you will have your 256x256 pixel portrait. A design note the typical POTC portrait has a black outer glow around the character to separate them from the background if you can do this, it looks nicer.

IMPORTANT NOTE - you will need some room on the right side of the character pic for an icon the game will occasionally drop in there, so be sure to keep your model off to the left in the pic or your image may be obstructed at times.

SAVE this portrait as face_170.tga.tx (using the tempmodelnum for your number!) IN THE RESOURCE\Textures\INTERFACES\PORTRAITS\256 folder ONLY.

The 128x128 and the 64x64 portraits both have a frame around them ? and a plain background ? so you will need to design these with that in mind. If you open up an existing 128x128 image (any one will do) you can edit out the existing portrait and replace it with your own character. Make this look more like a headshot rather than the waist to head portrait size of the 256x256 image, and it will fit in with the others.

SAVE this portrait/icon as face_170.tga.tx (yes, same filename) IN THE RESOURCE\Textures\INTERFACES\PORTRAITS\128 folder ONLY.

Resize this icon for the 64x64 size and SAVE this portrait/icon as face_170.tga.tx (again, same filename) IN THE RESOURCE\Textures\INTERFACES\PORTRAITS\64 folder ONLY.

Now you need to edit PROGRAM\Models\initModels.c ? this is what adds your character to the Tailor Shop dialog.

When you open this document, you will see a long list of entries referring to the models ? I am sure you will see the pattern that needs to be followed. Scroll down and you will find:

```
makeref(model,Models[n]);  
    model.description = "A white longsleeved shirt open at the collar, light  
    vest, draw the hair back in a pony-tail, look what it does for the curves!  
    Speaking of which...";  
    model.model      = "Danielle";  
    model.nation     = PIRATE;  
    model.sex        = "woman";  
    model.ani        = "woman";  
    model.height     = 1.75;  
    model.price      = 1000;  
    model.assigned   = true;  
    n++;
```

This is for the model Danielle, as you can see. NOTE that this is for a FEMALE character. The height and animation and sex of the model is listed.

Copy and paste that entry so that you may edit it to suit your own character. Note that you should paste your new model listing into initModels.c BELOW the line that says //Please insert new models after this comment. :)

You can change the model description to say what you wish. Imagine that you are rattling off a brief set of the presumed virtues of the outfit you're telling the tailor you'd like to see, and you should be able to come up with a good description.

model.model should be changed to the filename of your model thus:

```
model.model = "75Faniel";
```

And of course, you may designate a certain nation if you wish this model to be offered ONLY by the Pirate Tailor or the Spanish Tailor, or whatever. To make this model available everywhere, just cut that line out completely.

The sex, ani, and height indicators need to stay the same for a female character model; if it is a male character, these parameters are not needed so you should remove them from the entry if there.

The model.price can be set to whatever you feel your skin should be worth. Nothing else needs to be changed there.

And that should be that! Once you copy and paste your files into the proper directories in the game, open a savegame and hit the I key ? which will reinitialize the game and add your character. Here is a list of the files that need to be altered/created for this:

Pirates of the Caribbean\PROGRAM\Models\initModels.c

Pirates of the Caribbean\PROGRAM\QUESTS\facemaker.c

Pirates of the Caribbean\RESOURCE\MODELS\animation\Heads\h_yourmodel.ani

Pirates of the Caribbean\RESOURCE\MODELS\Characters\yourmodel.gm

Pirates of the Caribbean\RESOURCE\MODELS\Characters\Heads\h_yourmodel.gm

Pirates of the Caribbean\RESOURCE\Textures\Characters\yourmodel.tga.tx

Pirates of the Caribbean\RESOURCE\Textures\INTERFACES\PORTRAITS\64\face_XXX.tga.tx

Pirates of the Caribbean\RESOURCE\Textures\INTERFACES\PORTRAITS\128\face_XXX.tga.tx

Pirates of the Caribbean\RESOURCE\Textures\INTERFACES\PORTRAITS\256\face_XXX.tga.tx

Hope this helps! Any questions, please come to the [Pirates Ahoy](#) POTC modding forum and ask publicly, THANKS!



CreateFantom

By Nathan Kell

Description

Creates fantom (i.e. temporary) NPC, based on information supplied.

Calls [LAI_CreateFantomCharacterEx\(\)](#), passing all params, with animation of “man” (i.e. this is the implicit version of L_CFC). See that one for docs.

Location

PROGRAM\Loc_ai\LAI_utils.c

Code

```
ref LAI_CreateFantomCharacter(int offset, bool genrank, bool hasblade,  
float hasgun, string model, string group, string locator) // NK  
{  
    return LAI_CreateFantomCharacterEx(offset, genrank, hasblade,  
hasgun, model, "man", group, locator); // NK  
}
```





CREATING NEW LOCATIONS:

By Verruckt

INTRO

Ok so you know all of those houses in the game that are dull and boring? Well Let's say you wanted to put something in that house? like a person, or make it a tavern or something like that... Well, all of that is pretty easy, I just thought I would get out what this tutorials about... It won't tell you how to add an entire island to the game because well, I don't know how to add to the world map, but if at some point I figure that out, and I tell you, this tutorial would be what you would look at to make the interior of the island...

STEP 1

Ok so the first step, which is really just going to be me going over the anatomy of a location... First things first I'm only going to go over changing the interior of a house, not adding an island but it's basically the same... So you will have to pick a city where this new, uh tavern is going to be... Look in this folder and find the city: PROGRAM\Locations\init\ now open the file up, and look for something like this(I'm using douwesen):

This is the first story in the file:

```
// -----  
Locations[n].filepath.models = "locations\town_Douwesen\port";<--This  
points to the model being used for the interior  
  
Locations[n].image = "loading\Douwesen_Port.tga";<--This points to the  
loading image, pic whatever you want or make your own, file can be found  
in \RESOURCE\Textures>Loading\  
  
locations[n].worldmap = "Douwesen";<-- This is what shows up when you
```

enter here from the world map, I don't know how to work this yet...

Locations[n].id = "Douwesen_port";<--This is important it's the ID of this particular location, you'll need to know this for putting people here, or making other places warp here

locations[n].id.label = "Douwesen port";<--This is the label that will be shown when you are looking at the warp in game(I think)

//Town sack

Locations[n].townsack = "Douwesen";<--This has to be the same as every other building in town

//Sound

locations[n].type = "port";<--I'll just assume this is the sound based on the fact that it says it above..

locations[n].fastreload = "Douwesen";<--This matter for...fast travel... duh?!?

//Models

//Always I just want to point out that i'm only guessing on a couple of the below things

Locations[n].models.always.locators = "DouPort_1";<--I assume this sets all of the locators coordinates... like reload 1 or something...

Locations[n].models.always.seabed = "DouPort_sb";<--And I have to assume this is the seabed model?

Locations[n].models.always.seabed.foam = "1";<-- again I have to assume this turns on or off the seafoam

Locations[n].models.always.l1 = "DouPort";<--No clue

Locations[n].models.always.l1.foam = "1";<--No clue

Locations[n].models.always.grasspatch = "DouPort_g";<--No clue

//Day

Locations[n].models.day.rinok = "DouPort_e01";<--I wish I had a better idea of what these mean...

//<--the model for the merchants' stands found there by day

//<--it's in the same directory as the model itself

Locations[n].models.day.charactersPatch = "DouPort_pd";

Locations[n].models.day.fonar = "DouPort_fd"; <--models for all fireplaces

//Night

Locations[n].models.night.fonar = "DouPort_fn"; <--models for all lights

Locations[n].models.night.charactersPatch = "DouPort_pn";

//Environment

Locations[n].environment.weather = "true";<--If it's an interior set this to false, get it?

Locations[n].environment.sea = "true";<--Same here

//Reload map These are all of the warps in a location, important stuff

Locations[n].reload.l1.name = "reload3";<--This is the spot in the port that you go to for this warp

```
Locations[n].reload.l1.go = "Douwesen_town";<--You'll be warped to this location(Remember the ID)
```

```
Locations[n].reload.l1.emerge = "reload9";<--At this spot  
Locations[n].reload.l1.autoreload = "0";<--No clue  
Locations[n].reload.l1.label = "Douwesen.";<--This is the text that will show up when you look at the warp
```

```
Locations[n].reload.l2.name = "reload2";  
Locations[n].reload.l2.go = "Douwesen";  
Locations[n].reload.l2.emerge = "reload_1";  
Locations[n].reload.l2.autoreload = "0";  
Locations[n].locators_radius.reload.reload2 = 3;<-- I assume this means the radius of the warp, or how far you can be from it while still being able to use it...  
Locations[n].reload.l2.label = "Sea.";
```

```
Locations[n].reload.l3.name = "reload1_back";  
Locations[n].reload.l3.go = "Douwesen";  
Locations[n].reload.l3.emerge = "reload_1";  
Locations[n].reload.l3.autoreload = "0";  
Locations[n].reload.l3.label = "Sea.";  
Locations[n].locators_radius.reload.reload1_back = 3;
```

```
Locations[n].reload.l4.name = "reload2_back";  
Locations[n].reload.l4.go = "Douwesen";  
Locations[n].reload.l4.emerge = "reload_1";  
Locations[n].reload.l4.autoreload = "0";  
Locations[n].locators_radius.reload.reload2_back = 3;  
Locations[n].reload.l4.label = "Sea.";
```

```
Locations[n].reload.l5.name = "reload1";  
Locations[n].reload.l5.go = "Douwesen";  
Locations[n].reload.l5.emerge = "reload_1";  
Locations[n].reload.l5.autoreload = "0";  
Locations[n].reload.l5.label = "Sea.";  
Locations[n].locators_radius.reload.reload1 = 3;
```

```
n = n + 1; <--Make sure you don't forget to snag this when you snag the rest...
```

```
// -----
```

Ok So now that that's out of the way!

STEP 2

I chose a tavern because it's by far the most difficult to add(because of all the people and the fact that you have to sit down(Which requires a few extra steps)) But the first step is to... find the house you want to change... so remember that ID part? well find the town, and there should be a lot of places labeled "House" These are what you're looking for... so um you could rename them all and then go into the game and find the one you want(don't forget to rename them back)...





CUSTOMIZING THE MAIN CHARACTER

By Verruckt(Sorta...)

You will be using this file for everything here:PROGRAM\Characters\characters_init.c

NOTE: If you use the build all of this is different and none of this is useful to you.

THE BEGINING(MAKING THE CHARACTER YOU WANT)

```
//ch.perks.list.InstantBoarding = true;
ch.name = "Nathaniel";<<-Your Character First name
ch.lastname = "Hawk";<<-Your Characters Last Name
ch.id = "Blaze";<<-Leave this alone... I always accidentally change it and it doesn't help anything
ch.nation = ENGLAND;<<-Your character nation, since the relations are setup in another file, this only dictates
what flag
your ship has.!
ch.model = "blaze";<<-The model you will use, My favorite thing to change, you can pick from any model in
the
RESOURCE/models/characters directory, well you can't use the monkey(unfortunately)!!
ch.activity_begin = "0";
ch.activity_end = "24";
ch.sex = "man";<<-If you picked a girl model above, then you would change this to "woman"
ch.luck = 4;
/*ch.spyglass.itemID = COMMON_SPYGLASS;<<-You would think you could uncomment this and start with
stuff,
but that's actually a differant spot so don't mess with this...
ch.gun.itemID = GUN_COMMON;
```

```

ch.gun = "gun";
ch.blade = "saber";
ch.blade.itemID = BLADE_SABER;
ch.blade.time = 0.1;
ch.blade.colorstart = argb(128, 22, 46, 190);
ch.blade.colorend = argb(0, 20, 60, 100);*/
ch.location = ;
ch.location.group = ;
ch.location.locator = "";
ch.Dialog.FileName = «blaze_dialog.c»;
ch.rank = 1;
ch.reputation = "50";<<-You could change these values but it sorta locks you into a playstyle(unless you plan to
cheat
and set them all to 10) so just add numbers below where i say to if you are all about role playing games...
ch.experience = 0;//CalculateExperienceFromRank(sti(ch.rank));
ch.skill.Leadership = "1";
ch.skill.Fencing = "1";
ch.skill.Sailing = "1";
ch.skill.Accuracy = "1";
ch.skill.Cannons = "1";
ch.skill.Grappling = "1";
ch.skill.Repair = "1";
ch.skill.Defence = "1";
ch.skill.Commerce = "1";
ch.skill.Sneak = "1";
ch.skill.fre skill = 1;<<-As opposed to actually changing my stats I just put 10 points in here so I can choose
ingame..
ch.perks.frepoints = 1;<<-And 5 here
ch.money = "1000";<<-This is how much money you start with
ch.Ship.Name = "Poop Deck";<<-This is the name of your ship at the beginning name it anything you like...
//ch.Ship.Type = SHIP_FRIGATE_ENGLAND;
//ch.Ship.Type = SHIP_CORVETTE_ENGLAND;
ch.Ship.Type = SHIP_LUGGER_ENGLAND;<<-This is the ship you start with, you wont be able to finish the
game's
tutorial if you change this so it might be a better idea to just give yourself more money...
//ch.Ship.Type = SHIP_MANOWAR2_FRANCE;
ch.Ship.Stopped = true;
//ch.Ship.Cannons.Type = CANNON_TYPE_TEST;
ch.FaceId = 31;
ch.ShipSlot1.Type=SHIP_NOTUSED;
ch.ShipSlot1.Name="No Name?";
ch.ShipSlot2.Type=SHIP_NOTUSED;
ch.ShipSlot2.Name="No Name?";
ch.ShipSlot3.Type=SHIP_NOTUSED;
ch.ShipSlot3.Name="No Name?";

```

STARTING WITH THE STUFF YOU WANT (This section is by Von)

This is how to do it:

As always open up «character_init.c» and find text

```

"// Main Character? start parameters"

```

under your ships hold items place the following text:

```

«Give Item 2 Character(ch, "xxxxzz");" xxxxx=the type of item you want to have and zz= the item
number.

```

EXAMPLE:

[Give Item 2 Character](#)(ch, «blade13"); to start with a Needle

Here are a few handy items:

blade1 – 23

spyglass1 – 4

pistol1 – 6

FindBlankCharSlot

by Nathan Kell

Description

int [Find Blank Char Slot](#)()

returns index to first blank Characters[] slot it finds; -1 if none available.

*Just added.

Note: it includes a bugfix to my original code; the original code might have overwritten fantoms. Now stops at Max_characters, not Total_characters.

-NK

Location

PROGRAM/Characters/[characters.h](#)

Code

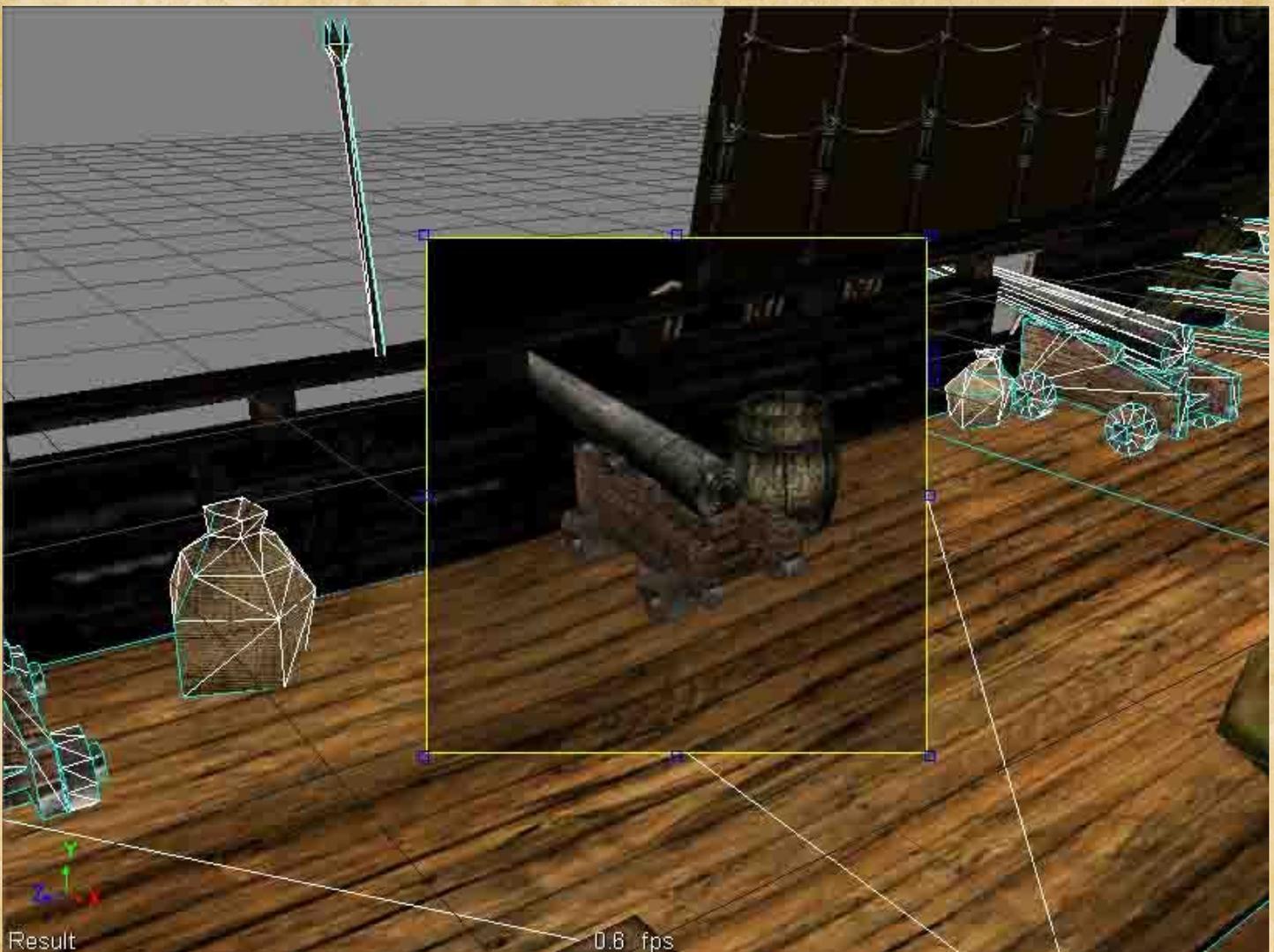
```
int FindBlankCharSlot()
{
    ref ch;
    for(int i=0; i<MAX_CHARACTERS; i++)
    {
        makeref(ch,Characters[i]);
        if(ch.id == "0") return i;
    }
    return -1;
}
```

ForceGetShipType

Returns index of a randomly chosen ship of class between maxclass and minclass inclusive (i.e. min/max 5,3, will return a class 5, 4, or 3 ship), of type "trade" or "war", and with nation nat.

Note that there is a `_chance_` a ship not of nation nat will be returned; chance is quite small, but larger for pirates.





PMT Tutorial – Items Locators

by Duke Surak'nar

First you need a geometry, either one you Made or One you exported from GM_Viewer, or downloaded from the net etc (maya 4.5). Second you need to have that Geometry-Model-Mesh texture Mapped. Models will not export if they are not Textured.

Then Once you have met those Conditions Start Making the Locators and place them in the appropriate Locations. Make annotations so that you know which locator is which in maya. The Annotation for Maya 4.5 is done by selecting the locator then clicking on CREATE>ANNOTATION and simply typing the name of the annotation «gun_fire» and pressing ok.

In the Above we have the Gun Geometry which is textured, and the Locator (which is Named «gun_fire» plus the Annotation which is there so that we can easelly ID the Locator without having to select it or open it's Attributes.

So in the following now, you see the Hierarchy of the scene in the Hypergraph. As you can See there is a Locator as the Root, which is called «pisto199", this can be called anything actually. And it is the Parent of the Scene. Then we have the Gun geometry which is the Child of the Root Locator. Then we have the «gun_fire» locator which is the Child of the Geometry.

And finally the Annotation which is the Child of the Locator. The Next Step would be to Select ALL the Locators of the Scene. You can do it directly in the scene or in the Hypergraph using SHIFT-Select (the reason why the locators are Yellow in the Hierarchy; they are both selected)

The following steps consist of the Export process:

Click on FILE>EXPORT ALL Options. In the Options Select Default File, Scale, BSP and Product and press the Export All Button. Then Give a name to your file, not forgetting to write the extension .gm as well. And press the Export Button! And that is about it. :)

General Note: Annotations are not required for Exporting a Model, what is important is the proper naming of the Locator, and Annotations are for Larger scenes with hundreds of locators and in order for the modeler to know what is going on and what locator is what within Maya.

Enjoy!

NOTE: Original images are M.I.A.

-Thagarr

Description

Explicit version of [LAI_CreateFantomCharacter\(\)](#) (i.e. in this, animation is specified, not assumed to be man).

Modified to use Taghmon's officer creator function, and to run LAI_Equip afterwards.

offset is integer offset to player's rank for generation (i.e. offset of 5 is pchar rank +5; -2 is pchar rank -2)

genrank is whether to use new gen code

hasblade is whether NPC gets a sword

hasgun is probability (0.0 to 1.0) NPC gets a gun

model is model name

ani is model animation (man, woman, towngirl, skeleton, mummy, monkey)

group is locator group

locator is name of locator to spawn to

Location

PROGRAM\Loc_ai\LAI_utils.c

Code

```
ref LAI_CreateFantomCharacterEx(int offset, bool genrank, bool hasblade, float
hasgun, string model, string ani, string group, string locator) // NK
{
    //Ищем свободное место для персонажа
    for(int i = 0; i < 32; i++)
    {
        if(CheckAttribute(&Characters[LOC_FANTOM_CHARACTERS + i],
"\"id\"") == false) break;
        if(Characters[LOC_FANTOM_CHARACTERS + i].id == "") break;
    }
    if(i >= 32)
    {
        for(i = 0; i < 32; i++)
        {
            if(!IsEntity(&Characters[LOC_FANTOM_CHARACTERS + i]))
break;
        }
        if(i >= 32) i = 0;
    }
    ref chr = &Characters[LOC_FANTOM_CHARACTERS + i];
    //Заполняем поля персонажа
    chr.id = "Location fantom character <" + i + ">";
    chr.index = LOC_FANTOM_CHARACTERS + i;
    //address
```

```

if(!sEntity(loadedLocation) != true)
{
    chr.location = "none";
}
else{
    chr.location = loadedLocation.id;
}
chr.location.group = "";
chr.location.locator = "";
chr.location.from_sea = "";
chr.location.fantom = "1";
//model
if(model != "") chr.model = model; else chr.model = "man1";
chr.model.entity = "NPCharacter";
chr.model.animation = ani;
chr.model.height = 1.8;
facemaker(chr); // NK - chr.FaceId = "0";
chr.headModel = "h_" + chr.model;
//game params
chr.sex = "man";
// NK -->
chr.sex = ani;
if(ani == "towngirl") chr.sex = "woman";
chr.reputation = 20 + rand(70);
if(!genrank)
{
    //Log_SetStringToLog("Not gen");
    chr.skill.Leadership = 1;
DeleteAttribute(&chr,"skill.Leadership.mod"); // NK/GZ items mod
    chr.skill.Fencing = 1; DeleteAttribute(&chr,"skill.Fencing.mod"); //
NK/GZ items mod
    chr.skill.Sailing = 1; DeleteAttribute(&chr,"skill.Sailing.mod"); // NK/GZ
items mod
    chr.skill.Accuracy = 1; DeleteAttribute(&chr,"skill.Accuracy.mod"); //
NK/GZ items mod
    chr.skill.Cannons = 1; DeleteAttribute(&chr,"skill.Cannons.mod"); //
NK/GZ items mod
    chr.skill.Grappling = 1; DeleteAttribute(&chr,"skill.Grappling.mod"); //
NK/GZ items mod
    chr.skill.Repair = 1; DeleteAttribute(&chr,"skill.Repair.mod"); // NK/GZ
items mod
    chr.skill.Defence = 1; DeleteAttribute(&chr,"skill.Defence.mod"); //
NK/GZ items mod
    chr.skill.Commerce = 1; DeleteAttribute(&chr,"skill.Commerce.mod"); //
NK/GZ items mod
    chr.skill.Sneak = 1; DeleteAttribute(&chr,"skill.Sneak.mod"); // NK/GZ
items mod
    chr.rank = 1;
    chr.skill.fre skill = 0;
    chr.experience = 0;
    chr.luck = 4;
    chr.chr_ai.hp = LAI_DEFAULT_HP;
    chr.chr_ai.hp_max = LAI_DEFAULT_HP_MAX;
    if(hasblade) LAi_NPC_Equip(chr, sti(chr.rank), hasblade, hasgun);
    chr.money = GetRandCharMoney(chr, 50);
}
else
{
    //Log_SetStringToLog("Gen");
    chr.quest.officertype = OFFIC_TYPE_RANDCHAR;
    LAi_Create_Officer(offset, chr);
    LAi_NPC_Equip(chr, sti(chr.rank), hasblade, hasgun);
    //Log_SetStringToLog("char " + chr.id + " has " + chr.equip.blade);
}
//Log_SetStringToLog(chr.money);
// NK <--
chr.spyglass.itemID = COMMON_SPYGLASS;
//Quest data
chr.Dialog.CurrentNode = "First time";

```

```

chr.Dialog.TempNode = chr.Dialog.CurrentNode;
chr.quest.meeting = "0";
chr.quest = "True";
//blade
// NK -->
/*
    GiveItem2Character(chr, BLADE_SABER);
chr.equip.blade = BLADE_SABER;*/
EquipCharacterByItem(&chr, FindCharacterItemByGroup(&chr,
BLADE_ITEM_TYPE));
// NK <--
//nation
int nat = GetLocationNation(loadedLocation);
if(nat >= 0)
{
    chr.nation = nat;
}else{
    chr.nation = GetMainCharacter().nation;
}
//name
SetRandomNameToCharacter(chr);
//Логинем персонажа в локацию
chr.chr_ai.type = LAI_DEFAULT_TYPE;
chr.chr_ai.tmpl = LAI_DEFAULT_TEMPLATE;
chr.chr_ai.group = LAI_DEFAULT_GROUP;
chr.chr_ai.alarmreact = LAI_DEFAULT_ALARMREACT;
chr.chr_ai.grpalarmr = LAI_DEFAULT_GRPALARMR;
// NK -->
/*chr.chr_ai.hp = LAI_DEFAULT_HP;
chr.chr_ai.hp_max = LAI_DEFAULT_HP_MAX;*/
// NK <--
chr.chr_ai.charge = LAI_DEFAULT_CHARGE;
if(LAi_numloggedcharacters >= 32)
{
    Trace("LAI_CreateFantomCharacter -> many logged characters in
location (>32)");
    return chr;
}
LAI_AddLoggedCharacter(chr);
if(!CreateCharacter(chr))
{
    Trace("LAI_CreateFantomCharacter -> CreateCharacter return false");
    return chr;
}
//Поставим персонажа на локатор
if(group == "")
{
    group = "goto";
    locator = "";
}
if(locator == "")
{
    //Выбираем дальний локатор
float posX, posY, posZ;
posX = 0.0; posY = 0.0; posZ = 0.0;
if(GetCharacterPos(GetMainCharacter(), &posX, &posY, &posZ))
{
    locator = LAI_FindFarFreeLocator(group, posX, posY, posZ);
    if(locator == "")
    {
        locator = LAI_FindFarLocator(group, posX, posY,
posZ);
        if(locator == "")
        {
            locator = LAI_FindRandomLocator(group);
        }
    }
}
}else{

```

```
        locator = LAi_FindRandomLocator(group);
    }
}
chr.location.group = group;
chr.location.locator = locator;
if(SendMessage(chr, "lss", MSG_CHARACTER_ENTRY_TO_LOCATION,
group, locator) == false)
{
    Trace("LAI_CreateFantomCharacter -> can't teleportation character to
<" + group + ":@" + locator + ">");
}
return chr;
}
```

LaiQuestDelay

Will execute questcomplete with the case given in quest, after delay of delayTime (milli?)seconds.





LOCATION CLONING

Or How to double the size of the gameworld with a few lines of code

By Couchcaptain Charles

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Location “cloning” means that we use the already existing locationmodels of POTC and copy and “reposition” them by means of the C+ code. That way we can “create” additional locations very easily. The “Vice City” mod in Build 11 will automatically generate residents, travellers and various enemies for all new locations instantly. Which means that with a few lines of code you can create a lively addition to the gameworld.

The disadvantage of this method is that there is a slight danger that by copying always-the-same models too often your gameworld may get a “repetitive” atmosphere. But you can avoid that if you use some imagination and creativity and cleverly combine different models from all over the game in new variations.

I found it rather easy to make a real difference to the gameworld, and I made this tutorial to encourage others to try the same. You don't need any coding or modelling experience to do it.

Much of the knowledge in this tutorial may have already been published on various forum posts. E.g. AFTER writing the first draft of this I realized that Screwface had already turned Khael Rhoa? into «Devil's Island (Excellent work! Check out www.piratesahoy.net for details and download) I do not claim to be the “discoverer” of all these facts, I only want to make them easily available by collecting them in this tutorial.

The basics: Reload Locators

Verruckt has already explained many details of the locationcode in his “Locations” chapter of this Wiki. So I explain here only those things that concern us immediately when we clone locations.

The most important thing for this are the “Reload locators”.

Locators are implanted in each locationmodel. They are spots which have certain functions. Reload locators allow you to teleport the player to another location. They are usually positioned in front of doors, gates or on paths leading to e.g. another junglepart. Whenever the player steps on a RL the “padlock” icon appears on the screen. There are many unused reload locators, if you step on them the closed padlock will appear. But if the locator has been connected to another location by the locationcode (which we will do soon) the open padlock pops up and you can trigger a teleport.

Note: two special cases:

1. You can set a reload locator to “autoreload”, which means you will be automatically teleported as soon as you step on it (e.g. between junglesections or townquarters)
2. RLs can be “closed” by questcode, like this example in `quest\quest_reactions.c`:

```
Locations[FindLocation("Oxbay_town")].reload.l2.disable = true;  
Locations[FindLocation("Oxbay_town")].reload.l55.disable  
= true;
```

which disables the gate to the jungle and the dungeon door beside the shipyard during the first part of the game. If a RL is disabled the “locked” icon appears, but you must not mod with this RL !

Update Aug28: Surveying Locations

In order to change or create locations you must of course first know how they look like, and in order to mod locators you must know where exactly they are and what their designator is. The gm.viewer modelling tool is great to get a fast overview over the differant locationmodels, but I found it difficult to get a really detailed impression of a location, and next to impossible to find the exact position of locators with GMviewer.

I prefer to walk “ingame” through a location, but for that you must get to the loc quickly, and you may not want to be disturbed by fighting. That can be done by a tweak to `quests\both_reaction.c`. A section of that file runs after you start a new game and tell Malcolm that you don't need his lessons. If you change it like this :

```

if(CheckCharacterItem(Pchar, "potion1") == 0) TakenItems(Pchar,
"potion1", 2);

//ccc no equip for survey EquipCharacterbyItem(Pchar, "blade1");
EquipCharacterbyItem(Pchar, "Spyglass1");
//ccc no equip for survey EquipCharacterbyItem(Pchar, "Pistol1");

Locations[FindLocation("Oxbay_Port")].locators_radius.goto.goto18 =
0.5;

DoReloadCharacterToLocation("Dungeon 1", "reload", "Reload2");
    // ccc startlocation
setCharacterShipLocation(pchar,"Oxbay_port");    //ccc ship
startposition

// NK 04-12 bugfix so Malcolm does go to town.


```

you will then be teleported to the startlocation you entered. And because you have not yet equipped your weapons no enemy will attack you. So you can stroll past all those monsters in a dungeon and admire the view unmolested :)

To make the all-important locators visible during your survey open locations\locations_loader.c and delete the "/*" and "*/" which are uncommenting these lines :

```

/* <- delete these to uncomment the code between, i.e activate it
VisibleLocatorsGroup("reload", 1.0, 15.0, 255, 0, 255, 0);
VisibleLocatorsGroup("Merchant", 1.0, 15.0, 105, 0, 255, 125);
...
VisibleLocatorsGroup("sit", 1.0, 15.0, 255, 255, 0, 0);
VisibleLocatorsGroup("item", 1.0, 15.0, 255, 255, 0, 255);
**/ <- delete these to uncomment the code between, i.e activate it


```

A great big special THANK YOU to Duke Suraknar who gave me this most important hint :) And another tip from Jack Rackham: you can make even more locatorgroups visible by inserting additional lines like these:

```

VisibleLocatorsGroup("rld", 1.0, 15.0, 255, 0, 255, 0);
VisibleLocatorsGroup("box", 1.0, 15.0, 255, 255, 0, 0);
VisibleLocatorsGroup("randitem", 1.0, 15.0, 255, 255, 0, 255);


```

Unfortunately this seems somehow not to work for locators of the “monsters” group. Those are the spots where bandits/skeletons are being generated in dungeons or jungles. It seems that they have a limited functionality, cause many of the things we will do later are not possible with monsters locators. But we will need them later if we add entries to dungeons, so we must survey their positions. To get information about them change this line in seadogs.c :

```

Log_SetStringToLog("You see " + findCh.name + " " + findCh.lastname +
" Fencing " + findCh.skill.Fencing + " HP "+res );


```

Into :

```

Log_SetStringToLog("You see " + findCh.name + " " + findCh.lastname +
" Fencing " + findCh.skill.Fencing + " HP "+res +
findCh.location.locator); //ccc locator added for survey


```

Step 1: Activating unused locators: The Loanshark's Backdoor

Let's get going. For this tutorial I used only Oxbay because FAIK you must always START A NEW GAME to let changes to locations take effect.

Open location\init\Oxbay.c with a text editor and scroll to the section starting with :

```
// -----  
  
Locations[n].filepath.models = "locations\town_Oxbay\town";  
Locations[n].image = "loading\oxbay_town.tga";  
  
Locations[n].id = "Oxbay_town";
```

...which defines the location with the ID «Oxbay_town». A bit further down is the section defining the Reload locators in this location, starting with:

```
//Reload map  
Locations[n].reload.l1.name = "reload1";  
Locations[n].reload.l1.go = "Oxbay_port";  
Locations[n].reload.l1.emerge = "Reload1";  
Locations[n].reload.l1.autoreload = "0";  
Locations[n].reload.l1.label = "Port.";
```

Each of these blocks defines one reload locator, each with a unique ID ("l1"), and assigns to which other location it leads. Copy one of these blocks, add it to this list (sequence doesn't matter, but stay within the Oxbay_town section!) and change it like this:

```
// ccc new door at corner opposite shipyard, leads to loanshark  
Locations[n].reload.l12.name = "reload6"; // new .lxx.  
number and reload locator, must be unique within each loc  
Locations[n].reload.l12.go = "Oxbay_UsurerHouse"; // leads to  
Loanshark (location ID of his house)  
Locations[n].reload.l12.emerge = "reload2"; // reload2 is is  
the locator name of the RL on Loanshark's stair  
Locations[n].reload.l12.autoreload = "0";  
Locations[n].reload.l12.label = "Loanshark's backdoor.";  
// just eyecandy
```

This will activate the door at the corner opposite the shipyard and connects it with the staircase of the Loanshark's house. So far this is a one way door because we have not yet defined a locator for the way back (must be done in the section «Oxbay_UsurerHouse»), so you have to leave through the front. But then this one-way backdoor is open at night :)

Variation: Automatic reload: A Pitfall

This one with “autoreload” enabled (“1”) lets you “fall” into the dungeon below Oxbay if you walk past the hut right of the portgate (pretty senseless, I know ;))

```
// ccc pitfall to dungeon right of portgate  
Locations[n].reload.l14.name = "reload11";  
Locations[n].reload.l14.go = "Dungeon 1";  
Locations[n].reload.l14.emerge = "reload2";  
Locations[n].reload.l14.autoreload = "1";  
Locations[n].reload.l14.label = "Pitfall!!!!.";
```

Step2: An additional house

Now let's really add more room and make the little house to the left of the junglegate habitable. First we need to activate the door, which should by now be a piece of cake for you:

```
// ccc new door right of junglegate
Locations[n].reload.l11.name = "reload2";
Locations[n].reload.l11.go = "Oxbay_HouseInsideR6"; // to new
house
Locations[n].reload.l11.emerge = "reload1";
Locations[n].reload.l11.autoreload = "0";
Locations[n].reload.l11.label = "House.";
```

Now we have to create that new location with the ID «Oxbay_HouseInsideR6" that this door shall teleport us to. To do this we must leave the codesection defining the location with the ID «Oxbay_town» because the interior of the house is a completely separate location. The houseinterior is NOT part of the location «Oxbay_town» !! So let's scroll further down where all the houselocations are. Lazy as we are we just copy the complete locationcode of one of the existing houses, e.g.

```
//
*****
*****

Locations[n].id = "Oxbay_HouseInsideR9";
Locations[n].id.label = "House";
Locations[n].image = "loading\room.tga";
....
....
Locations[n].reload.l1.emerge = "reload9";
Locations[n].reload.l1.autoreload = "0";
Locations[n].reload.l1.label = "Oxbay";
Locations[n].locators_radius.reload.reload1 = 0.8;
n = n + 1;
```

...and change only the ID and the “destination” of the exit reloadlocator:

```
// ccc new house right of junglegate, cloned from house
R9-----

Locations[n].id = "Oxbay_HouseInsideR6";           //change, new
id
Locations[n].id.label = "House";
Locations[n].image = "loading\room.tga";

//Town sack
Locations[n].townsack = "Oxbay";

//Sound
locations[n].type = "house";
locations[n].fastreload = "Oxbay";
//Models
//Always
Locations[n].filepath.models = "locations\inside\MediumHouse";
Locations[n].models.always.locators = "mh_l";
Locations[n].models.always.house = "mh";
```

```

Locations[n].models.always.window = "mh_w";
Locations[n].models.always.window.tech = "LocationWindows";
Locations[n].models.always.window.level = 50;
//Day
Locations[n].models.day.charactersPatch = "mh_p";

//Night
Locations[n].models.night.charactersPatch = "mh_p";

//Environment
Locations[n].environment.weather = "false";
Locations[n].environment.sea = "false";
Locations[n].models.back = "back\oxmh_";

Locations[n].reload.l1.name = "reload1";
Locations[n].reload.l1.go = "Oxbay_town";
Locations[n].reload.l1.emerge = "reload2";           // change, exit
back to new doorlocator
Locations[n].reload.l1.autoreload = "0";
Locations[n].reload.l1.label = "Oxbay";
Locations[n].locators_radius.reload.reload1 = 0.8;
n = n + 1;

```

That's all :)

Step3: Unique locations: A warehouse

Now let's make something different than yet another of these little huts: A “warehouse”.

Again, we must first activate a door from the town to our new warehouse. Let's use the little shack beside the tavern, which is “reload14”. So add this to the other reloads in the «Oxbay_town” section:

```

// ccc new door to shack beside tavern
Locations[n].reload.l13.name = "reload14";
Locations[n].reload.l13.go = "Oxbay_warehouse";    // to new
warehouse
Locations[n].reload.l13.emerge = "reload2";
Locations[n].reload.l13.autoreload = "0";
Locations[n].reload.l13.label = "Warehouse.";

```

For the interior of the warehouse we copy the shipyard, which (with a bit goodwill ;)) resembles a storehouse. So copy this section...

```

// -----

Locations[n].filepath.models = "locations\Inside\shipyard";

Locations[n].id = "Oxbay_shipyard";
locations[n].id.label = "Oxbay shipyard";
Locations[n].image = "loading\Shipyard_01.tga";
.....
.....
Locations[n].models.back = "back\oxsh1_";
//Reload map
Locations[n].reload.l1.name = "reload1";
Locations[n].reload.l1.go = "Oxbay_town";
Locations[n].reload.l1.emerge = "Reload3";
Locations[n].reload.l1.autoreload = "0";

```

```
Locations[n].reload.l1.label = "Oxbay.";
LAI_LocationFightDisable(&Locations[n], true);
```

```
n = n + 1;
```

...and change it to read like this:

```
// ccc new warehouse beside tavern-----

Locations[n].filepath.models = "locations\Inside\shipyard";

Locations[n].id = "Oxbay_warehouse";           //change
locations[n].id.label = "Warehouse";           //change
Locations[n].image = "loading\House_04.tga";    //change, just to have
another loading screen than shipyard, or use ""

//Town sack
Locations[n].townsack = "Oxbay";

//Sound
locations[n].type = "house";                    //change, to get
residents and fights
locations[n].fastreload = "Oxbay";
//Models
//Always
Locations[n].models.always.locators = "sh01_l";
Locations[n].models.always.shipyard = "sh01";
Locations[n].models.always.window = "sh01_w";
Locations[n].models.always.window.tech = "LocationWindows";
Locations[n].models.always.window.level = 50;
//Day
Locations[n].models.day.charactersPatch = "sh01_p";
Locations[n].models.day.fd = "sh01_fd";

//Night
Locations[n].models.night.charactersPatch = "sh01_p";
Locations[n].models.night.fn = "sh01_fn";

//Environment
Locations[n].environment.weather = "false";
Locations[n].environment.sea = "false";
Locations[n].models.back = "back\oxsh1_";
//Reload map
Locations[n].reload.l1.name = "reload1";//exit is different from entry
(one-way doors ; ), or use reload2
Locations[n].reload.l1.go = "Oxbay_port";       //this warehouse door
leads to the port for a change :)
Locations[n].reload.l1.emerge = "Reload1";     //change
Locations[n].reload.l1.autoreload = "0";
Locations[n].reload.l1.label = "Port.";         //change
//LAI_LocationFightDisable(&Locations[n], true); //outcomment
this in order to enable fights

n = n + 1;
```

The warehouse exit is opposite of the entry and leads to the port, just to show what is possible. Or use '.go = «Oxbay_store» .emerge = "locator2" ' to connect the warehouse with the merchant's backstair. Or «Oxbay_town_exit» «reload3" to the jungle, or... As I said, there are no limits for your imagination.

Step4: Models from other files: A grand mansion

If we used only models out of the Oxbay file our town could soon look repetitive and boring. So let's take some interesting rooms from other islands and combine them to a grand three-room mansion.

First, the entry must be added, as all the others before:

```
// ccc new door on stair near shipyard
  Locations[n].reload.l15.name = "reload4";
  Locations[n].reload.l15.go = "Oxbay_mansion_hall"; // to new
mansion
  Locations[n].reload.l15.emerge = "reload2";
  Locations[n].reload.l15.autoreload = "0";
  Locations[n].reload.l15.label = "Mansion.";
```

I made it on the stair opposite of the shipyard, and you will emerge upstairs in the mansion's hall (cause I like to fight from the balustrade or on the grand staircase ;). For the mansion's hall we clone the Redmond residence, so open Locations/init/Redmond and copy the complete definition of the location «Redmond_Residence» (as always from "// " to «n = n + 1;"). Copy that section into our Oxbay.c file and change it like this:

```
// ccc new mansion near yard-----
  Locations[n].id = "Oxbay_mansion_hall"; //new ID
  locations[n].id.label = "Mansion"; //change
  Locations[n].filepath.models =
"locations\inside\Residence_BackHall";
  Locations[n].image = "loadinghouse_01.tga"; //use any image you
like

  //Town sack
  Locations[n].townsack = "Oxbay"; //change

  //Sound
  locations[n].type = "house"; //change to enable residents
and fights
  locations[n].fastreload = "Oxbay"; //change
  //Models
  //Always
  Locations[n].models.always.locators = "ResB_l";
  Locations[n].models.always.l1 = "ResB";
  Locations[n].models.always.window = "ResB_w";
  Locations[n].models.always.window.tech = "LocationWindows";
  Locations[n].models.always.window.level = 50;
  //Day
  Locations[n].models.day.charactersPatch = "ResB_p";
  Locations[n].models.day.lights.candles = "candelabrum_small";

  //Night
  Locations[n].models.night.charactersPatch = "ResB_p";
  Locations[n].models.night.lights.candles = "candelabrum_small";

  //Environment
  Locations[n].environment.weather = "false";
```

```

Locations[n].environment.sea = "false";
Locations[n].models.back = "back\redrsb_"; //the view out of
windows, leave original, no Oxbay model fits

//Reload map
Locations[n].reload.l1.name = "reload2"; //use reload2, upstairs
Locations[n].reload.l1.go = "Oxbay_town"; //ID of loc
where entry was
Locations[n].reload.l1.emerge = "reload4"; //change to the
reload lctr where we made the entry
Locations[n].reload.l1.autoreload = "0";
Locations[n].reload.l1.label = "Town."; //change, just
eyecandy
//ccc LAi_LocationFightDisable(&Locations[n], true); outcomment
or delete to enable fights

Locations[n].reload.l2.name = "reload1"; //new door to study,
remember unique .l2. !
Locations[n].reload.l2.go = "Oxbay_mansion_study"; //new door
Locations[n].reload.l2.emerge = "reload1"; //new door
Locations[n].reload.l2.autoreload = "0"; //new door
Locations[n].reload.l2.label = "Study."; //new door

n = n + 1;

```

As you can see above second door of the hall leads to a “study”. For this clone «Muelle_Residence” from Isla Muelle?.c and change like this:

```

// ccc study for Oxbay mansion-----

Locations[n].filepath.models = "locations\Inside\Residence3";

Locations[n].id = "Oxbay_mansion_study"; //change
locations[n].id.label = "Study"; //change
Locations[n].image = ""; //leave blank for
black loadingscreen

//Town sack
Locations[n].townsack = "Oxbay"; //change

//Sound
locations[n].type = "house"; //change
locations[n].fastreload = "Oxbay"; //change
//Models
//Always
Locations[n].models.always.locators = "Res03_1";
Locations[n].models.always.l1 = "Res03";
Locations[n].models.always.window = "Res03_w";
Locations[n].models.always.window.tech = "LocationWindows";
Locations[n].models.always.window.level = 50;
//Day
Locations[n].models.day.charactersPatch = "Res03_p";

//Night
Locations[n].models.night.charactersPatch = "Res03_p";

```

```

//Environment
Locations[n].environment.weather = "false";
Locations[n].environment.sea = "false";
Locations[n].models.back = "back\mures3_";
//Reload map
Locations[n].reload.l1.name = "reload1";
Locations[n].reload.l1.go = "Oxbay_mansion_hall";
//change
Locations[n].reload.l1.emerge = "reload1";
//change
Locations[n].reload.l1.autoreload = "0";
Locations[n].reload.l1.label = "Hall"; //change
// LAi_LocationFightDisable(&Locations[n], true);
outcomment

Locations[n].reload.l2.name = "reload2"; //new door to
bedroom
Locations[n].reload.l2.go = "Oxbay_mansion_bedroom"; //new
door
Locations[n].reload.l2.emerge = "reload1"; //new door
Locations[n].reload.l2.autoreload = "0"; //new door
Locations[n].reload.l2.label = "Study."; //new door

n = n + 1;

```

And finally the bedroom, cloned from «Quest_Residence» in Quest Locations2.c :

```

// ccc bedroom for Oxbay mansion-----
Locations[n].id = "Oxbay_mansion_bedroom"; //change
locations[n].id.label = "Bedroom"; //change
Locations[n].filepath.models = "locations\inside\ResBedRoom";
Locations[n].image = "loading\Bedroom.tga";
//Sound
locations[n].type = "house"; //change
locations[n].fastreload = "Oxbay"; //add to enable
quickteleport
//Models
//Always
Locations[n].models.always.locators = "bed_l";
Locations[n].models.always.l1 = "bed";
Locations[n].models.always.window = "bed_w";
Locations[n].models.always.window.tech = "LocationWindows";
Locations[n].models.always.window.level = 50;
//Day
Locations[n].models.day.charactersPatch = "bed_p";

//Night
Locations[n].models.night.charactersPatch = "bed_p";

//Environment
Locations[n].environment.weather = "false";
Locations[n].environment.sea = "false";
Locations[n].models.back = "back\redb_";
//Reload map
Locations[n].reload.l1.name = "reload1";
Locations[n].reload.l1.go = "Oxbay_mansion_study"; //change

```

```

Locations[n].reload.l1.emerge = "reload2";           //change
Locations[n].reload.l1.autoreload = "0";
Locations[n].reload.l1.label = "Study.";           //change, just
eyecandy

n = n + 1;

```

Such a multiroom building adds a lot to the gameplay if you put a character with a big prize into the last room and a lot of opposition into the rooms before, so that the player has to fight through several “levels” to get to the Big One.

Step5: Wedging locations: A complete new suburb

Wedging means disconnecting two locations and putting a new one in between. That way you can enlarge locations even if there are no spare, unused reload locators anymore. E.g. I always found it a shame that Falaise de Fleur has almost no jungle. That can be changed by putting a few nice junglelocations between the townexit and the beach.

Oxbay on the other hand has lots of jungle but not much town, so let's add a suburb cloned from «Falaise_de_fleur_location_02" ex Falaise De Fleur?.c:

```

// ccc new suburb cloned from Falaise_de_fleur_location_02 -----
Locations[n].id = "Oxbay_suburb";           //change
locations[n].id.label = "Town";           //change
locations[n].worldmap = "Oxbay";           //change
Locations[n].image = "loading\Oxbay_Town.tga"; //change

//Town sack
Locations[n].townsack = "Oxbay";           //change

//Sound
locations[n].type = "town";
LAI_LocationFantomsGen(&locations[n], true);
locations[n].fastreload = "Oxbay";           //change
//Models
//Always
Locations[n].filepath.models =
"locations\Town_FalaiseDeFleur\town_01";
Locations[n].models.always.city = "FF01";
Locations[n].models.always.locators = "FF01_l";
Locations[n].models.always.grassPatch = "FF01_g";
Locations[n].models.always.l1 = "plan_1";
Locations[n].models.always.l1.level = 9;
Locations[n].models.always.l1.tech = "LocationModelBlend";
Locations[n].models.always.l2 = "plan_2";
Locations[n].models.always.l2.level = 8;
Locations[n].models.always.l2.tech = "LocationModelBlend";
Locations[n].models.always.l3 = "plan_3";
Locations[n].models.always.l3.level = 7;
Locations[n].models.always.l3.tech = "LocationModelBlend";

//Day
Locations[n].models.day.fonar = "FF01_fd";
Locations[n].models.day.charactersPatch = "FF01_p";
//Night
Locations[n].models.night.fonar = "FF01_fn";
Locations[n].models.night.charactersPatch = "FF01_p";
//Environment
Locations[n].environment.weather = "true";

```

```

Locations[n].environment.sea = "false";
//Reload map -----
//Do NOT change "Falaise_de_fleur" in the reload..names cause these
belong to the model !!!!
Locations[n].reload.l1.name = "Falaise_de_fleur_location_02_01";
//do NOT change
Locations[n].reload.l1.go = "Oxbay_town_exit";//change
Locations[n].reload.l1.emerge = "reload3"; //change
Locations[n].reload.l1.autoreload = "0";
Locations[n].reload.l1.label = "Jungle."; //change

Locations[n].reload.l2.name = "Falaise_de_fleur_location_02_03";
//do NOT change
Locations[n].reload.l2.go = "Oxbay_town";//change
Locations[n].reload.l2.emerge = "reload12"; //change
Locations[n].reload.l2.autoreload = "0";
Locations[n].reload.l2.label = "Town."; //change

Locations[n].reload.l3.name =
"Falaise_de_fleur_location_02_perechod"; //do NOT change
Locations[n].reload.l3.go = "Oxbay_fake_fort";//change
Locations[n].reload.l3.emerge = "loc0"; //change
Locations[n].reload.l3.autoreload = "0";
Locations[n].reload.l3.label = "Fort."; //change

n = n + 1;

```

This location has three gates. One shall lead to the Oxbay_town, one to the jungle (Oxbay_town_exit), and one to the fort(more on that later) To wedge this suburb into Oxbay, i.e. make it accessible, we disconnect the gate locators leading from Oxbay_town to Oxbay_town_exit and rewrite them to lead into our new suburb instead. For that we have to rewrite these reload locator definitions in those two location definitions like this:

1. l2 in Oxbay_town:

```

//ccc locator to Oxbay_town_exit changed to lead to new suburb
Locations[n].reload.l2.name = "reload12";
Locations[n].reload.l2.go = "Oxbay_suburb"; //now leading to new
suburb
Locations[n].reload.l2.emerge = "Falaise_de_fleur_location_02_03";
//to this lctr
Locations[n].reload.l2.autoreload = "0";
Locations[n].reload.l2.label = "Town."; //change

```

2. l1 in Oxbay_town_exit

```

//ccc locator changed from Oxbay_town to lead to new suburb
Locations[n].reload.l1.name = "reload3";
Locations[n].reload.l1.go = "Oxbay_suburb"; //now leading to new
suburb
Locations[n].reload.l1.emerge = "Falaise_de_fleur_location_02_01";
//now to this lctr
Locations[n].reload.l1.autoreload = "0";
Locations[n].reload.l1.label = "Oxbay.";

```

Now we have a new suburb with half a dozen houses, several treasurespots and lots of space for roaming and fighting. You can fill it now with houses on your own, as above. So far we have copied only things that were already in the game. Now we will force the game to do something that it was not supposed have: a land access to a fort. That requires a few tweaks.

Step6: Making non-reload locators reloadable: A landgate to a fort

First we make a fortlocation using what we have learned so far. Clone «Oxbay_fort1" from the file locations\init\boarding.c into Oxbay.c and change it like this:

```
// ccc fake fort-----
//ID
Locations[n].id = "Oxbay_fake_fort";           //new ID
locations[n].id.label = "MILITARY AREA. NO TRESPASSING !";
//A warning sign at the gate :)
//Info
Locations[n].filepath.models = "locations\Fort_inside\Fort_1\"; // qf"
Locations[n].image = "loading\Fort_01.tga";

//Sound
locations[n].type = "town";                   //change
locations[n].fastreload = "Oxbay";           //add to enable
quickteleport

//Models
//Always
Locations[n].models.always.locators = "fort1_l";
Locations[n].models.always.l1 = "fort1";
//Day
Locations[n].models.day.charactersPatch = "fort1_p";
Locations[n].models.day.fonar = "fort1_fd";
//Night
Locations[n].models.night.charactersPatch = "fort1_p";
Locations[n].models.night.fonar = "fort1_fn";
//Environment
Locations[n].environment.weather = "true";
Locations[n].environment.sea = "false";
//Locations[n].boarding = "fort";           outcomment as this is no
real fort
//Locations[n].boarding.nextdeck = "NEXT1_Oxbay_fort1";
outcomment

//reload map. Works only if you enable "rld" locationgroup for
entriypots in characters\utilite.c
Locations[n].reload.l1.name = "character_3";
Locations[n].reload.l1.go = "Oxbay_suburb";
Locations[n].reload.l1.emerge =
"Falaise_de_fleur_location_02_perechod";
Locations[n].reload.l1.autoreload = "0";
Locations[n].reload.l1.label = "Oxbay.";
Locations[n].locators_radius.rld.character_3 = 2; //increases
locatorsize, to cover fortgate

n = n + 1;
```

Update Aug28: Making entries on non-reload locators

UPDATE JAN05: MOST OF THE FOLLOWING PROCEDURES HAVE BY NOW BECOME SUPERFLUOUS THANKS TO INEZ DIAZ' TOOL WHICH ALLOWS US TO ADD PROPER RELOAD LOCATORS TO ANY MODEL. SEE LAST CHAPTER FOR MORE INFO.

We have already defined an entry to our new fort from our new suburb, so you can try to go into it. If you do that you will notice that you get stuck in the middle of the locationmodel: your avatar can not move anywhere. That is because teleports between locations are supposed to take place only between locators of the "reload" GROUP, which the fortmodel does not possess. Note that the locator GROUP (reload, rld, goto, box, randitem, monsters) is something else than the individual locator's NAME (reload1, goto78, character_3, loc0, Falaise_de_fleur_location_02_perechod). So if we want to use our new fort we must tell the game to teleport us to the entrylocator we defined ("loc0") even though it is not of the reload group. This can be done in the function Logincharacter in the file characters_login.c:

```

void LoginCharacter(aref chr, string locID)
{
    if(LAi_CharacterLogin(chr, locID))
    {
        bool isNoCreated = true;
        if(CreateCharacter(chr))
        {
            isNoCreated = false;
            if(TeleportCharacterToLocator(chr,
chr.location.group, chr.location.locator)==0)
            {
                if((CheckAttribute(chr, "index") != false) &&
(GetMainCharacterIndex() ==
sti(chr.index)))
                {
                    Trace("Main character <" + chr.id + ">
error teleportation by location: " + chr.location + " on locator: " +
chr.location.group + ":: + chr.location.locator);
                    }else{
.....

```

This function checks during a teleport if designated targetlocator exists at the teleportdestination. If not, it aborts the teleport with an errormessage. Which is just what happens if we try to get into our new fort because the doorteletport presumes a "reload" locator that we don't have here.

So we must tell the program: "Hey, stupid, never mind that this is no reload locator. Accept the fact that I want to teleport to a rld locator and do the teleport again! And right now, please!" Which, translated into C+, reads like this:

```

if((CheckAttribute(chr, "index") != false) &&
(GetMainCharacterIndex() ==
sti(chr.index)))
    {
        //----- ccc To enable entry to non-reload-
group locators
        if(chr.location.locator=="loc0")
chr.location.group = "rld";
        TeleportCharacterToLocator(chr,
chr.location.group, chr.location.locator); //repeats aborted teleport with
correct letrgroup
        //----- ccc end
        Trace("Main character <" + chr.id + ">
error teleportation by location: " + chr.location + " on locator: " +
chr.location.group + ":: + chr.location.locator);

```

If you test the game now you will find that you can enter the fort, walk around, plunder the chests etc. So we are already able to let some fights and quests take place there or trigger the real fortfight-cum-townplundering if we make characters for the fort etc. But that belongs to another Wiki-section.

We will make more entries to non-reload locators later, and each different locatorname must be listed in the function "Logincharacter" in if-else-if statements, e.g.

```
//----- ccc To enable entry to non-reload-group locators

                if(chr.location.locator=="goto2")
chr.location.group = "goto";
                else{if(chr.location.locator=="loc0")
chr.location.group = "rld";} // for forts
                else{chr.location.group = "monsters";}
//default locatorgroup, for all dungeons

                TeleportCharacterToLocator(chr,
chr.location.group, chr.location.locator); //repeats aborted teleport with
correct lctrgroup

                //----- ccc end
```

Update Aug28: Making exits on non-reload locators

UPDATE JAN05: MOST OF THE FOLLOWING PROCEDURES HAVE BY NOW BECOME SUPERFLUOUS THANKS TO INEZ DIAZ' TOOL WHICH ALLOWS US TO ADD PROPER RELOAD LOCATORS TO ANY MODEL. SEE LAST CHAPTER FOR MORE INFO.

What we can not do yet is walk out of the gate of our fort. Despite our definition of an exit "reload.l1." on «character_3" it doesn't work. That's again because it is no "reload" GROUP locator but of the "rld" type. So we must again force our will on the program with a few stern words and tell the game to treat rld locators like reload ones. The first change will be the file locations\locations_loader.c in this section (which assigns certain locatorgroups to maincharacterfunctions):

```
//Main character options=====
ref mainCharacter = GetMainCharacter();
if(IsEntity(mainCharacter) == 0)
{
    Trace("Main character not loaded!");
    UnloadLocation(loc);
    return 0;
}
AddCharacterLocatorGroup(mainCharacter, "reload");
AddCharacterLocatorGroup(mainCharacter, "camdetector");
AddCharacterLocatorGroup(mainCharacter, "item");
AddCharacterLocatorGroup(mainCharacter, "randitem");
AddCharacterLocatorGroup(mainCharacter, "box");
AddCharacterLocatorGroup(mainCharacter, "teleport");
```

Because we want to use rld locators for playermovements we add this locatorgroup to the list:

```
AddCharacterLocatorGroup(mainCharacter, "reload");
    AddCharacterLocatorGroup(mainCharacter, "rld"); // ccc
to enable rld locators for exits
    AddCharacterLocatorGroup(mainCharacter, "camdetector");
```

The next change will be in the “chrCharacterEntryToLocator” function in «characters\characters_events.c” . That function runs whenever the player steps on a locator and checks if any functions are to be performed, e.g. on the reload group it pops up the padlock icon and checks for door definitions, on a box group locator it makes the chestplundering possible etc.

```
void chrCharacterEntryToLocator()
{
    aref loc = GetEventData();
    aref chr = GetEventData();
    string group = GetEventData();
    string locator = GetEventData();
    aref tmp;
    string locAttr;
    float x, y, z;
    ref mc = GetMainCharacter();
    int result;

    switch(group)
    {
    case "reload":
        chrWaitReloadIsNoLink = false;
        if(sti(chr.index) != GetMainCharacterIndex()){ break; }
        chrWaitReloadLocator = locator;
        chrWaitLocationRef = loc;
        makearef(chrWaitReloadRef, loc.reload);
        result = chrCheckReloadLink(loc, locator);
        if(result != 1)
        {
            chrWaitReloadIsNoLink = true;
            if(result == 0) Log_SetActiveAction("Closed");
            break;
            ...
            ...
            if(chrIsNowEnableReload() != true)
            {
                Log_SetActiveAction("Closed");
            }else{
                Log_SetActiveAction("Reload");
            }
        }
        break;

    case "camdetector":
        // CCC VC not connected with the locatormod-->
        if(LOC_CAMERA)
        {
            locAttr = "locators.camera." + locator;
            .....
        }
        else { locCameraFollow(); }
        // CCC <--
        break;

    case "item":
        Item_OnEnterLocator(loc, locator);
        break;
    }
```

```

    case "randitem":
        RandItem_OnEnterLocator(loc, locator);
        break;
    case "box":
        Box_EnterToLocator(loc, locator);
        break;
}

if( CheckAttribute(chr,"Quests.LocatorCheck." + group) )
{
    chr.Quests.LocatorCheck.(group) = locator;
    QuestsCheck();
}
}

```

What we want from the program is that it uses our designated fortexitlocator in the same way as the “reload” type. So we tell the program “Listen, if I am in my new «Oxbay_fake_fort” and step on the «character_3” locator pretend that that spot is a “reload” group locator and perform the doorspot code”.
Translation:

```

void chrCharacterEntryToLocator()
{
    aref loc = GetEventData();
    ....
    ref mc = GetMainCharacter();
    int result;

    // ccc additional exits: defined non-reload locators now work like reload
    group loctrs
        if(mc.location == "Oxbay_fake_fort" && locator == "character_3"){
            group = "reload"; }
    // ccc additional exits end

    switch(group)
    {
        case "reload":
            chrWaitReloadIsNoLink = false;

```

Other new exits can just be added to the list:

```

// ccc additional exits: defined non-reload locators now work like reload
group loctrs
    if(mc.location == "dungeon 1" && locator == "box3"){ group =
"reload"; }
    if(mc.location == "Oxbay_cave" && locator == "randitem1"){ group
= "reload"; }
    if(mc.location == "Oxbay_fake_fort" && locator == "character_3"){
group = "reload"; }
// ccc additional exits end

```

And a bit further down we must do the same in the function «void chrCharacterExitFromLocator()» which runs if we LEAVE a locator:

```
void chrCharacterExitFromLocator()
{
    aref loc = GetEventData();
    ....
    float timeInLocator = GetEventData();

    // ccc additional exits: defined non-reload locators now work like reload
    group loctrs
        ref mc = GetMainCharacter();    //must be added cause not yet
    defined in this function
        if(mc.location == "dungeon 1" && locator == "box3"){ group =
    "reload"; }
        if(mc.location == "Oxbay_cave" && locator == "randitem1"){ group
    = "reload"; }
        if(mc.location == "Oxbay_fake_fort" && locator == "character_3"){
    group = "reload"; }
    // ccc additional exits end

    switch(group)
    {
        case "reload":
```

That's more than enough coding for now, isn't it? “Real” programmers will probably shudder in horror when seeing such “sledgehammer” coding. But it works and enables our fortgate, which is the main thing. And I didn't want to make this tweak too complicated for this tutorial.

Now that we can change the workings of certain locator groups we can add even more variations to the game: you can make a pitfall somewhere in the jungle (by “regrouping” a goto lctr) that lets our poor hero fall right into the center of a dungeon (by “regrouping” a monster lctr) so that he has to find and fight his way out. Or you can turn a randitem locator near a dungeonwall into a secret mural door, or turn a box into a trapdoor. Let your imagination flow.

But I think we have already achieved enough now. We have doubled the size of Oxbay and we have created locations that you have never played in before. They suit my playstyle (I like sneaking and roaming thieflike through mazelike towns) much better than the rather straightforward Akella locations. If you want another style for the gameworld, well, let your imagination flow. See the existing locationmodels as buildingblocks that you can build your dreamcastle with.

If you make something nice or find out something new, please let the POTC mod community know. Only if we pool our resources can we achieve something :)

copyright Oxbay, Aug 06, 1604 Couchcaptain Charles ;)

Added Aug28: More locator abuse: secret passages between dungeons

UPDATE JAN05: MOST OF THE FOLLOWING PROCEDURES HAVE BY NOW BECOME SUPERFLUOUS THANKS TO INEZ DIAZ' TOOL WHICH ALLOWS US TO ADD PROPER RELOAD LOCATORS TO ANY MODEL. SEE LAST CHAPTER FOR MORE INFO.

The dungeonmodels in POTC are just the right locations for making interesting gameworld extensions: find a door in a church which leads into the “crypt”, from there a secret door leads into a cave which has a caved in exit to an old mine whose forgotten shaft is now being used as well of a fort or leads into the vaults of a residence.... There are no limits to the imagination. Unfortunately has Akella in their typical LACK of imagination provided most dungeons with only ONE exit which makes it impossible to use them as passages between TWO locations. But if they were not smart enough to exploit all the possibilities POTC offers, WE are. We will just add “concealed” exits to the dungeons.

Basically we have done something similar for our fort, but I thought i'd better make this special chapter cause dungeonpassages can be a bit tricky to design.

The problem is to find locatorpositions that do not look TOO improbable as exits. A spot somewhere in the middle of a cave may stretch the imagination of the player too far (unless as pitfall trapdoor ;)). But a niche in a dungeonwall may do as secret mural door, or the dark dead-end of a tunnel as half-caved in passage. A bit of goodwill is of course required, but IMHO it's not improper to ask that of a modplayer :)

I found that “randitem” and “box” locators often make good exits because they are often at a wall or among some rubble. But you often can not use them as entrypoints for the way back: you emerge stuck outside of the “walkable” area because the locatorposition is often outside of the model. In such cases you must use a “monsters” or “goto” locator nearby to emerge near the exit again.

For a simple tutorial example let's make a passage between “Dungeon 1” below Oxbay and «Oxbay_cave”. The start is easy: scroll down to the locationdefinitions at the end of locations\init\oxbay and add the reload definitions to the reload map.

In «Oxbay_cave»

```
//Reload map  
  Locations[n].reload.l1.name = "reload1";  
  Locations[n].reload.l1.go = "Oxbay_cave_exit";//Mosh  
  Locations[n].reload.l1.emerge = "reload1";  
  
  // ccc new exit  
    Locations[n].reload.l11.name = "randitem1";  
    Locations[n].reload.l11.go = "Dungeon 1";  
    Locations[n].reload.l11.emerge = "monster1";  
  // ccc new exit end  
  
  LAi_LocationMonstersGen(&locations[n], true);
```

And in «Dungeon 1”

```
  Locations[n].reload.l3.name = "reload2_back";  
  Locations[n].reload.l3.go = "Oxbay_port";  
  Locations[n].reload.l3.emerge = "reload3";  
  Locations[n].reload.l3.autoreload = "1";  
  Locations[n].locators_radius.reload.reload2_back = 1.5;  
  
  // ccc new exit  
    Locations[n].reload.l11.name = "box3";  
    Locations[n].reload.l11.go = "Oxbay_cave";  
    Locations[n].reload.l11.emerge = "monster30";  
  // ccc new exit end  
  
  Locations[n].items.randitem1 = "blade12";  
  
  n = n + 1;
```

All these locators do not belong to the “reload” group, so we must “announce” them to the program in the same way as our fortgate:

First the exits on “randitem randitem1” and «box box3” (“LCTRGROUP LCTRNAME”):

1. In locations\locations_loader.c the locatorgroups “randitem” and “box” are already listed as «Character Locator Group?», so we needn't add them.
2. In «characters\characters_events» we list the locatormames in connection with the location here:

```
void chrCharacterEntryToLocator()
{
    aref loc = GetEventData();
    ....
    ref mc = GetMainCharacter();
    int result;

    // ccc additional exits: defined non-reload locators now work like reload
    group loctrs
        if(mc.location == "dungeon 1" && locator == "box3"){ group =
"reload"; }
        if(mc.location == "Oxbay_cave" && locator == "randitem1")
{ group = "reload"; }
        if(mc.location == "Oxbay_fake_fort" && locator == "character_3")
{ group = "reload"; }
    // ccc additional exits end
```

and here:

```
void chrCharacterExitFromLocator()
{
    aref loc = GetEventData();
    ....
    float timeInLocator = GetEventData();

    // ccc additional exits: defined non-reload locators now work like reload
    group loctrs
        ref mc = GetMainCharacter();    //must be added cause not yet
defined in this function
        if(mc.location == "dungeon 1" && locator == "box3"){ group =
"reload"; }
        if(mc.location == "Oxbay_cave" && locator == "randitem1")
{ group = "reload"; }
        if(mc.location == "Oxbay_fake_fort" && locator == "character_3")
{ group = "reload"; }
    // ccc additional exits end

    switch(group)
    {
        case "reload":
```

Now for the emergepositions on "monsters monster1" and «monsters monster30».

3. We must enable the locatorgroup "monsters" in locations\locations_loader.c:

```
if((CheckAttribute(chr, "index") != false) &&
    (GetMainCharacterIndex() ==
sti(chr.index)))
    {
//----- ccc To enable entry to non-reload-
group locators
        if(chr.location.locator=="goto2")
chr.location.group = "goto";
        else{if(chr.location.locator=="loc0")
chr.location.group = "rld";} // for forts
        else{chr.location.group = "monsters";}
//default locatorgroup, for all dungeons

        TeleportCharacterToLocator(chr,
chr.location.group, chr.location.locator); //repeats aborted teleport with
correct lctrgroup

//----- ccc end
```

That will work EVERY time we teleport to a monsterlocator, so this one line of code covers all monsterlocators we may ever use as entries.

That's it. Now enter the dungeon below Oxbay port, walk into the dark cul-de-sac that runs parallel left of the entrycorridor. At the box close to the end is the passage to Oxbay cave. You will emerge in a short minetunnel right at the intersection with two longer ones. To return to Oxbay turn back and walk to the end of that short cul-de-sac (The one with the planks on the floor. The distance between emergeposition and returnexit is a bit long : (As I said, a bit of goodwill is required :))

Added Aug28: Cosmetics

UPDATE JAN05: MOST OF THE FOLLOWING PROCEDURES HAVE BY NOW BECOME SUPERFLUOUS THANKS TO INEZ DIAZ' TOOL WHICH ALLOWS US TO ADD PROPER RELOAD LOCATORS TO ANY MODEL. SEE LAST CHAPTER FOR MORE INFO.

Some players may just not swallow it that a chest suddenly works as an exit. Some may not even notice the padlock icon and just hit F3 as usual, and end up confused why instead of the expected chestmenu a teleport runs. We can help those unbelievers by adding screenmessages by means of the simple command :

```
Log_SetStringToLog("TEXT" );
```

Put such a command WITHIN THE BRACKETS behind the exitdefinition in characters_events...

```
// ccc additional exits: some non-reload locators now work like reload
group loctrs
    if(mc.location == "dungeon 1" && locator == "box3"){ group =
"reload"; Log_SetStringToLog("This 'chest' has no bottom! It conceals a
dark narrow shaft" ); }
    if(mc.location == "Oxbay_cave" && locator == "randitem1")
{ group = "reload"; }
    if(mc.location == "Oxbay_fake_fort" && locator ==
"character_3"){ group = "reload"; }
// ccc additional exits end
```

...and the text will pop up as soon as you step on the locator. Another message may make the transition from the dungeon with its fine masonry to the rough rocky mine more believable. Put it into characters_login like this...

```
//----- ccc To enable entry to non-reload-group locators

if(chr.location.locator=="randitem2") chr.location.group = "randitem";
else{if(chr.location.locator=="loc0") chr.location.group = "rld";} // for
forts
else{chr.location.group = "monsters"; Log_SetStringToLog("After
crawling through a narrow opening you emerge in another cave" );}
//default locatorgroup, for all dungeons

TeleportCharacterToLocator(chr, chr.location.group,
chr.location.locator);
//----- ccc end
```

... and the text will appear AFTER every teleport to a monstergroup locator. It may look better if we set the exits at the end of the cave cul-de-sac to autoreload by adding:

```
Locations[n].reload.l11.autoreload = "1";
```

to the reload definition in Oxbay.c. Then you will be teleported as soon as you approach the end of the tunnel, like between junglesections.

Soundeffects are also possible, by means of the command

```
PlaySound("FILEPATH\SOUNDFILENAME");
```

Remember the stupid trapdoor we made in step one, on reload11 in Oxbay_town? Add yet another line to our locatorlist...

```
// ccc additional exits: some non-reload locators now work like reload
group loctrs
if(mc.location == "Oxbay_town" && locator == "reload11")
{ PlaySound("OBJECTS\VOICES\DEAD\male\dead6.wav"); }
if(mc.location == "dungeon 1" && locator == "box3"){ group =
"reload"; Log_SetStringToLog("This 'chest' has no bottom! It conceals a
dark narrow shaft.." ); }
if(mc.location == "Oxbay_cave" && locator == "randitem1")
{ group = "reload"; }
if(mc.location == "Oxbay_fake_fort" && locator == "character_3"){
group = "reload"; }
// ccc additional exits end
```

..and our pitfall will be accompanied by the appropriate outcry ;)

Added Aug28: Sadistic gadgets: Creating Minefields

Just to show what you can do if you run some code on a locator:
Add the goto group to locations\locations_loader.c :

```

....
    AddCharacterLocatorGroup(mainCharacter, "reload");
    AddCharacterLocatorGroup(mainCharacter, "goto"); // ccc added
for minefield
    AddCharacterLocatorGroup(mainCharacter, "camdetector");
....

```

And add this section to the by now familiar characters_events.c, before our exitlist:

```

...
    int result;

// ccc mines
    if( locator == "goto11")
    {
        GetCharacterPos(chr, &x, &y, &z);
        //gets positioncoords of character
        CreateParticleSystemX("blast", x, y, z, x, y, z,0);
        //creates fireball at that coords

        Play3DSound("OBJECTS\SHIPCHARGE\cannon_fire3.wav",x,y,z);
        // plays explosionsound at that spot
        Log_SetStringToLog("A Mine !!");
        LAi_ApplyCharacterDamage(chr, 20);
        //takes 20 HP from the minevictim
        if (sti(LAi_GetCharacterHP(chr)) < 21)
        Lai_KillCharacter(chr);          //and kills victim if only 20hp were left
    }
// ccc mines end

// ccc additional exits:...

```

Now go to Oxbay port and watch the stair between jetty and gate. BTW, this works for every location which has a locator with the name «goto11», so you can keep it running to add some thrill to your game ;) But then it would make more sense to have mines in jungles only:

```

...
// ccc mines
    ref location = &Locations[FindLoadedLocation()]          //gets
the current location
    if( locator == "citizen011" && location.type == "jungle" ) //starts
the minecode only if that location is jungle
    {
        GetCharacterPos(chr, &x, &y, &z);
        ...

```

And now let's do the full monty and turn the jungles into real minefields. We can run the minecode for ALL locators of the “goto” group by inserting a complete ' case “goto”: ' that the ' switch(group) ' will switch to every time that some unlucky character steps on a goto locator:

```

...
    switch(group)
    {
// ccc mines
    case "goto":
        ref location = &Locations[FindLoadedLocation()]
        if(location.type != "jungle" ){ break; } //terminates
the code in this case if loc is NOT jungle
        GetCharacterPos(chr, &x, &y, &z);
        CreateParticleSystem("blast", x, y, z, x, y, z,0);

        Play3DSound("OBJECTS\SHIPCHARGE\cannon_fire3.wav",x,y,z);
        Log_SetStringToLog("A Mine !");
        LAi_ApplyCharacterDamage(chr, 15);
        if (sti(LAi_GetCharacterHP(chr)) < 16)
Lai_KillCharacter(chr);
        break;
// ccc mines end

    case "reload":
...

```

That gives the term “Sneaking through the jungle...” a new meaning ;) The next steps could be minedetectors or mineprotectionboots... As I always say, there are no limits to the imagination.... Time to see my psychiatrist about these fantasies ;)

Added Jan05: Adding proper reload locators with Inez Diaz' Tool...

...for making characters and converting VRML files to gm

With it you can:

- bind new characters to skeleton so they work in the game.
- convert VRML files to gm format and vice versa (so you can use any Modeler Program that writes VRML – in particular 3D Studio Max – to create POTC models).
- switch heads of models.
- edit locators AND ADD LOCATORS TO LOCATIONMODELS
- view internals of gm files.

What's new is that it now also works for ship models (although with some limitations).

The tool is available at <http://home.arcor.de/swigard/Downloads/TOOL/> (get the file TOOL.rar).

More information in the «Inez Diaz' tool tutorial or here:

<http://forum.piratesahoy.net/ftopic3310.php>

Nov04: Generating locationspecific characters: Bedroom encounters

Now that we have made all these nice locations we must fill them with action and gameplay, i.e. characters. The usual way would be to create new individual characters in the characters_init files. But this means a lot of work, the characters appear only after a restart, are always the same and disappear once you have killed them. Well, that makes sense but means that a location would stay empty if you plunder it once. So gameplaywise you could visit each location only once. Terrible waste, I say! And the more locations of a specific type you have the more work and filespace a generator saves. E.g. if we make a fort for every town we would have to make dozens of individual soldiers to garrison them. A generator would do the same with a fraction of the code.

Therefore I personally prefer to make generators that generate characters out of the blue everytime a location is being loaded. Though I concede that generated characters lack individuality, so “scripted” questcharacters should be written as well. The Vice City mod already generates several types of enemies and citizens, so all we need to do is to tell VC to make additional charactertypes for our new locationtypes. For a start let's replace the usual “resident” in the bedrooms of our new mansions. Instead we will surprise the lady of the house there. As there are ladies and minors present I'd rather leave the content of this bedroomencounter to your creativity ;) I will teach you only the technicals. The charactergeneration for VC is mainly being done in Land_enc\LEnc_monsters.c. If you open it you will notice all those comments by NK, which means that most of this brilliant VC code has been done by Codemaster Kell (always give credit where credit is due ;). Knowing him I am sure that he won't mind if we mutilate his sophisticated functions with a few simple tweaks on tutorial level. I LEnc_monsters.c several “types” of characters are being generated: skeleton, monkey, mummy, bandit or vagabond. To the “vagabond” type belong not only the vagabonds/travellers in streets and jungles but also the peaceful houseresidents. These we want to replace with a lady if we are in a bedroom. So we run a search (F3) for the text “vagabond” and after some hits get to this codesection which assigns charactermodels to “vagabond” characters:

```

// NK - if(rand(100) > 20) return false;
LEnc_MonstersLoginObject.current = "vagabond";
modellInfo.current = "vagabond"; // NK
if(rand(100) < 70)
{
    //Man
    modellInfo.ani = "man";
    LEnc_MonstersLoginObject.current.sex =
"man";

    switch(rand(16))
    {
    case 0:
        modellInfo.model = "chameleon";
        break;
    ....
    case 16:
        modellInfo.model = "sailor6";
        break;
    }
}else{
    //Woman
    modellInfo.ani = "woman";
    LEnc_MonstersLoginObject.current.sex =
"woman";

    switch(rand(9)) //ccc10.2
    {
    case 0:
        modellInfo.model = "towngirl1";
        break;
    ....
    case 9: //ccc10.2
        modellInfo.model = "liza";
        break;
    }
}
return true;

```

This section uses a random “switch” to select a male or female model for the resident. If we want to make a character look different in a bedroom we must assign a special model, e.g. “liza” (very ladylike)

For that we need a section in the code that defines bedroomlocations(see “Mansion” chapter) which we can use for the check “if this location is a bedroom use the lizamodel”. The line:

```
locations[n].id.label = "Bedroom";
```

from the locationdefinition, defining the attribute .id.label as “bedroom”, would do. So we tell the program: if this condition is true use the model “liza”, together with the “woman” sex and ani(mation):

```
if(location.id.label == "Bedroom")  
    {  
        modelInfo.model = "liza";  
        modelInfo.ani = "woman";  
        LEnc_MonstersLoginObject.current.sex =  
"woman";  
    }
```

and put the whole into the code so that it overrules the models assigned before:

```
case 9: //ccc10.2  
    modelInfo.model = "liza";  
    break;  
    }  
}  
  
// ccc model for bedroomencounters  
if(location.id.label == "Bedroom")  
    {  
        modelInfo.ani = "woman";  
        LEnc_MonstersLoginObject.current.sex =  
"woman";  
        modelInfo.model = "liza";  
    }  
// ccc bedroomsection end  
  
return true;
```

After the specific looks we need to create a bedroomspecific behaviour. This can be done with a special dialog. A dialogfile in POTC contains not only the text that you and the NPCs say but also programfunctions that run if you choose a certain sentence. (for details that see dialog tutorial) This section further down in Lenc_monsters.c deals with dialogs for residents:

```
// ->ccc10.2 vaga dialog according to location for the time being  
if(location.type == "house" &&  
CheckAttribute(location,"lastentermonth"))  
    {  
        chr.dialog.filename = "Enc_Resident_dialog.c";  
        if(CheckAttribute(location,"vag.meeting"))  
        //ccc10.2 "," was missing  
        {  
            if(sti(location.vag.meeting))  
            {  
                chr.dialog.CurrentNode = "second  
time";  
            }  
        }  
    }  
    else {chr.dialog.filename = "Enc_Walker.c"; }  
    chr.dialog.TempNode = chr.Dialog.CurrentNode;
```

This section assigns a dialog to the “vagabonds”, the friendly VC characters. The first line checks if our location is a house. If yes our character (chr) gets the “.dialog.filename” «Enc_Resident_dialog.c”, which makes the character behave like a houserresident. If we are not in a house (else) chr gets the .dialog.filename «Enc_Walker.c”, which makes him(or her) behave like the travellers you meet in streets etc. So if we want to make a character behave different in a bedroom we must assign a new dialog, e.g. «Enc_Bedroom_dialog.c” (a simple example for such a dialog is in annex 1)

So we tell the program: if the condition location.id.label = “Bedroom” is true use the Enc_Bedroom_dialog.c for character chr:

```
if(location.id.label = "Bedroom")
{
    chr.dialog.filename = "Enc_Bedroom_dialog.c";
}
```

and put the whole into the code so that it overrules the other dialogassignments:

```
// ->ccc10.2 vaga dialog according to location for the time being
    if(location.type == "house" &&
    CheckAttribute(location,"lastentermonth"))
    {
        chr.dialog.filename = "Enc_Resident_dialog.c";
        if(CheckAttribute(location,"vag.meeting"))
        //ccc10.2 "," was missing
        {
            if(sti(location.vag.meeting))
            {
                chr.dialog.CurrentNode = "second
time";
            }
        }
    }
    else {chr.dialog.filename = "Enc_Walker.c"; }

    // ccc dialog for bedroomencounters
    if(location.id.label == "Bedroom")
    {
        chr.dialog.filename = "Enc_Bedroom_dialog.c";
    }
    // ccc bedroomsection end

    chr.dialog.TempNode = chr.Dialog.CurrentNode;
```



LOCATION CLONING Part 2

or

How to generate locationspecific characters

=

By Couchcaptain Charles

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Had to put this in a second part as volume one got to big :)

Nov04: Generating locationspecific characters: Bedroom encounters

Now that we have made all these nice locations we must fill them with action and gameplay, i.e. characters. The usual way would be to create new individual characters in the characters_init files. But this means a lot of work, the characters appear only after a restart, are always the same and disappear once you have killed them. Well, that makes sense but means that a location would stay empty if you plunder it once. So gameplaywise you could visit each location only once. Terrible waste, I say! And the more locations of a specific type you have the more work and filespace a generator saves. E.g. if we make a fort for every town we would have to make dozens of individual soldiers to garrison them. A generator would do the same with a fraction of the code.

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    {
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        modellInfo.model = "chameleon";
        break;
        ....
    case 16:
        modellInfo.model = "sailor6";
        break;
    }
}else{
    //Woman
    modellInfo.ani = "woman";
    LEnc_MonstersLoginObject.current.sex =
"woman";

    switch(rand(9)) //ccc10.2
    {
    case 0:
        modellInfo.model = "towngirl1";
        break;
        ....
    case 9: //ccc10.2
        modellInfo.model = "liza";
        break;
    }
}
return true;

```

This section uses a random “switch” to select a male or female model for the resident. If we want to make a character look different in a bedroom we must assign a special model, e.g. “liza” (very ladylike) For that we need a section in the code that defines bedroomlocations(see “Mansion” chapter) which we can use for the check “if this location is a bedroom use the lizamodel”. The line

```
locations[n].id.label = "Bedroom";
```

from the locationdefinition, defining the attribute .id.label as “bedroom”, would do. So we tell the program: if this condition is true use the model “liza”, together with the “woman” sex and ani(mation):

```

if(location.id.label == "Bedroom")
{
    modellInfo.model = "liza";
    modellInfo.ani = "woman";
    LEnc_MonstersLoginObject.current.sex =
"woman";
}

```

and put the whole into the code so that it overrules the models assigned before:

```

case 9: //ccc10.2
                                modelInfo.model = "liza";
                                break;
                                }
                                }
                                // ccc model for bedroomencounters
                                if(location.id.label == "Bedroom")
                                {
                                    modelInfo.ani = "woman";
                                    LEnc_MonstersLoginObject.current.sex =
"woman";
                                    modelInfo.model = "liza";
                                }
                                // ccc bedroomsection end

                                return true;

```

After the specific looks we need to create a bedroom-specific behaviour. This can be done with a special dialog. A dialogfile in POTC contains not only the text that you and the NPCs say but also program functions that run if you choose a certain sentence. (for details that see dialog tutorial)
This section further down in Lenc_monsters.c deals with dialogs for residents:

```

// ->ccc10.2 vaga dialog according to location for the time being
                                if(location.type == "house" &&
CheckAttribute(location,"lastentermonth"))
                                {
                                    chr.dialog.filename = "Enc_Resident_dialog.c";
                                    if(CheckAttribute(location,"vag.meeting"))
//ccc10.2 "," was missing
                                    {
                                        if(sti(location.vag.meeting))
                                        {
                                            chr.dialog.CurrentNode = "second
time";
                                        }
                                    }
                                }
                                else {chr.dialog.filename = "Enc_Walker.c"; }
                                chr.dialog.TempNode = chr.Dialog.CurrentNode;

```

This section assigns a dialog to the “vagabonds”, the friendly VC characters. The first line checks if our location is a house. If yes our character (chr) gets the “.dialog.filename” «Enc_Resident_dialog.c”, which makes the character behave like a houseresident. If we are not in a house (else) chr gets the .dialog.filename «Enc_Walker.c”, which makes him(or her) behave like the travellers you meet in streets etc. So if we want to make a character behave different in a bedroom we must assign a new dialog, e.g. «Enc_Bedroom_dialog.c” (a simple example for such a dialog is in annex 1)

So we tell the program: if the condition location.id.label = “Bedroom” is true use the Enc_Bedroom_dialog.c for character chr:

```

if(location.id.label = "Bedroom")
{
    chr.dialog.filename = "Enc_Bedroom_dialog.c";
}

```

and put the whole into the code so that it overrules the other dialog assignments:

```
// ->ccc10.2 vaga dialog according to location for the time being
    if(location.type == "house" &&
    CheckAttribute(location,"lastentermoth"))
    {
        chr.dialog.filename = "Enc_Resident_dialog.c";
        if(CheckAttribute(location,"vag.meeting"))
        //ccc10.2 "," was missing
        {
            if(sti(location.vag.meeting))
            {
                chr.dialog.CurrentNode = "second
time";
            }
        }
    }
    else {chr.dialog.filename = "Enc_Walker.c"; }

// ccc dialog for bedroomencounters
if(location.id.label == "Bedroom")
{
    chr.dialog.filename = "Enc_Bedroom_dialog.c";
}
// ccc bedroomsection end

chr.dialog.TempNode = chr.Dialog.CurrentNode;
```

Nov04: Generating locationspecific characters: Bedroom encounters

Now that we have made all these nice locations we must fill them with action and gameplay, i.e. characters. The usual way would be to create new individual characters in the characters_init files. But this means a lot of work, the characters appear only after a restart, are always the same and disappear once you have killed them. Well, that makes sense but means that a location would stay empty if you plunder it once. So gameplaywise you could visit each location only once. Terrible waste, I say! And the more locations of a specific type you have the more work and filespace a generator saves. E.g. if we make a fort for every town we would have to make dozens of individual soldiers to garrison them. A generator would do the same with a fraction of the code. Therefore I personally prefer to make generators that generate characters out of the blue everytime a location is being loaded. Though I concede that generated characters lack individuality, so “scripted” questcharacters should be written as well.

The Vice City mod already generates several types of enemies and citizens, so all we need to do is to tell VC to make additional charactertypes for our new locationtypes.

For a start let's replace the usual “resident” in the bedrooms of our new mansions. Instead we will surprise the lady of the house there. As there are ladies and minors present I'd rather leave the content of this bedroomencounter to your creativity ;) I will teach you only the technicals.

The charactergeneration for VC is mainly being done in Land_enc\LEnc_monsters.c. If you open it you will notice all those comments by NK, which means that most of this brilliant VC code has been done by Codemaster Kell (always give credit where credit is due ;). Knowing him I am sure that he won't mind if we mutilate his sophisticated functions with a few simple tweaks on tutorial level.

I LEnc_monsters.c several “types” of characters are being generated: skeleton, monkey, mummy, bandit or vagabond. To the “vagabond” type belong not only the vagabonds/travellers in streets and jungles but also the peaceful houseressidents. These we want to replace with a lady if we are in a bedroom. So we run a search (F3) for the text “vagabond” and after some hits get to this codesection which assigns charactermodels to “vagabond” characters:

```

// NK - if(rand(100) > 20) return false;
LEnc_MonstersLoginObject.current = "vagabond";
modellInfo.current = "vagabond"; // NK
if(rand(100) < 70)
{
    //Man
    modellInfo.ani = "man";
    LEnc_MonstersLoginObject.current.sex =
"man";

    switch(rand(16))
    {
    case 0:
        modellInfo.model = "chameleon";
        break;

        ....
    case 16:
        modellInfo.model = "sailor6";
        break;
    }
}else{
    //Woman
    modellInfo.ani = "woman";
    LEnc_MonstersLoginObject.current.sex =
"woman";

    switch(rand(9)) //ccc10.2
    {
    case 0:
        modellInfo.model = "towngirl1";
        break;

        ....
    case 9: //ccc10.2
        modellInfo.model = "liza";
        break;
    }
}
return true;

```

This section uses a random “switch” to select a male or female model for the resident. If we want to make a character look different in a bedroom we must assign a special model, e.g. “liza” (very ladylike) For that we need a section in the code that defines bedroomlocations(see “Mansion” chapter) which we can use for the check “if this location is a bedroom use the lizamodel”. The line:

```
locations[n].id.label = "Bedroom";
```

from the locationdefinition, defining the attribute .id.label as “bedroom”, would do. So we tell the program: if this condition is true use the model “liza”, together with the “woman” sex and ani(mation):

```

if(location.id.label == "Bedroom")
    {
        modelInfo.model = "liza";
        modelInfo.ani = "woman";
        LEnc_MonstersLoginObject.current.sex =
"woman";
    }

```

and put the whole into the code so that it overrules the models assigned before:

```

case 9: //ccc10.2
    modelInfo.model = "liza";
    break;
    }
}

// ccc model for bedroomencounters
if(location.id.label == "Bedroom")
{
    modelInfo.ani = "woman";
    LEnc_MonstersLoginObject.current.sex =
"woman";
    modelInfo.model = "liza";
}
// ccc bedroomsection end

return true;

```

After the specific looks we need to create a bedroomspecific behaviour. This can be done with a special dialog. A dialogfile in POTC contains not only the text that you and the NPCs say but also programfunctions that run if you choose a certain sentence. (for details that see dialog tutorial)

This section further down in `Lenc_monsters.c` deals with dialogs for residents:

```

// ->ccc10.2 vaga dialog according to location for the time being
if(location.type == "house" &&
CheckAttribute(location,"lastentermonth"))
    {
        chr.dialog.filename = "Enc_Resident_dialog.c";
        if(CheckAttribute(location,"vag.meeting"))
//ccc10.2 "," was missing
        {
            if(sti(location.vag.meeting))
            {
                chr.dialog.CurrentNode = "second
time";
            }
        }
    }
else {chr.dialog.filename = "Enc_Walker.c"; }
chr.dialog.TempNode = chr.Dialog.CurrentNode;

```

This section assigns a dialog to the “vagabonds”, the friendly VC characters. The first line checks if our location is a house. If yes our character (chr) gets the “.dialog.filename” «Enc_Resident_dialog.c», which makes the character behave like a houseresident. If we are not in a house (else) chr gets the .dialog.filename «Enc_Walker.c», which makes him(or her) behave like the travellers you meet in streets etc. So if we want to

make a character behave different in a bedroom we must assign a new dialog, e.g. «Enc_Bedroom_dialog.c» (a simple example for such a dialog is in annex 1)

So we tell the program: if the condition location.id.label = “Bedroom” is true use the Enc_Bedroom_dialog.c for character chr:

```
if(location.id.label = "Bedroom")
{
    chr.dialog.filename = "Enc_Bedroom_dialog.c";
}
```

and put the whole into the code so that it overrules the other dialog assignments:

```
// ->ccc10.2 vaga dialog according to location for the time being
    if(location.type == "house" &&
CheckAttribute(location,"lastentermoth"))
    {
        chr.dialog.filename = "Enc_Resident_dialog.c";
        if(CheckAttribute(location,"vag.meeting"))
//ccc10.2 "," was missing
        {
            if(sti(location.vag.meeting))
            {
                chr.dialog.CurrentNode = "second
time";
            }
        }
    }
else {chr.dialog.filename = "Enc_Walker.c"; }

// ccc dialog for bedroomencounters
if(location.id.label == "Bedroom")
{
    chr.dialog.filename = "Enc_Bedroom_dialog.c";
}
// ccc bedroomsection end

chr.dialog.TempNode = chr.Dialog.CurrentNode;
```

Nov04: Caribbean Commandos: raid forts from the LANDside

FAIK coastal fortifications were rarely attacked from the seaside by sailships, especially not by pirates and privateers with their rather frail ships. If Caribbean towns were sacked this was usually done by raids from the landside (as Drake and Morgan repeatedly did). Now you can replay those famous marches through the jungle in POTC. How to make a fort which is accessible from the landside has already been explained in Step 6 of this tutorial. Now we create soldiers and some decent fighting for it and let the fight result in the sacking of the town.

As I said, LEnc_monsters.c generates -among others- “bandits”, hostile characters that attack you right away. Just the thing we need to make soldiers which attack any trespasser who sneaks into the fort. We only need to

change the bandit garbs into military uniforms. Very similar to the modelchange we have done for the lady of the mansion.

The section that assigns models to the “bandits” is this one:

```

LEnc_MonstersLoginObject.current = "bandit";
    modellInfo.current = "bandit"; // NK
    modellInfo.ani = "man";
    modellInfo.model = "rabwhite1";
    //cccOA1 models changed to resemble citizens
    switch(rand(10))
    {
    case 0:
        modellInfo.model = "korsar";
        break;
    .....
    case 10:
        modellInfo.model = "old_man1";
        break;
    }
    return true;

```

To determine if we are in a fort we once again check for the location.id.label, and if we are we overrule the old modelassignment.

```

if(location.id.label == "MILITARY AREA. NO TRESPASSING !")
    modellInfo.model = "Soldier_Eng1");

```

That we use the label "MILITARY AREA. NO TRESPASSING !" has the advantage that we can use this not only for forts but also for e.g. barracks, arsenals etc. After all the idea of this generator is that it shall populate or garrison as many new locations as possible.

But in order to garrison non-English forts we must use another model than «Soldier_Eng1". Well, thanks to Akella there is a function that chooses soldiermodels according to the nationality of a character:

```

SelectSoldierModelByNation(character, "Soldier")

```

As reference character we can use the fortcommander, who in this case has the id "Oxbay commander". The fortcommanders are key characters who, like shipcaptains, determine the nationality and behaviour of their vessel/fort. E.g. the French occupation of Oxbay fort is being done codewise by setting the nation of "Oxbay commander" to French. Our generator will in such cases always create the right uniforms.

To get the right commander for every future fort we check of course not for "Oxbay commander" but use the location.fastreload attribute from our locationdefinition, which is the townname and therefore the first part of the fortcommander's name:

```

characterFromID(location.fastreload + " Commander")

```

That yields the ID of "Oxbay commander" in Oxbay or "Redmond commander" in Redmond.

Finally we combine all that code and put it right at the end of the original “bandit-model-assignment” code:

```
case 10:
    modelInfo.model = "old_man1";
    break;
} // original code end

// ccc to enable encounters in fake forts
if(location.id.label == "MILITARY AREA. NO
TRESPASSING !") modelInfo.model =
SelectSoldierModelByNation(characterFromID(location.fastreload + "
Commander"), "Soldier");

return true; // original code continues
```

That's all we have to do in LEnc_monsters.c for now.

You may remember that we had a problem with locators when we made our fort: the fortmodel has only locators of the “rld” type, and usually VC characters appear on “goto” or “monsters” locators. That is being set here in Loc_ai/LAi_monsters.c :

```
//NKcccOA1 enable monsterpositioning in cities (NK, flipped the logic)
if(location.type != "town" && location.type != "tavern" &&
location.type != "house") LAi_monsters_group = "monsters";
else LAi_monsters_group = "goto";
```

So we must add another line in order to let the “bandits”/soldiers appear on “rld” locators:

```
//NKcccOA1 enable monsterpositioning in cities (NK, flipped the logic)
if(location.type != "town" && location.type != "tavern" &&
location.type != "house") LAi_monsters_group = "monsters";
else LAi_monsters_group = "goto";

// ccc to enable encounters in fake forts
if(location.image == "loading\Fort_01.tga") LAi_monsters_group =
"rld";
```

Now our new fort will be defended by properly uniformed guards, and if you defeat them the BIG prize awaits you.... you may plunder three chests.

Disappointed? You had expected to capture the whole town? Alright, let's do it.

Nov04: The big sacking: Capture towns from the LANDside

Apart from our new “bandits”/soldiers there appear also the usual “vagabonds”/streetwalkers. These can get a new “fortlike” role by means of new models and dialogs. E.g. one could turn them into armorers, garrisonclerks or paymasters who yield money or items to you if you spare them. Or some highranking official could surrender the whole town.

We have already done something similar for bedrooms, so we can easily clone those sections:

Here the model and appropriate sex:

```

case 9: //ccc10.2
                                modellInfo.model = "liza";
                                break;
                                }
                                }

                                // ccc model for bedroomencounters
                                if(location.id.label == "Bedroom")
                                {
                                    modellInfo.ani = "woman";
                                    LEnc_MonstersLoginObject.current.sex =
"woman";
                                    modellInfo.model = "liza";
                                }
                                // ccc bedroomsection end

                                // ccc to enable encounters in fake forts
                                if(location.id.label == "MILITARY AREA. NO
TRESPASSING !")
                                {
                                    modellInfo.ani = "man";
                                    LEnc_MonstersLoginObject.current.sex =
"man";
                                    modellInfo.model = "nobleman"; // choose
model according to the role
                                }
                                // ccc fortsection end
                                return true;

```

And here the dialog:

```

else {chr.dialog.filename = "Enc_Walker.c"; }

                                // ccc dialog for bedroomencounters
                                if(location.id.label == "Bedroom")
                                {
                                    chr.dialog.filename = "Enc_Bedroom_dialog.c";
                                }
                                // ccc bedroomsection end

                                // ccc dialog for forts
                                if(location.id.label == "MILITARY AREA. NO
TRESPASSING !")
                                {
                                    chr.dialog.filename = "Enc_Fort_dialog.c";
                                }
                                // ccc fortsection end

                                chr.dialog.TempNode = chr.Dialog.CurrentNode;
                                break;

```

In this dialog you can determine what kind of role the “vagabond” shall play in the fort, what the player can get

from him (e.g. the surrender of the town) and if you trigger some more fighting first. After all, capturing a town shouldn't be too easy. Annex 2 contains a simple example with various choices.

One thing remains to be done: right now far too many "vagabonds" show up cause the frequency is still at "town" level (because in our location definition set the location.type = "town"). If the "vagabond" shall play the role of paymaster or townyielder he should be a rare encounter, a "first prize".

The frequency of "town" encounters is being determined further up in LEnc_monsters.c:

```
if(location.type == "town")
{
    if(CheckAttribute(location,"vcskip") &&
TOWN_VCSKIP_DISABLEALL) return false;
    ....
    LEnc_MonstersLoginObject.bandit = bprob;
    LEnc_MonstersLoginObject.vagabond = 1.0 -
bprob;
}
else { if(DEBUGINFO)
Log_SetStringToLog("Loading town with only vags"); }
done = true;
}
```

We overrule that for forts like we did before:

```
if(location.type == "town")
{
    if(CheckAttribute(location,"vcskip") &&
TOWN_VCSKIP_DISABLEALL) return false;
    ....
    LEnc_MonstersLoginObject.bandit = bprob;
    LEnc_MonstersLoginObject.vagabond = 1.0 -
bprob;
}
else { if(DEBUGINFO)
Log_SetStringToLog("Loading town with only vags"); }

// ccc to enable encounters in fake forts
if(location.id.label == "MILITARY AREA. NO
TRESPASSING !")
{
    LEnc_MonstersLoginObject.bandit = 0.95;
// i.e. 95 percent of chr are soldiers
    LEnc_MonstersLoginObject.vagabond = 0.05;
// only 5 percent paymasters
}
// ccc fortsection end

done = true;
}
```

So you will meet the important guy only now and then. If that is not enough to make the towncapturing a rare prize let him offer more resistance or surrender only under conditions. Again, let your imagination flow. I don't want to offer perfect solutions but I just want to show you how to make YOUR solutions.

Nov04: Annex 1: A Dialog for Bedroomencounters

This simple dialog gives you three options if you surprise the lady of the mansion in her bedroom:

1. Be rude and loose reputation
2. Be greedy and get a jewel (of random type)
3. Be courteous and gain reputation

In order to make it easier for you to understand the structure of dialogs I kept it really simple and included the dialogtexts, which are usually in separate .h files.

```
void ProcessDialogEvent()
{
    // the next 10 lines are variabledefinitions. You can copy that section
    for any dialog.
    ref NPChar;
    aref Link, NextDiag;
    int NPC_Meeting;

    DeleteAttribute(&Dialog,"Links");

    makeref(NPChar,CharacterRef);
    makearef(Link, Dialog.Links);
    makearef(NextDiag, NPChar.Dialog);

    ref PChar;
    PChar = GetMainCharacter();

    switch(Dialog.CurrentNode)
    {
        case "First time":
            NextDiag.TempNode = "leave";           // Lets the
            next talk with this person start at case "leave"

            // the next 6 lines are about view and animation. You
            can copy that section for any dialog.
            Dialog.defAni = "dialog_stay1";
            Dialog.defCam = "1";
            Dialog.defLinkAni = "dialog_1";
            Dialog.defLinkCam = "1";
            Dialog.ani = "dialog_stay2";
            Dialog.cam = "1";

            dialog.text = "EEEEK! What are you doing in my
            bedroom? Are you a thief? Please don't hurt me! I'll give you my jewels if
            you leave me alone." ;    // what the npc says to you

            Link.l1 = "Believe me, I'm not going to hurt you,
            sweetheart! Quite the contrary, hehe... ";
            Link.l1.go = "leave";           // if you choose this
            "l1" reply the dialog switches to case "leave"
```

Link.l2 = "If I only had more time then I'd take something else from you, lass! But for now I'll be content with those jewels. Thank's a lot. ";

Link.l2.go = "jewels";

Link.l3 = "Mylady, no jewels can be as beautiful as your lovely face! Your eyes shine brighter as the brightest diamond, and for just a smile from you will I gladly forfeit even the crownjewels. Keep your gems and a fond memory of me. So long. ";

Link.l3.go = "reputation";

break;

case "leave":

dialog.text = "You'd better run while you still can. I hear my husband coming home... with his bodyguards!";

Link.l1 = "BODYGUARDS? I'd love to chat a little longer, but I have pressing business elsewhere. Goodbye, Beauty!";

Link.l1.go = "exit";

break;

case "Exit":

ChangeCharacterReputation(pchar, -1); // reduces your reputation

DialogExit(); // ends dialog

NextDiag.CurrentNode = NextDiag.TempNode; // sets the starting line for next talk

break;

case "jewels":

GiveItem2Character(pchar, "jewelry" + (1 + rand(15))); // gives you a piece of jewelry, random type

DialogExit();

NextDiag.CurrentNode = NextDiag.TempNode;

break;

case "reputation":

ChangeCharacterReputation(pchar, 1); // increases your reputation

DialogExit();

NextDiag.CurrentNode = NextDiag.TempNode;

break;

}

Nov04: Annex 2: A Dialog for Capturing Forts

This simple dialog gives you three options if you survive the fight with the "Fake fort" garrison and address the "vagabond"/civilian (in this case a highranking "envoy") :

1. Be bold and demand the surrender of the town. You have an 20% chance that you can ransack it.
2. Be greedy and mug the envoy (up to 10000 G)
3. Be a good diplomat and use your strong position to get an amnesty and a LOM

In order to make it easier for you to understand the structure of dialogs I kept it really simple and included the dialogtexts, which are usually in separate .h files.

```

void ProcessDialogEvent()
{
    ref NPChar;
    aref Link, NextDiag;
    int NPC_Meeting;

    DeleteAttribute(&Dialog,"Links");

    makeref(NPChar,CharacterRef);
    makearef(Link, Dialog.Links);
    makearef(NextDiag, NPChar.Dialog);

    ref PChar;
    PChar = GetMainCharacter();
    ref lcn = &Locations[FindLocation(PChar.location)]; // determines
where you are
    ref commander = (characterFromID(lcn.fastreload + "
Commander")); // the fortcommander of this town

    switch(Dialog.CurrentNode)
    {
        case "First time":
            NextDiag.TempNode = "fight"; // next time
dialog starts there
            Dialog.defAni = "dialog_stay1";
            Dialog.defCam = "1";
            Dialog.defSnd = "dialogs\0\017";
            Dialog.defLinkAni = "dialog_1";
            Dialog.defLinkCam = "1";
            Dialog.defLinkSnd = "dialogs\woman\024";
            Dialog.ani = "dialog_stay2";
            Dialog.cam = "1";

            dialog.text = "Hold it, young man! I am unarmed! I
am an envoy of His Majesty's War Secretary, and I am here to inspect
these fortifications. " ; // what the envoy says

            Link.l1 = "So be MY envoy now and tell the governor
that I demand the immediate and unconditional surrender of the town, or
I will bombard it with its very own guns. "; // if you choose this
answer you have a...
            if (rand(100)< 120) // ...20 percent chance
that...
            {
                Link.l1.go = "capture"; // ... the town
surrenders
            }
            else // In the other 80 percent...
            {
                Link.l1.go = "fight"; // ...you get another
fight
            }

            Link.l2 = "I'll let you live if you show me where your

```

purse is hidden... Yes, there's a good boy.. eh, envoy. Thank's a lot. ";

Link.I2.go = "purse";

Link.I3 = "Ah, Mylord, I am pleased to meet a person of such high standing and importance, albeit under such.. ehem.. a little unusual and, I fear, unpleasant circumstances. Please accept my most humble apologies for this unfortunate accident which is, I assure you, only the result of a misunderstanding. Actually I came here to seek peace and friendship. To prove my good intentions I will not molest you with my presence any longer, while you will surely grant me a letter of marquee in return... Yes, we diplomats understand each other, eh? I am most obliged to you, my good Lord.";

Link.I3.go = "amnesty";

break;

case "fight":

dialog.text = "Your insolence will soon be punished ! There are still troops in town, and I bet they are already on the way here.";

Link.I1 = "Bah, let them come ! I'll fight them all till the town surrenders...";

Link.I1.go = "reload";

break;

case "reload":

DialogExit();

NextDiag.CurrentNode = NextDiag.TempNode;

SetRMRelation(pchar, sti(commander.nation),

REL_WAR); // makes the NATION of the fort hostile, based on NK's RM mod

DoReloadCharacterToLocation(NPChar.location, NPChar.location.group, NPChar.location.locator); // reloads loc for another fight

break;

case "capture":

PlayStereoOGG("music_ship_victory"); // fanfare

SetRMRelation(pchar, sti(commander.nation),

REL_WAR);

DialogExit();

NextDiag.CurrentNode = NextDiag.TempNode;

LaunchFortCapture(commander); // Starts ransack interface procedure

break;

case "purse":

SetRMRelation(pchar, sti(commander.nation), REL_WAR);

AddMoneyToCharacter(pchar, 1000 + rand(9000)); // gives you between 1000 and 10000 gold

DialogExit();

NextDiag.CurrentNode = NextDiag.TempNode;

break;

case "amnesty":

```

        SetRMRelation(pchar, sti(commander.nation),
REL_NEUTRAL); // gives you LOM of the fort NATION, based on NK's
RM mod

        DialogExit();
        NextDiag.CurrentNode = NextDiag.TempNode;
    break;
}
}

```

Making a Character Portrait

NOTE: There are new tools that make this alot easier, one tool is the Tx converter and the other is the gmviewer, further notes at the end of the tutorial.

By Verruckt

This is simple, too simple for me to explain but I thought i would so that hopefully one day all the models will have nice portraits, granted anyone wanted to read this and follow the instructions... Actually I just wanted this guy as an officer and I thought I would explain it as I go...

First off you'll need a copy of the rexman's tools, there's a link on the links page or you can click here, you're going to want the files that convert .dds files to .tga.tx and vice versa... You're also going to need a copy of a .dds plugin for your image editor of choice, if it's photoshop you can click here, if it's paint shop pro you can click here.

Next you need ot pick a model! I'm going to pick pirat4, why?... nice socks... So once you pick a model, you need to find a place that will make a good picture, I choose just outside the shipyard in QC because you can get pretty close, you can choose wherever you want, the background is going to go anyways... Here's the shot I took... Now, just take the background away and you're pretty much done...

So ow that the background's gone(I clearly did a poor job, but it wont show up later anyways), you just need to make the three portraits, you can find these in the RESOURCE\Textures\INTERFACES\PORTRAITS\ folder they're all squares and what not so it's pretty easy... You'll see 3 folders so you guessed it 3 files all the same name in each folder..

FIRST, the 256 picture, this one has a serene background of some sort, I get these from the loading screens... get one however you choose i guess though... cut out a square and make a picture 256x256 and well you get it... Something you'll notice on all of the other portraits is a thick blur around the character, I made this by adding a black outer glow in the blending options for the character's layer. and boom done now... Oh yeah and it's probably a good idea to add some blur to the character too as it's kinda choppy, you'll notice i forgot to do that if you use the mod....

Now, Onto the smaller pictures, 128 x 128, these have a facy border, I made basic pictures if you want to use them or you can grab them yourself from one of the other portraits. Here's the 128 and the 64... Anyways, now you just put your picture in and add a glow for each this glow looks best to me if its some light blue... here's my pictures...

So now! convert these files to .tga.tx, this is as simple as putting them,while in .dds format with something like these paremters: Save Format: DXT3, Mip Maps?: Generate Mip Maps, Mip Map? Generation: Box Filter, into a folder with rexmans files and running the one labeled _Pack all DDS to TX.bat... Once you do this put them in the correct folder for the game.. and onto the last step! open the program\Characters\character_init.c file...

at the bottom you'll see alot of model names, you just want to add yours... it'll look like this...

```
case «pirat4": rCharacter.FaceId = 54; break;
```

54 being the number I gave the file when you put in in all of the folders... all the files were named face_54.tga.tx

Also if you want to use them for other characters(like officers), you'll have to open the program\QUESTS\quests_reaction.c, find a list that looks the same as the one from the one from the characters_init.c file, and add it there too...

And that's it you're done... Enjoy your new portrait!!!

ENDNOTES: With the txconverter things are easier because you can pick and choose files, and with the gm viewer you are able to take much better pictures because you dont have to find a place in the game with enough light or anything, so in comclusion use those tools they can probably be found at www.piratesahoy.net

NOTE: Original images M.I.A.

-Thagarr



Executing arbitrary code during the game (i.e., a console).

Idea by ALexusB, this (simpler) implementation by Nathan Kell.

POTC doesn't have a console per se, but you can `_make_` one. Taking advantage of POTC's ability to read new code you can have POTC open in a window and notepad/your IDE in another, and add the code, save the file, then press a key to have POTC read the file and execute the code, then `_unload_` the file and be ready for the next time.

Open `controls\init_pc.c`

To add "executeconsole" command and assign to a key, add this line somewhere:

```
CI_CreateAndSetControls( "", "executeconsole",
CI_GetKeyCode("VK_F12"), 0, false );
```

At the top of `seadogs.c`, with the other `extern functype funcname()` statements, add

```
extern void ExecuteConsole(); // NK
```

Then, below, add in one of the `Switch(controlname)` blocks (say, the one used for always run and toggle logs):

```
case "executeconsole":
    if(LoadSegment("console.c"))
    {
        ExecuteConsole();
        UnloadSegment("console.c");
    }
    break;
```

and create a file in the PROGRAM folder called `console.c` that looks like this:

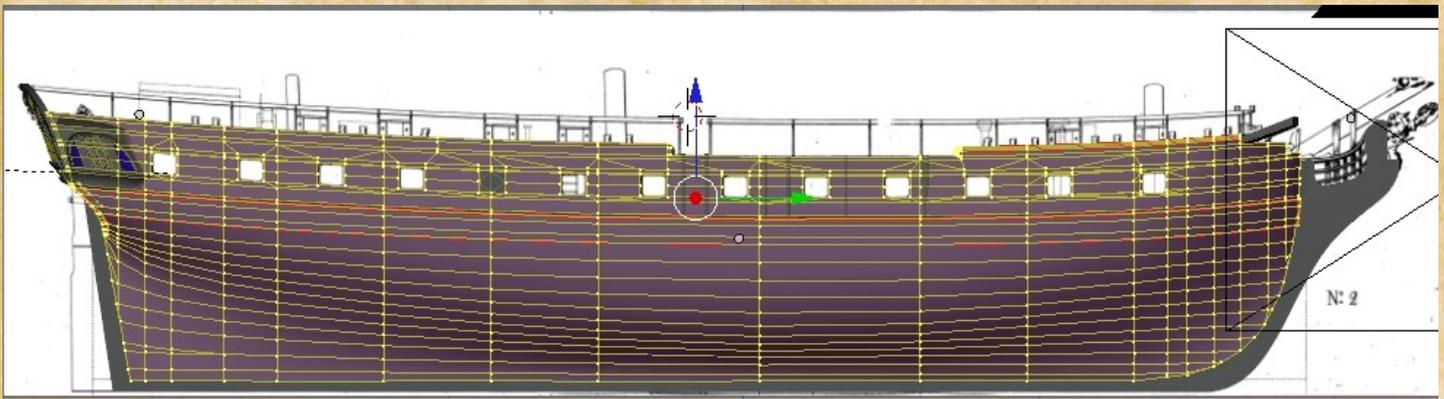
```
// Jerry-rigged console file.
//put code under ExecuteConsole() below.
//NK 04-08-28

void ExecuteConsole()
{
    //PUT CODE HERE
    Log_SetStringToLog("Executing Console");
}
```

Then, add whatever code you want to run above the `Log_` line, and you have your own jerry-rigged console.

Then, you can have POTC open in a window (i.e. turn off fullscreen so you can ALT-TAB) and `console.c` in your IDE/texted, and just add the code and save on the fly, then hit F12 in POTC to execute it. Rinse and repeat.





MAKING A NEW SHIP

By Von and Duke Suraknar, With some input by Me

- 1 – Open Programs/ships/ships_init.c
- 2 – Find stats of ship you want to copy and past them one line under the last ship in the list but ABOVE THE FORT.
- 3 – Change things... (This part was written by Suraknar)

```
//-----
// VON !<----- Line #1 ! !!<-This can be anything!!
//-----
```

```
makeref(refShip,Ships Types?[SHIP_VON]); <- Line #2 !<-It is Important that this follows the format
SHIP_<anything you like>
```

```
refShip.Name = «Xebec 1»; <-This can be any of the Pre-existing Models even if you call your Ship “VON”
```

```
refShip.Class = 1; <- this is the class so far 7 to 1
```

```
refShip.Cannon = CANNON_TYPE_CANNON_LBS32;
```

```
refShip.MaxCaliber = 32;
```

```
refShip.Weight = Tonnes 2 CWT?(2200);
```

```
refShip.Capacity = 3500;
```

```
refShip.CannonsQuantity = 44;
```

```
refShip.MaxCrew = 600;
```

```
refShip.MinCrew = 150;
```

```
refShip.SpeedRate = 17.2;
```

```
refShip.TurnRate = 26;
```

```
refShip.Price = 50000;
```

```
refShip.HP = 15000;
```

```
refShip.SP = 100;
```

```
refShip.AbordageLocation = «BOARDING_XEBEC»; <- It is Important that this Matches the Model you
```

Chose, in this Exemple I chose the XEBEC so changed it to Xebec, otherwise I would sail a Xebec but I would fight on a Frigate if I get boarded

```
refShip.EmblemedSails.normalTex = «ships\sail_Pirates.tga»;(This will Give your ship black sails, but there is a mod by viper that does it better so you might just want to use that)
```

```
refship.WaterLine = 0.0; <- These and bellow, are settings that are used (I presume) in Realistic Sailing Only-
Not Arcade Mode
```

```
refship.SpeedDependWeight = 0.3;
```

```
refship.SubSeaDependWeight = 0.9;
```

```
refship.TurnDependWeight = 0.8;
```

```
refShip.CanEncounter = false; <- This will make the Ship Unique, if you remove that like or Change it to
“True”, the ship will be used by the game in Random encounters, I guess no more Issues with the Annihilator
here
```

```
refship.InertiaAccelerationX = 3.0; <- this and bellow, also Realistic Sailing Values refship.InertiaBrakingX = 2.0;
refship.InertiaAccelerationY = 14; refship.InertiaBrakingY = 5;
refship.InertiaAccelerationZ = 5.0; refship.InertiaBrakingZ = 3.0;
refShip.Height.Bombs.Y = 1.0; <- These are only settings for SOME of the Ships, the Black Pearl, the Fearless etc but should not be used with all ships you add...I think it has something to do with 32lbs Cannons
refShip.Height.Bombs.DY = 0.5;
refShip.Height.Grapes.Y = 2.0;
refShip.Height.Grapes.DY = 1.0;
refShip.Height.Knippels.Y = 10.0;
refShip.Height.Knippels.DY = 8.0;
refShip.Height.Balls.Y = 1.0;
refShip.Height.Balls.DY = 0.5;
```

Step # 4:

In the same directory as «Ships_init.c» open “Ships.h”, In the Ships.h files you will also have to Modify the Top Line as such:

```
#define SHIP_TYPES_QUANTITY 167 was 166
#define SHIP_TYPES_QUANTITY_WITH_FORT 256 // must be (SHIP_TYPES_QUANTITY + 1)
```

So depending on how many ships you add you have to ADD them to the basic Numbers NOTE: Ship list starts at 0 and goes to 165 so there are 166 Ships by default.

(THIS PART IS BY VON)

Scroll all the way down until you see the last ship, if this is your first ship it will be "#define SHIP_FEARLESS 165" Now define your ship using the same name as on line two in the diagram and then add the next number in line, make sure you stay above the fort. Save.

EXAMPLE:

```
#define SHIP_MANOWAR2_HOLLAND 159
#define SHIP_MANOWAR2_PORTUGAL 160
#define SHIP_MANOWAR_GUB 161
#define SHIP_FRIGATE_SAT 162
#define SHIP_TARTANE2 163
#define SHIP_BLACK_PEARL 164
#define SHIP_FEARLESS 165
#define SHIP_VON 165 <- NEW SHIP! Dont go over 165 or you wont have any weapons
#define SHIP_BOAT 250
#define SHIP_FORT 251
```

To make your Ship appear in the Shipyard for Sail..it will have to follow the SHIP_VON_(NATION) format where (NATION) can be either France, England Portugal Spain or Holland. HOWEVER, the shipyards do not use a STATIC ship list...the availability of their Ships depends on several factors: /*(Randomness, Your Available cash and your Skill / Stat / Rank?) are all “suspected” factors...*/

(EDIT BY VERRUCKT: Actually, we have now found that the ships are randomly sold at the shipyard, and each shipwright has a list in their dialog file) I have not located Pirate Ship lists yet, if anyone has any hint on PIRATES please post it!

(EDIT BY VERRUCKT: The Pirates in the game use other nations ships, my shipyard mod add's pirate nation ships but the pirates still other nations' ships)



QuestWinConditions

by Nathan Kell

Other than `_directly_` activating a quest (LAI_QuestDelay, say), or via an LAI action (the quest in follow, goto, fightgroups, fade, what have you), the way you activate those quest blocks in `quests_reaction.c` and `both_reaction.c`, is by win condition.

Basically, what happens is, when you assign a wincondition, you:

Add an entry for the type

Add an entry for the comparison/check

Add an entry for what-to-do-if-true.

Example:

Set up a quest for something happening when you arrive somewhere.

Oh, and you can add more than one condition.

`Win_Condition.l1 = location`

`Win_Condition.l1.loc = ?Oxbay shore?`

`Win_Condition = ?Do something at oxbay shore? (this is a case in quests_reaction.c or both_reaction.c).`

And you can also set `_failure_` conditions and a thing to execute on failure.

Win conditions are usually named based on the quest case they execute, so, an example from the tut:

```
Pchar.quest.Tut_BuySpyGlass.win_condition.l1 = "item";  
Pchar.quest.Tut_BuySpyGlass.win_condition.l1.character = Pchar.id;  
Pchar.quest.Tut_BuySpyGlass.win_condition.l1.item = "SpyGlass2";  
Pchar.quest.Tut_BuySpyGlass.win_condition = "Tut_BuySpyGlass";
```

This says that the condition is based on an item. That requires the character whom we'll check (given as an ID) and the item to check for (given as item id). Then, the thing to do is specified (execute `Tut_BuySpyGlass`).

So, as soon as character with pchar's ID receives a spyglass, the win case will be executed.

Other examples, NPC death, timer, goods quantity, numeric compare (an attribute vs. a value), etc.

For a list, see `Quests_Check.c` (it's rather long.) Some of them are rather inventive (`Skill >= a value`, say, or even the check is `_another_ quest` being active).

Note that, once a condition is won or lost, the whole attribute tree (`pchar.quest.questwincasename.*`) is deleted, so it doesn't happen again. If you want a `_recurring_ quest`, you just reset the win condition in the win case.

Complete list of conditions:

First, if `quest.questname.win_condition.character` is not specified, player is assumed. If it `_is_`, then the quest check is done to `_that_ character`, `_not_ player`.

`_If the condition becomes true_`, then `quest.questname.win_condition` is passed to Quest Complete, i.e. the case matching that name is executed. Once it's executed, `quest.questname.win_condition.over` is set to `?yes?` so it's not checked again.

Note that quests are checked at specific times. I.e. on loading a new area, on exiting an interface, stuff like that. Or killing the NPC in question, of course (note that sinking a ship kills the captain so to test for `?ship sunk?` do

`NPC_Death of captain`. You can also check `_how_ that captain` (and thus ship) was killed, by `KILL_BY_BALL`, by `ABORDAGE`, or by `GOD` (i.e. collision / storm).

Win tests:

Either there's a single-value test (i.e. location, location name) or a two value test (value to compare, value to compare that against).

Two-value tests have a third attribute, the operator to do the comparison (>=, <=, =, >, <)

Goods

*.goods = index to good

*.operation = compare qty of above good via this operator to

*.quantity

party_goods (ditto, but checks entire fleet)

item

char has specified item

passenger

*.npc is passenger (passenger, officer, or captive)

prisoner

*.npc is prisoner

officer

*.npc is officer

companion

*.npc is companion

ship_class

ship class tested against *.class via *.operation

ship

ship is of type *.type

cannons

ship's cannon type == *.type

hold_space

Free space tested against *.quantity via *.operation

Party_hold_space

Ditto but for whole fleet

Crew_space

free crew space (i.e., max crew – current crew) checked against *.quantity via *.operation

Party_crew_space

Ditto

Skill

*.skill is checked against *.value via *.operation

Party_skill

Ditto, but checks _officers_ not companions as is usual for party_ checks.

Rank

Rank is checked against *.value via *.operation

Reputation

Reputation is checked against *.value via *.operation

Relation

True if relation with *.nation is *.relation (given as a _string_, “Friendly”, “Hostile”, or “Neutral”, _not_ as a define (RELATION_FRIEND, etc))

Location

True if character’s location is *.location, and character is _not_ dead. Note, checked on _entering_ a location, and will not AFAIK immediately execute if given to a character when the character is _already_ at the location, but only on subsequent _return_ to the location.

Locator

If char location = *.location, then

Get *.locator_group. If the nearest locator of that group to the character is *.locator, then this is true.

NPCDeath

True when *.character dies. So if given without *.character, it’s the player dying who’s checked.

Nation_ship_sink

Ships of *.nation sunk is compared to *.quantity via *.operation

Nation_ship_capture, ditto**Class_ship_sink**, ditto but *.class**Class_ship_capture**, ditto**Time**

It is currently *.time, i.e. DAY_TIME_NIGHT, DAY_TIME_MORNING, DAY_TIME_DAY, or DAY_TIME_EVENING. So if 6<=current time<10 it’s DAY_TIME_MORNING, and so if *.time is also DAY_TIME_MORNING this is true.

Timer

Date given in *.year, *.month, *.day. If current date >= this, it’s true.

Ship_HP

Char’s ship HP compared to *.quantity via *.operation

Quest

If quest book entry on quest of the name *.quest exists and is not closed.

Character_capture

If *.character (i.e. his ship) was killed by boarding.

MapEnter

Will execute on entry to world map.

ExitFromLocation

True once char leaves *.location. Used by me for leaving governor’s mansion to remove not-talked-to MRs.

Ship_location

If ship is in location *.location, i.e. if *.location is oxbay port and you moored at oxbay port this is true. If you didn't, or even don't have a ship, this is false.

Fort_destroy

Player has destroyed a fort. Don't know much about this; I assume game can only have one dead fort at once because of this...

Group_death

All characters (in current location I think) of group *.group are dead

ActIntoLocator

Enables action *.act if character is nearest to *.locator of *.locator_group.

Used to enable setting the idol on the block in the temple, for example.





Retexturing TUTORIAL

Retexturing Tutorial for Potc, by Duke Surak'nar

Hello All,

It is my wish with this tutorial to share knowledge or give hints on how you can re-texture this wonderful game that we all Love in 8 easy steps.

Introduction

Before starting to Mod it is a good practice to evaluate needs, research content, get tools or information and establish a plan before you add your content. And I do say adding content instead of replacing it because it is the most practical way of doing things, since it not only preserves original content but it also pro-actively eliminates the danger of conflicts between mods made by different people.

1- Evaluate Needs:

This is a simple step of looking what you would like to offer as a Content Mod, as part of a Team Effort with other people that could do Code Modding or on an Individual basis.

So, is it a set of characters? Is it a Ship? A house or other items present in the game such as environment.

Is there a specific role or goal behind the content? A Nation Mod, a Realism Mod, Fantasy Mod, Historical Mod or Personal taste and imagination Mod?

Based on the answers of those questions you can then proceed to the next step.

2- Research Content:

This is the step of gathering information based on the above answers. For instance, if you are going for a Historical Mod, it would be nice that you do some research on Books or the Web for Pictures or Drawings, that way you can make your Mod as accurate as possible.

Examples:

The Xebec Barbarossa – It is a Personal Taste and Imagination Mod



The French Soldiers – It is a Historical / Realism Mod
Sources from various Historical and Historical Reconstitution Websites.





Retextured Model (Uniforms back in those times were everything BUT uniform, and each different regiment had its own colors, so I tried to strike a balance between the shades of Grey, Yellow / Beige and Cyan / Blue)



(And I do say as possible because there are always some limitations, since we are not texturing directly the models and we are modifying the pre-existing textures.)

3- Get tools and Information:

This step is about reading this tutorial for instance. It is about getting relevant information on Modding the game of your choosing. Usually you can find that Information and/or Tools from either the Game Developer's websites or forums of the community's web sites. It is also about information of file formats and software to use, graphics packages to make your mods.

4- Establish a plan:

This is the final step before actually starting to mod the new content. It is a very simple step of gathering all the above information and tracing your workflow.

As we all know, modding is a Hobby for many and a past time for others, at least it is a temporary enjoyment. But it certainly is not a full time job, and so it depends on our real life obligations. Some people have lots of free time on their hands, some others have only a couple of hours to spare per day, (Work, family, vacations school etc...) so in this step you evaluate those factors depending if you are doing a mod with others or a mod by yourself. If others are concerned take care to have means of communication and inform everyone of your schedule and get theirs. At least that way everyone knows appreciatively how long it may take you to do some things and vice versa.

Let's Get Started! In what follows I am going to concentrate on step ? 3 ? and in giving out the technique to use in order to mod the 2D graphics of this game.

The Tools!

Graphics Editor:

You will need some kind of 2D Graphic's Editor to do this.

Examples can be: Paint Shop Pro, Photoshop, GIMP, and any other Graphics software capable of editing (.DDS) or (.TGA) files.

Rexman's Tools:

You will also need Rexman's (.TX) Conversion tools, because the game uses that format, which is a DXT type of compression. The original uncompressed files are made in the (.TGA) format.

Those can be found here: <http://rex3d.com/potc/> (Surak'nar: Link Broken, please use TX Converter Instead from the [Modding Tools](#) section until a new link is provided)

So initially, those were (.TGA) then compressed to (.DDS) and their header changed to (.TX)

Rexman's tools will change the Header from (.TX) to (.DDS), that means that the file is still compressed as (.DDS), at this point you have two choices:

- a- Use a .dds plug-in.
- b- Use the DTX tools to uncompress the texture to .tga format.

Both the Photoshop plug-in and the DXT tools can be found here: (there is now GIMP plug-in)

http://developer.nvidia.com/object/ps_texture_compression_plugin.htm

Note: If you use Paint Shop Pro, you will have to find the previous DXT compression Plug-in as this latest one will only work with Photoshop.

If you install the plug-in then make sure to download the required DLL files as well.

The Hex Editor:

Yes, you will need one of those too, and you can find many free Hex editors in the Web. I have found over time that many people kind of shiver at the thought of a Hex Editor. Actually, it is a very simple step in the retexturing process. And besides, you can always say "I hex edited those textures in to the Model", how cool can that sound!

So how do we proceed?

The Process

Step 1

I will use the Xebec Barbarossa as an example of the retexturing, and the process is the same for Characters and any other Object of the game.

The Model,

The Xebec Barbarossa is of course a retextured model based on...the Xebec!

So I went in to the RESOURCE\MODELS\SHIPS\ folder and Copy Pasted the XEBEC1 folder and renamed it XEBEC3.

Then, you would have to Open that Folder and rename all the files from xebec1.gm to xebec3.gm

Step 2

Now that we have our model we need to identify which textures it uses, obviously it would use some texture under RESOURCE\TEXTURES\SHIPS\ folder that has [Xebec 1](#) in its file name. But some models use multiple textures and it is important to know which textures they really use.

So, fire up your Hex Editor (Yeah!), and open the xebec1.gm model. In the beginning all that may look weird to you, if you never used a Hex editor before.

But basically most Hex Editors would show the information in 2 Columns. On the left side we have Hexadecimal Addresses, and that left side is usually the widest. On the right side there is a column made up usually of characters and some of them are readable. So that right side is what interests us and we need to scroll down looking for any references to .tga (alternatively you can search or find from the Menu, and depending the software you use).

Like so:

3200	6361	6D65	7261	0072	6F70	6565	3200	2.camera.ropee2.
756E	6B6E	6F77	6E20	6D61	7465	7269	616C	unknown material
2067	726F	7570	0044	6573	6B74	6F70	5F53	group.Desktop_S
4700	6465	636B	2E74	6761	0042	6F72	745F	G.deck.tga.Bort_
5347	0062	6F72	746F	7574	7865	6265	6331	SG.bortoutxebec1
2E74	6761	0070	6F6C	7953	7572	6661	6365	.tga.polySurface
3233	3933	0000	0000	0009	0000	000F	0000	2393.....

we find deck.tga and...

3200	6361	6D65	7261	0072	6F70	6565	3200	2.camera.ropee2.
756E	6B6E	6F77	6E20	6D61	7465	7269	616C	unknown material
2067	726F	7570	0044	6573	6B74	6F70	5F53	group.Desktop_S
4700	6465	636B	2E74	6761	0042	6F72	745F	G.deck.tga.Bort_
5347	0062	6F72	746F	7574	7865	6265	6331	SG.bortoutxebec1
2E74	6761	0070	6F6C	7953	7572	6661	6365	.tga.polySurface
3233	3933	0000	0000	0009	0000	000F	0000	2393.....

we find bourtoutxebec1.tga

Step 3

Now that we know what the textures are we can start converting them by copying them from the RESOURCE\TEXTURES\SHIPS\ folder in to our “Working Folder” (which is usually a folder of your choice outside of the game folder so that we don’t accidentally overwrite game files and it is easier to find.

Use Rexman’s files to convert from .tga.tx to .tga.tx.dds and then either open the .dds file with your Graphics software or use **nvdtx.exe** included the DXTC tools Bundle to convert to .tga and edit in your favorite Graphics Software.

Step 4

Make your desired Modifications to the textures. As you will see POTC uses a 1 files texturing technique (more modern) where different elements of a Model are placed on top of different parts of 1 or 2 textures. In Sea Dogs it was a different texturing technique, where each element of a model had a different texture file. So in Sea Dogs it was not very difficult to Identify which texture file went where. In POTC it can be a little bit trickier but it sure does help to have fewer files to deal with

IMPORTANT NOTE :

Saving your textures is once of the most important things.

Since POTC uses the more modern 1 file has it all texturing approach, different models share same texture files. So if you modify a texture and keep it with the same name (ie deck.tga.tx) that texture is used by ALL ships in the game. So you will be changing all the ships at the same time! The solution is to have a new file, hence the adding content part. This solution however poses another problem. The Models themselves refer to the original texture file, so even if you save it something different it will not be used by the Xebec [3?](#).gm

Experience, exploration and ingenuity have given us a solution to that problem too. And the solution is to change the texture files names in the Model. If your Moding is only for yourself that is never a problem. If you intend on distributing your mods however, you will have to take some care because sooner or later there is bound to be file name conflicts with other moders. But, there is a solution to that problem too, and was incepted at the LIB SD MOD forum by myself and some of my fellow moders and friends.

We call it the “Moders Code”, and it consists of choosing a 2 digit number that represents you and is included in your moded filenames. If you have downloaded the Xebec Barbarossa you will see that the texture filenames all contain the number “08”, this is my number, (Duke Surak’nar – 0, it would therefore be a good habit to save yourfiles with something that everyone agrees upon.

But what number to choose? Well, I would cordially ask for the cooperation of the administrators of this website to maintain a list of Moders and their chosen Codes, in a first come first served basis.

Maybe that list could start as a reply to this thread. So far however the lists looks like this:

01 – Available

...

03 ? Kodo_Boon

...

08 – Duke Surak’nar

...

12 ? Verruckt

...

66 – Le Diable

...

69 – Draksen

...

89 – Clutch Marauder

...

99 – Available.

This is a list between 01 and 99, the code 00 is reserved, for file troubleshooting.

The choice to have such a code if you are or intend to become a Graphics Moder is really yours, but if you want to avoid answering threads like :

“New Ship File Problem”, “This Character Mode does not work with that Mod” etc, it is the simplest solution to follow.

And it does help also people who make installers by reducing the time it takes for them to troubleshoot file conflicts.

(God only knows how many such hours Hosehead spent in the Sea Dogs Add-on Installer)

END OF NOTE

Step 5

So once we are happy with our modifications we save our files. In this case:

bortoutxebec1.tga was saved as **bortout08xbs1.tga**

and,

deck.tga was saved as **08xb.tga**

IMPORTANT: Notice how the number of letters is the same length in both cases. That is important due to the fact that once the textures are replaced in the model their length cannot be changed. So we have to keep same length of filenames.

It is also why at some point there is bound to be filename conflicts but having 2 unique digits insures that there is not such conflict.

Step 6

Reconvert the textures back to the Game format.

If you are using a plug-in and directly modify the .dds file then use Rexman's tools to reconvert them back to .tx

If you are modifying .tga then you would need to convert or rather compress them back to .dds.

NOTE: once converted to .dds you will have to rename the file to filename.tga.tx.dds so that Rexman's tools can put it back to .tx correctly.

Step 7

In this step, we will be launching the Hex Editor (again).

So this operation consists of changing the names of the textures in the model to match our texture files.

Reminder: Keep same length of file names otherwise you the model will be corrupted.

So find the deck.tga and change it to match your file.

In this case: deck.tga changes to 08xb.tga

Note: You don't really need to change the complete name, but only add your code, however, if you intend on doing multiple mods you will need different filenames aswell to not conflict with your previous Mod.

Step 8

Copy the files to the appropriate places and make the appropriate code changes in the Ships_init.c and ships.h files and everywhere else needed depending on what you are retexturing.

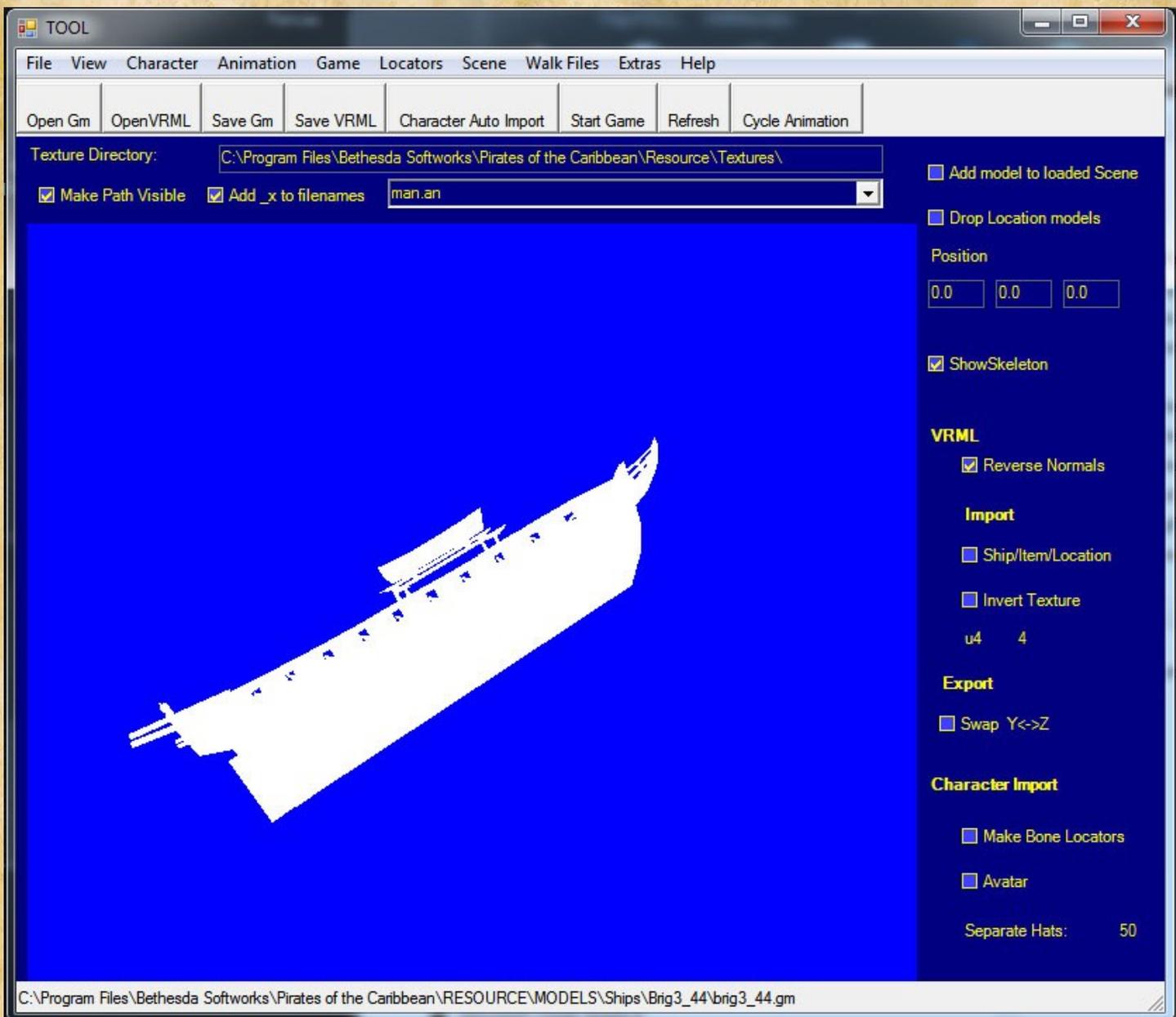
And your Mod is now ready for your pleasure or for distribution

SPECIAL THANKS:

Rexman for discovering the compression standard used in POTC and making the tools.

Enjoy!





Inez' Diaz tool for PotC model editing

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[Extras](#)

[Prerequisites](#)

The tool is available at [Pirates Ahoy's download section!](#)
(get the file TOOL.rar).

What it is

It's a viewer for gm files and animations. It puts skeleton information into character models, so they are animated correctly in the game. It can also convert between gm file format and VRML, so POTC models can be converted to VRML, loaded into a modeler program, edited, saved as VRML again and converted back to gm. (For ships, however, this process has some limitations.)

NOTE: The tool has been tested with VRML output from Max – with VRML-files generated by Maya or any other program it might or might not work. Locators can be edited and new Locators added. It can display and edit the character patch files (.ptc). It is of course not a modeling program. Make your models in Maya or Max or the program of your choice. Maya users still need the plugins to convert to gm before using this tool; Max users can export from Max in VRML format and put in the skeleton + convert to gm in one step with this program.

3D View

For the 3D View Window to function you need Direct X[?] installed (probably Direct X 9[?]). To see models textured you have to convert textures to tga format (with txconverter) and point the tool to the directory where those tga textures are located (enter the path into the Texture Directory textbox). To navigate hold the right mouse button and move the mouse up/down to zoom in/out, hold the left mouse button and move the mouse right/left to rotate the model around the y-axis.

User Interface

Open files via the menu bar or toolbar and save them in a different format. Character import and binding is done via the Character Autoimport toolbar button or the commands in the Character menu. On saving, "_x" is automatically appended to all filenames.

The textboxes and checkboxes can usually be left at their default values, except in the following cases:

The checkbox Reverse Normals is usually checked; uncheck it if Models look “hollow” and/or seem to face the wrong way. If the textured models look strange (because the textures are upside down) uncheck the Invert Textures checkbox and import again. To go from gm to vrml and back again (after editing in Max), the checkbox usually has to remain checked.

When importing ships, items or locations from vrml check the Ship / Item / Location[?] checkbox. The Make Path Visible checkbox has to remain checked, except for the ..._path.gm models which define where sailors can go to on ships.

The fields Lower arms and Separate Hats and the checkbox Make Bone Locators are for character import (see below).

The Avatar Studio checkbox is exclusively for import of VRML models made with a program named Avatar Studio. For all other models it has to stay unchecked.

Character Import

IMPORTANT: Your model has to be saved with both arms stretched out to the sides; NOT in the position the original game models are saved in. The program will then save your model in the position needed for the game.

If you want to modify the original models, rotate the arms 90 degrees about the z-axis before saving. This can be done via the Extras / Raise Arms menu command. That command works only for original game models, and it must be done before editing the character in a modeling program (Maya or Max). If you make models from scratch or import from other sources, you have to raise arms manually in the modeling program. If after binding (putting the skeleton information in as explained below) the arms are very close to the body, raise them up a bit more. (The ideal position is somewhat higher than horizontal, as shown in the picture above). Instead of that, you can also decrease the value in the Lower arms field (about 80 for horizontal arms).

Legs can be in the same position as the original ones, but make sure there's a little space between the left and the right leg. To get a character model ready for the game, the following steps are necessary:

Open the File (gm oder vrml)

Resize the model so it's the same height as other characters

Drop and center the model so it's in the middle of the coordinate system, feet on the ground

Bind the model to the skeleton (put the skeleton information in)

Save in gm format

The menu command Auto Import / the corresponding toolbar button perform all these steps automatically. If on the other hand you want to skip certain steps or check intermediate results in Gm Viewer, you can perform the steps manually via the Character menu. For Characters that are not symmetrical, it is better to skip the «Drop and center» step, because centering might not work correctly. Center the model in your modeler program, instead. Results are best when the model matches the skeleton of the male characters in the game precisely (especially length of arms). Deviations result in bones bending where no joints are. Models with skirts (towngirls) will for that reason not work. To see if your model has the joints at the right position, you can check Make Bone Locators, import the model, save as gm and then open it in GM Viewer or Maya. The Model will have locators at all the joint positions. Don't forget to uncheck the checkbox before doing the actual export for the game.

Non- automatic resizing of Characters can be done via the Locations menu.

Hats

If Models have a large hat, there has to be a little space left between the hat and the upraised arms. It can sometimes happen that parts of the hat are recognized as part of an arm or vice versa. You can in this case correct the value in the Separate Hats field (a percentage 0-100). If after binding the corners of the hat are turned downwards, decrease the value, if parts of the arm stick out upwards, increase it.

Ship Import

For ship import check the Ship / Item / Location? checkbox. That sets the u4 value to 0 and unchecks the Reverse Normals checkbox, as is usually required for ships. On unchecking ship, those values are reset to their defaults. To work in the game with sails etc., ship models need a set of locators. The Easiest way to put those in is by loading a model from the game and saving its locators to a text file (via the locators menu). Then load your new model and import the locators from that text file (again via the locators menu). The view / locators menu allows you to edit the locators for the purposes of the new ship (see Locators).

NOTE:

Ships have some extra information in them that other models don't. For VRML models that information is generated by the tool, but not correctly – which results in the computer beeping once when loading such a model at sea. About further consequences I'm not sure. The tool will prompt you for an existing model to copy the missing data from. If you just cancel that dialog, the data will be generated.

Walk Files

The path crew members walk on a ship is defined by the ...walk.c file in the PROGRAM\SEA_AI\walk subdirectory of your game installation folder. The first set of numbers in this file determines a set of points, the second their animation types and the third the connections between them.. To make editing those points easier they can now (via the Walk Files / Read Walk File menu) be shown in the tool's 2DView. You can also see the connections between points, so you can easily visualize where characters walk. If you have the ship model loaded, you'll also see its bounding box for orientation. The points can be moved around with the mouse. Double-clicking a point opens a dialog box where you can edit a point's coordinates (including y) and its type. Type 0 is an ordinary walking point, type 1 a point for loading a cannon, 2 and 3 I don't know, 5, 4 and 6 are successive levels of climbing the vants. With the slider on the right in the top portion of the 2D window the whole window can be made transparent, so you can view the model in Gm Viewer? in the background. However this makes everything very slow.

For Maya users, the points can be transformed into a set of locators via a menu item in the 2D View. Those locators are automatically added to the currently loaded model (make sure you have a backup copy). After editing the locators in Maya the tool can generate the points section of the walk file in text format. This can then with a text editor be inserted into an existing walkfile.

gm->VRML

When importing the vrml model into Max, make sure to add the directory with the textures to the list of locations where Max will look for textures. Textures have to be in tga format (use txconverter for that). Many models use the texture shadow.tga which the game setup does not put into the RESOURCE\Textures directory but into the INTERFACES subdirectory. So you have to add that to the list of texture locations for Max, too.

VRML->gm

When exporting VRML from Max, make sure you choose vrml97, not vrml 1.0. Select polygon type “triangles” and deactivate the checkbox “bitmap url-prefix”. The u4 value only affects conversion from vrml to gm. It MUST be 4 for characters. For the original models that aren't characters it's usually zero, but conversion to gm also works if you leave it at 4. (At least in gm viewer, I haven't tested those ingame). Probably a value of 4 for non-character models only wastes space. Models with a value of 4 in the u4 field also get locators for camera, saber, gun etc. VRML reading is quite slow, so be patient. When import is complete, the tool will prompt you for an existing file to copy “collision information” from. This should usually be ignored (choose Cancel), except for ships (see Ship Import). Not sure this has really anything to do with collision. Menu View / Details [?](#) shows a treeview that should reflect the structure of the original vrml file. Transform, Shape and Material nodes will be correctly handled – anything else might not.

Textures must be converted to tga.tx and copied to the appropriate directory. VRML files without texture information can be converted and viewed in the tool or in Gm Viewer [?](#), but they will not work ingame. The tool will insert «Texture missing .tga» for the texture, but supplying a texture by that name is not enough, the VRML file needs to have texture coordinates.

Start Game

The Start Game menu command and button are meant for the testing of characters.

The currently loaded model will be copied into the file main_x.gm in the game directory and the game then started. The script files will not be altered so as not to interfere with your own mods. For character testing to work, you have to change the script files manually to make the main character model main_x, in whatever way your mods do that. For the original game, it will suffice to change the lines

```
ch.id = “Blaze”; ch.nation = ENGLAND; ch.model = “blaze”; in characters_int.c to
```

```
ch.id = “Blaze”; ch.nation = ENGLAND; ch.model = «main_x”; Use the Start Game command only when you have loaded a character model!
```

Locators

After loading a model, its locators can be viewed (numerically) and edited via the View / Locators menu. Even new Locators can be added this way.

For each locator there are two text strings (only one of which is shown in GM Viewer), then three single values (X, Y, Z) for the locator position, and again three single values of each of the tree axes, so the locator can have an orientation. The orientation is important for the saber and gun locators, for

example, because it will determine the weapons' orientation. In case of doubt, set the axes to (1, 0, 0), (0, 1, 0) and (0, 0, 1) – that is XX to 1, XY and XZ to 0, YY to 1, YX and YZ to 0, ZZ to 1 and ZX and ZY to 0.

With the Apply Changes button the changes are copied into the current model – if the model is then saved, so are the new locators. Alternatively Locators can be separately saved into a text file via the Locators menu. Those saved locators can afterwards be loaded back into the same or an other model. Of course you can also hand-edit the text file in a text editor or create it with an external program.

Locators can also be viewed in the character patch.

Scenes

The commands in the Scenes menu allow you to create new empty rooms and to put furniture into a room (this works for new as well as existing rooms).

The Make new room command creates a very simple room (a box with a brick texture and a door which is a box with a wood texture) and displays it in the 3D window.

Maybe you have to move backwards a little (by holding the right mouse button down and pulling the mouse towards yourself) in order to view it in full.

Editing scenes

The Edit Scene menu item displays a second window where you can add new meshes to the scene or position, rotate and resize the single meshes that together make up the model. It can be used with an existing location that was previously loaded or with a new room that was created via the Make new room command (or with any other model loaded).

Of course these controls can also be used for models with only one mesh. That way a model can be rotated (which is not too useful), resized (which is very useful) or translated (not advised for single-mesh models because if translated the model will not be centered in its own coordinate system).

Resizing animations

When a character model has been loaded before opening the scene editing window, the Scale animation also checkbox will be checked. If the model is now scaled, the skeleton (and the model's locators) will be scaled with it. This will not affect the original skeleton in man.ani – you have to separately save the .ani file via the Save Animation button. You then get a file my.an in the game's resource \ animation directory which needs to be appropriately set up in the POTC script to be used with the model.

Adding meshes

To add a mesh to the current scene, double-click it in the left listbox. Most of the objects that come with the tool have been cut out from models in the original game. The fence was provided by Alan Smithee.

If you add your own models to the Meshes directory they will also show up in the list.

Move, resize or delete a mesh

To move, resize or delete a mesh select it in the treeview and use the sliders/buttons.

Making. COL files

In the Menu Light you find the option to make. COL files for the currently loaded model. These are used by the game for lighting.

This feature is still experimental: it will create files of the correct size, but most likely they'll not look good.

Editing the character patch

The menuitem Locations / Patch / Read character patch shows a dialog box to select a character patch file (.ptc). The Points in the patch can be dragged around with the mouse.

The menuitem Locations / Patch / Create new character patch creates a rectangular patch which can then be edited.

If a model is loaded before creating a new patch, the default values for the patch size are matched to the size of the model. For each loaded mesh a box with the same size will be shown with the patch for ease of editing.

Double-Click on a point to create a hole in the patch.

Locators

If before displaying a patch a model defining locators for a location (_l.gm) has been loaded, the file selection dialog box will not be shown, but the .ptc file for the location will be opened. The program in this case also shows the locators, which can then be freely positioned. Double-clicking a locator shows some of its properties in another dialog box.

Via the menu and toolbar of the patch editing window you can add new locators.

Extras

In the Extras menu you find the commands for character mixing (exchanging heads)

dividing a model up into separate meshes (experimental!)

Dividing a model up into separate meshes

Select a model which will then be separated into smaller parts (it's supposed to extract the submeshes, but most of the time it gets much smaller parts, such as polygons). For performance reasons the model will not be shown in the 3D Window.

Save the result as vrmf (gm is not yet working) and use a modeler program to cut out the elements you want and glue them back together.

This facilitates the cutting out of submeshes such as furniture from a location model.

Prerequisites

The Program needs Microsoft. NET-Framework to run. Get it from here:

<http://www.microsoft.com/downloads/details.aspx?FamilyID=262d25e3-f589-4842-8157-034d1e7cf3a3&displaylang=en>



Understanding and Making Ship Walk Files

by Duke Surak'nar

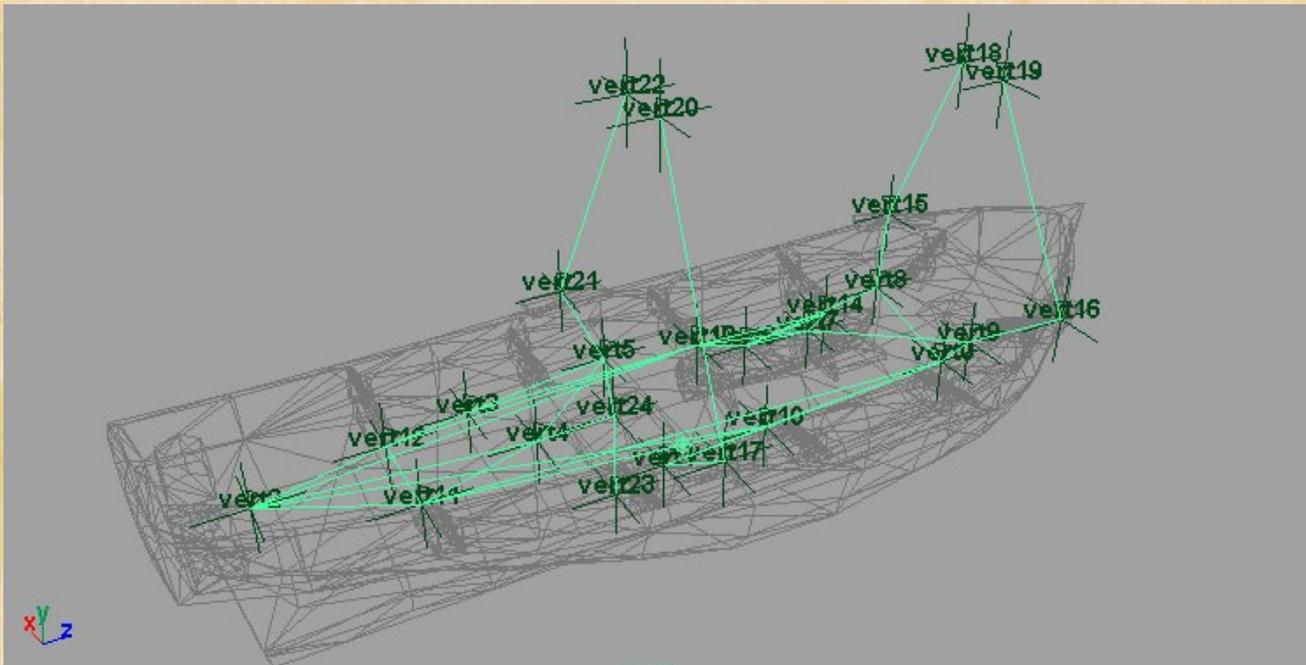
This Tutorial permits for one to make Walk.c Files for use with new Ship Models.

It is written to work with the PotCWalk tool, programmed by Scheffnow, found in the [Modding Tools](#) section.

Additional Credits go to Inez Dias and Nathan Kell for contributing to my understanding of how Walk Files work.

Understanding

First of all lets understand the walk files. To demonstrate we will make use of the following picture:



In the above Picture I have connected the vertices with lines to get an Idea of how they work.

In reality, these are virtual position coordinates which connect unidirectional with one another.

In other words,

A – these vertices are not part of the Model and are separate.

B – these vertices are not objects or meshes themselves they are bit coordinates at certain points of the model.

C – these vertices are connected in script and are linked in pairs. A to B and B to A.

So for instance climbing up the crow's nest, there will be one path going up from starboard and the second path going down from port.

Making Walk Files

The easiest way to make a set of coordinates destined to be used by PotCWalk tool to produce a Walk.c file would be:

- 1 – In the Ship Scene(in maya), place Locators in the desired locations, naming them as per naming Convention.
- 2 – Create a Cube and make it the Parent of all the locators.
- 3 – Export the cube with the locators as per [Items Locators](#) Tutorial.
- 4 – Load the Exported .atg file in to the PotCWalk tool, and use it to make the Walk.c file.

Example of a .atg file:

```
LOCATOR ADDED TO HIERARCHY: Vert0
```

```
1.000000, 0.000000, 0.000000, 0.000000,  
0.000000, 1.000000, 0.000000, 0.000000,  
0.000000, 0.000000, 1.000000, 0.000000,  
0.000000, 1.272646, 4.045523, 1.000000,  
group_name: pCube1  
name: Vert0
```

```
LOCATOR ADDED TO HIERARCHY: Vert1
```

```
1.000000, 0.000000, 0.000000, 0.000000,  
0.000000, 1.000000, 0.000000, 0.000000,  
0.000000, 0.000000, 1.000000, 0.000000,  
-0.516379, 0.482428, 3.098857, 1.000000,  
group_name: pCube1  
name: Vert1
```

Naming Convention

There is a Specific naming Convention used by the Walk.c Files, as such it is important to use the same convention to name the Locators.

In the Walk Files we find three different sections:

Verts, Types, Graph

1- Verts defines the 3 dimensional Coordinates of each vertice, so there will always be 3 times as many actual positions on the ship for XYZ.

Lets say you have defined a Path from Stern to Starboard to Bow to Port to Stern, with 4 positions, that means that there will be 12 Verts entries in the file.

Ex:

```
Gunboat_walk_verts[0 ] = 0.019826;  
Gunboat_walk_verts[1 ] = 3.290515;  
Gunboat_walk_verts[2 ] = 15.035406;
```

This is actually Vert0, and it has three entries for XYZ coordinates.

2- Types defines the various animation states at each position. For instance Running, Manning the Guns, Walking, Standing, Climbing up or Climbing Down.

There are 7 states, numbered from 0 to 6.

0 – Is for normal Walking Paths

1 – Is for Reloading the Cannons

2 – Is for Entering the Cabin (kills the Low_man Model)

3 – Is for Exiting from the Cabin (Generates a Lo_man Model)

4 – Is for Climbing down ratlines (rope Ladders) so always at the top Verts
5 – Is for Climbing up the ratlines (rope ladders) so always at the bottom verts.
6 – Is for Ships with Larger Crow's Nests and above (4) to cause the Crew to stay there and observe before climbing down.

Ex:

```
Gunboat_walk_types[0 ] = 0;
```

```
Gunboat_walk_types[1 ] = 0;
```

```
Gunboat_walk_types[2 ] = 0;
```

This means that Vert0 has a Type of animation of 0, and so does Vert1 and Vert2.

3- Graph defines the pairs of unidirectional movement of the Crew. You can define two pairs from A to B and from B to A, however the sailors will walk through each other, so the walk files are arranged to make a circle of have two separate paths going in opposite directions, like A to B and B to C and C to A, that would create a sorts of triangle of movement.

Ex:

```
Gunboat_walk_graph[0 ] = (29)*256 + (35);
```

```
Gunboat_walk_graph[1 ] = (29)*256 + (30);
```

```
Gunboat_walk_graph[2 ] = (30)*256 + (35);
```

This means that the first pair [0] defines that there is a path going from Vert29 towards Vert35, and the second pair [1] from Vert29 to Vert30 and the third pair [2] from Vert30 to Vert35.

Using PotCWalk

Now that we have an understanding of the Walk files functionality, we can place a set of locators in our scene to mark the positions of the Verts. The Locators have to be named following a specific format, and there are two modes (Basic & Advanced) that the tool offers.

Basic Mode Format:

```
Vert000_t0
```

```
Vert001_t0
```

```
Vert002_t1
```

...

The first part specifies the Verts number, and the second part that Verts Animation Type. In this mode you will be able and have to manually make the pairings within the tool before generating the Walk.c file (this is recommended for beginners)

Advanced Mode Format:

```
Vert000_t0_g1
```

```
Vert001_t0_g0
```

```
Vert001_t1_g3
```

...

As above the first and second parts define Verts number and Types of Animation, the third Part defines with which other Vert will this Vert be paired to make up the Graph Pair. Alternatively it can permit for more flexibility like so:

```
Vert000_t0_g1g3g7g9
```

This will actually parse in to four pairs from Vert0 to Vert1, from Vert0 to Vert3, from Vert0 to Vert7 and from Vert0 to Vert9.

Note: Not all pairs need to be filled out if that is the intention of the Ship Creator. However, all the possible Pair Combinations must be in the file, and those that are unused follow this format:

```
Gunboat_walk_graph[49] = (-1)*256 + (-1);
```

Thank you, and enjoy your Modding!

New Horizons : The History of The Build Mod!

Countless hours have gone into the creation of New Horizons as it exists today. Some developments have taken years, and some have only taken a few days or a few hours. We have tried our best to document everything and give proper credit to everyone who has added anything to our mods. At this point, we can't say when New Horizons will be completely finished, in fact, so many new mods keep appearing, it may never reach a "completed" form. One such mod example is documented fully in the Willemstad Builders' Trials manual. I won't get into a fully detailed description here, but I wanted to at least mention some of the basics. To understand the concept behind the Willemstad Builders' Trials, you need to understand a bit more about the differences between "Arcade Mode" and "Realistic Mode"(it's not limited to just sailing anymore), these are some of the differences :

- Realistic Sailing Mode

- . Wind direction has a much bigger impact and you can't sail into the wind anymore (in Arcade mode, you can)
- . Different rig types have a MUCH bigger impact than in Arcade mode

- In Arcade mode, based on what spyglass you've bought, they will show:

- . Nation
- . Ship name
- . Ship type
- . Cannon type of other ship
- . Hull and sail damage
- . Number of crewmembers
- . Speed
- . Charge type (eg. balls, chainshot or grape)

There IS an inaccuracy built into these spyglass observations (can be increased or turned off in "Advanced Options"),

but since a real spyglass cannot give you this information at all, in Realistic mode, your spyglass tells you only other ships' name when they're close, but nothing else.

Spyglasses only enlarge the view (better spyglasses enlarge more) and you have to observe the other ships yourself.

So you'll have to pay proper attention to the other ship's type, colour scheme and flags to define whether she could be hostile or not.

- "Fast Travel" ashore is disabled for most locations, until you manually discovered them by walking through town.

- "Sail To" at sea is disabled for all locations until you've manually discovered them by sailing to them. The buyable maps here really help you to find certain shores.

- "Sail To" at sea is disabled for all ships that are too close to you (no instant-teleports to right next to the enemy ship)

and also for all ships that, based on your speed relative to the other ship's speed, you cannot overtake.

- Ashore, when there's enemies around, the red flashing icon and danger music doesn't start until they actually draw their swords.

This way, you are not pre-warned of any impending danger.

- Realistic Game Mode removes 'list of ships' log messages upon entering 3D sailing mode at an island

Willemstad Builders' Trials

What the Willemstad Builders' Trials attempts to do is more accurately reflect the handling of ships in the game. The author of this mod can explain it in much better terms than I can. The following is an excerpt from Snow White Sorrow's first posts about the concept :

Over the past month or so I've had the idea to modify ship handling for POTC so as to make it a bit more.. **lifelike**.

But you know, working on the manual and all took up a huge chunk of my time, so did reacquainting myself with my old favourite game.

However yesterday this project at last left the inner recesses of my less than sane mind and the first two ships were "reviewed" and resulted in the following:

Prototype ship handling improvements for the Fast Galleon and the Caravel:

1. Realistic inertia. **You can now tack. For real.** Rudder left full into the wind, raise sails, momentum does the work. No longer do you have to be jealous of that pic of [Pride of Baltimore II](#) doing it at 10 knots and your virtual ship gets stuck!
2. Realistic steering. **The ship is no longer sailing on rails.** You can, in your imagination, have 4 men push the rudder hard over for an emergency turn, but are you prepared to regain control of the ship? You will need to apply counter-rudder to put her back on an even keel. **The game won't stabilise the ship**, you, the Captain, have the right to do that yourself.
3. **Each class of ship will be given her own personality**, based on what I deem right from her hydrodynamic profile. Caravel has small rudder? I make a note in the attached ship recognition guide? You bet that is an issue in game.

Note:

4. **Keep track of the rudder position mentally. You don't want to have a runaway helm in battle! Real helmsmen CAN miss maneuvers, so can you.**
5. **Your heading CAN drift on the high seas.** Don't be stingy and buy a compass! We disabled the "using wind direction log as compass" cheat so...

I have attached below a test package. Test in the following manner:

1. **Use the console.c file to give yourself a FastGalleon1 or Caravel2,**
2. then load any save game in port
3. Go to the port, stare at your ship. Hit F11, then F12; which will give you the physical ship
4. Poof, new ship appears
5. Conduct seakeeping trials. Be gentle to the helm, **the heavy rudder is meant to help you** do graceful turns around islands and such. Sailing upwind in the formerly less useful ships should be much less of a chore, and the increased maneuverability is a double edged sword - it's easy to forget rudder position in a pitched battle and you lose the ship...

SWS has since gone through and edited the ship handling characteristics for over 220 ships! And each one of them is documented, or soon will be, in the Willemstad Builders' Trials manual!

Default Key Assignment

- On land (third/first person):

E = Draw/Sheath sword Ctrl = Block Shift (hold) = Run
Q = Fire pistol/musket Left mouse = Move forward Right mouse = Move back
Space = Attack/Accept/Activate A = Sidestep left D = Sidestep right

TAB = Switch between third/first person view Enter = Open quick command menu
X axis Mouse = Left/Right player view y axis mouse = Up/Down player view

P = Pause R = Speed up/slow down 1x/3x G = Speed up/Slow down 10x/30x
F3 = Loot corpse K = Always run on/off

1 = Equip Regular Blade 2 = Equip Regular Gun 3 = Equip Cobblestone
4 = Equip Sandbag 5 = Equip Etherbottle 6 = Equip Thief's Knife
7 = Equip Poisoned Throwingknife 8 = Equip Stinkpot 9 = Equip Grenade
0 = Equip Your Trusty Fists F1 = Main menu F2 = Character screen
ESC = Cancel Menu F11 = Re-initialize F12 = Execute console

Sailing (3D view/first person):

W = Raise sails S = Lower sails A = Turn to port (left)
D = Turn to starboard (right) 1 = Load canon balls 2 = Load grapeshot
3 = Load chainshot 4 = Load bombs (only with realistic cannons off)
V = Manual aim Space = Fire cannons
C = Execute firedrill (when your ship is on fire) Enter = Quick command menu

Mouse :

Left mouse = Move forward (on deck) Right mouse = Move back (on deck)
X axis Mouse = Left/Right player view Y axis mouse = Up/Down player view
Ctrl (Hold/Release) = Zoom in/out with spyglass E = Zoom in on minimap
F = Zoom out on minimap TAB = Switch between third/first person view

R = Increase speed 1x/3x G = Increase speed 10x/30x F1 = Main menu
F2 = Character screen ESC = Cancel menu

Sailing (navi map/third person):

W = Move forward S = Move back A = Turn to port (left) D = Turn to starboard (right)
X axis mouse = Left/Right camera orbit y axis mouse = Up/Down camera view
TAB (on/off) = Navimap range change + unlock on ship Space = Enter 3D sailing mode
Enter = Quick command menu R = Increase speed 1x/3x G = Increase speed 10x/30x
F1 = Main menu
ESC = Cancel menu

New Officer System

by unknown author

Bon, ce brouillon est pas mal ; ce qu'il reste à faire pour soumettre le truc :

- mettre les officiers aux bons postes par voie de dialogue. :) --> c'est pour ainsi dire fait
- organiser une console.c idéale pour tester le code.

“Well, this draft is not evil, it remains to be done to make the trick:

- Put the officers in the right positions through dialogue. :) -> It as it is
- Organize a console.c ideal to test the code. “

in : Modding subforum

title : Officer system

Ahoy, fellow PotC modders,

As you might know, I have been doing some experiments on changing the officer system. If you hoped that I'll come with a fully-functional ready-to-test new system, you'll sure be disappointed. I've mainly done small experiments from time to time, just to know what is possible, or not. My first goal was to answer this question : is it possible, in PotC, to change the officer system so that it looks/works similar to Seadogs or AOP system? This would requires several changes :

- thwart the limitation of the three-officers-at-the-time system.
- make so that officers contribute only to certain skills & perks, depending on their speciality.

I've packed up my experimental code into something you guys can look at ; it's on the FTP, in my folder.

First thing to notice : I've created a new file, officers.c, that contains the most important part of the code.

- * InitOfficersType() function, that creates all kind of officer you can have on your ship
- * functions to assign/remove a character to those different positions in your ship
- * two rewritten functions that deal with party skills/perks

Here's a typical part of InitOfficersType :

```
//Carpenter
makeref(officer, Officer_type[n]);
officer.name = "Carpenter";
officer.skill.Leadership = 0;
officer.skill.Fencing = 0;
officer.skill.Sailing = 0;
officer.skill.Accuracy = 0;
officer.skill.Cannons = 0;
officer.skill.Grappling = 0;
officer.skill.Repair = 1;
officer.skill.Defence = 0;
officer.skill.Commerce = 0;
officer.skill.Sneak = 0;
officer.perk.LightRepair = 1;
officer.perk.InstantRepair = 1;
n++;
```

This one will contribute only to repair skill, LightRepair, and InstantRepair perks.

Please note that I've added an officer called 'captain' who deals with all skills, and all perks.

The functions that assign/remove an officer are not very elaborated : it just stores the index number of that character as a .Ship.Officers.[officer_type name] attribute of the character that has the ship.

The two rewritten functions are GetSummonSkillFromName from PROGRAM\Characters\CharacterUtilite.c, and GetOfficersPerkUsing from PROGRAM\INTERFACE\Perks\perks.c. I'll quickly show you how they looked like :

```
int GetSummonSkillFromName(ref _refCharacter, string skillName)
{
    int sumSkill = GetCharacterSkill(_refCharacter,skillName);
    int i,cn,curSkill;
    for(i=1;i<4;i++)
    {
        cn = GetOfficersIndex(&_refCharacter,i);
        if(cn!=-1)
        {
            curSkill = GetCharacterSkill(GetCharacter(cn),skillName);
            if(sumSkill<curSkill)
            {
                sumSkill = curSkill;
            }
        }
    }
    return sumSkill;
}

bool GetOfficersPerkUsing(ref chref, string perkName)
{
    for(int i=0; i<4; i++)
    {
        int cn = GetOfficersIndex(chref,i);
        if(cn<0) {continue;}
        if( GetCharacterPerkUsing(&Characters[cn], perkName) ) {return true;}
    }
    return false;
}
```

And here is how I changed them : in stead of checking you + the three other guys in the three available slots, now it checks if some officers are supposed to help you with this skill/perks, than gets the index of this officer if you got one, than checks if his skill is higher or if he has the perk.

```
int GetSummonSkillFromName(ref _refCharacter, string skillName)
{
    int sumSkill = GetCharacterSkill(_refCharacter,skillName);
    int i,cn,curSkill,n ;

    for (n = 0; n < MAX_OFFICER_TYPES; n++)
    {
        ref officer;
        makeref(officer, Officer_type[n]);
```

```

        if(CheckAttribute(officer, "skill." + (skillName)) && sti(officer.skill.(skillName)) > 0)
        {
            string _post = officer.name ;
            cn = Get_ship_OfficersIndex(&_refCharacter, _post);
            if(cn!=-1)
            {
                curSkill = GetCharacterSkill(GetCharacter(cn), skillName);
                if(sumSkill<curSkill) sumSkill = curSkill;
            }
        }
    }
}
return sumSkill;
}

bool GetOfficersPerkUsing(ref chref, string perkName)
{
    for (int n = 0; n < MAX_OFFICER_TYPES; n++)
    {
        ref officer;
        makeref(officer, Officer_type[n]);

        if(CheckAttribute(officer, "perk." + (perkName)))
        {
            string _post = officer.name ;
            int cn = Get_ship_OfficersIndex(&chref, _post);

            if(cn<0) {continue;}
            if( GetCharacterPerkUsing(&Characters[cn], perkName) ) {return true;}
        }
    }
    return false;
}
}

```

My conclusion is that it is pretty much feasible to change the current system into this kind. It would require other things I haven't done yet : function that removes the stored id of the character if he dies, and of course a proper interface in which you could assign/remove them. Some more care should be put to InitOfficersType, to choose carefully which officer helps with which skill/perk.

Now for some extra notes - for example, while playing with GetSummonSkillFromName and GetOfficersPerkUsing with some LogIt(s), I noticed a bunch of weird things.

- when I hit some character, it runs GetSummonSkillFromName without giving a skill name..
- two perks that don't exist are checked all the time, 'charisma' and 'witcharm'.
- perk 'sharedexperience' represent 90% of all asked perks. I think we'd have to look at this one more carefully.
- Instantrepair perk code is repetitive.
- your old saves will not be compatible with my changes : you'll be able to load them, but not to save again (CTD). So while you're testing this code, it's better to start a new game.

Maturins Weather Mod v1.02

Wednesday August 13, 2008

by Maturin

Tweaking mod:

Settings for ease of tweaking are defined in InternalSettings.h under // WEATHER CONTROLS - JL

Ranges:

Ballasts 0 - 50 no more or less and not negative

Windchange 0 - 30 ^^ditto

fogchange 0 - 20 ^^ditto

rainchange 0-100 ^^ditto

anglechange 0-PI*2 (PI times two)

v1.02 Changes:

Fixed some visual glitches

Made B14a8 version

V1.01 Changes:

Fixed storm/tornado bug from world map - storm/tornado was not loaded when entering battlemap

Fixed various visual glitches - bad sky rotations, lighting and such

Fixed several of the uglier sky textures - Modified or replaced

Modified how waves are generated with REALISTICWAVES - Much larger waves at high winds now

V1.0:

The sky Textures are taken from AoP with some modifications, if you find them ugly I make no apologies. I am no skinner :D

You can easily modify them yourself, or change which skies are loaded for different conditions as suits your taste.

This is version 1.02, somewhat improved over v1.01 with a few visual glitches fixed. Mostly Build 14 alpha 8 version released.

Please report any bugs/glitches

Have fun!

DIRECTSAIL 1.0

November06

Direct, continuous sailing from island to island, without worldmap in between

People who want a fast actiongame and use time compression to get to the next port faster will NOT care for this. But many people who enjoy the sailing in seaview have already asked for a feature that lets you sail to another island without the map.

Here is an EXPERIMENTAL! mod that COULD one day develop into a publishable PotC add on. But for the time being I only want to exchange ideas and opinions. Cause my idea is surely only one of many possibilities, and together we may be able to develop a better solution.

The problem with sailing from one island to another is that each island is a seperate locationmodel. There exists always only ONE island in seaview. So if we want to sail to another island we must do a reload to another location. All we can do is to mask the trigger and the reload so that the player gets the impression of direct sailing.

The concept

My solution for that is that I divided the worldmap into virtual cells. Each cell contains one island, and if you reach the edge of the cell (after several GAMEhours of sailing) you are being teleported to the neighbouring cell. The teleport looks a bit different from the usual seareload, and with a bit of goodwill you can imagine that your seaview was only shortly interrupted by the lookouts "Land Ho!" call :)

The islandcell are sort of octagonal, so that you can sail in the eight main compass directions. E.g. if you sail a few hours from Antigua aproximately westbound you'll reach FdF, the northwest sector takes you to Guadeloupe, north to QC, northeast to St Martin. In all other directions you'll get a gentle reminder that there is nothing but open sea

Accuracy and "realism"

That is of course an inaccurate affair and allows only "island hopping" navigation. You can't e.g. sail from Oxbay with a course of 024 degrees magnetic heading and hit Turks port a six days and 21 hours later. Instead you will sail aprox northeast from Oxbay into the new "Battle Rocks" islandcell, from there NE to Hispaniola, then northwards to Turks.

But islandhopping and coasthugging may well have been just what 17th century privateers used as navigation method. Cause navigation in those days WAS actually often a "guess and pray" affair. Charts and instruments were rather inaccurate, winds, drifts and currents unpredictable. Even the most professional naval masters often lost their way or even their ships because they had assumed a totally wrong position.

Not that realism always makes a good game, but I enjoyed to relive the suspense of seeing the last landmark disappear behind me and sailing on through the open sea, hoping that the right landfall would appear ahead.

Avoiding boredom

Sailing peacefully through the PotC sea may be nice for some time, but gets boring in the long run. So we need events and changes in the scenery to make the continous sailing interesting. We have already the mods for changes in weather & night/day, and the coastal ships. For the sailing AWAY from the coast I added random encounters with small fleets (like the map encounters) that appear ahead of you. That combined with KNB's "inaccurate spyglass" mod let's you experience the problems and decisionmaking of an age-of-sail captain:

Your lookout reports ships at the horizon. In the spyglass the first blurred sails appear over the horizon, and you wonder: friend or foe? Strong or weak? Do you get closer to investigate, are you keen on capturing and strong enough to risk an engagement? Or do you try to avoid them cause your main goal is to reach your destination safely? In that case: CAN you avoid an encounter? How is the wind, how fast are you and the enemies? Maybe it's better to turn back to get the support of a fort or a friendly ship?

As I said, nothing for people who like fast action. But I like to ponder over tactical decisions, and drawn out pondering in uncertainty is probably an authentic age-of-sail experience :)

In the future I'd like to make additional "ship life" events: discipline problems or little accidents that effect your ship or crew. Maybe only as text messages, or as screenshot, or maybe as meeting with NPCs on your deck.

Code structure and interferences

I'm especially proud on the fact that I haven't changed the existing code, so that there shouldn't be any interferences with existing or future programfunctions. All reload and islandtransfer functions are in a brand new file, cccDirectsail.c . Even the virtual cells and the addition of the new "waypoint" island take place there. So the mod should work with any buildversion, and without initialization.

I only had to add two lines into WhrWeather.c to make a "plug in" that triggers the directsail code:

```
void Whr_UpdateWeather(bool reinit_weather) // NK 04-09-21
{
    .....
    MoveWeatherToLayers(sNewExecuteLayer, sNewRealizeLayer);

    // ccc Nov06 Directsail, hourly trigger placed here for minimum interference
    if(!CheckAttribute(worldMap,"islands.Battle_Rocks") ) #include "CCCdirectsail.c"; // includes the code,
only once
    DirectsailCheck(); // triggers change to other island and new ships
    // ccc end
}
```

I chose that place cause WhrWeather.c is a small file which is not being modded a lot, and the Whr_UpdateWeather function runs only once every gamehour. That should minimize the risk that this mod interferes with anything.

I know, the "proper" place for that codeinclusion would be on top of some rootfile, and the new "island" should be added in islands_init.c . But recently I encountered so much trouble with new mods messing up old mods that avoiding such interference has become the top priority for me. I only wish that if I leave other people's code alone other people will leave my code alone as well ;)

Which shall not keep anyone from improving this mod or using it for own projects. Just don't "smuggle" something into the Build behind my back, please :)

Testing and Tweaking

I have tested a lot of islandtransfers with Build13 and never encountered any errors. However, this is still an experimental mod, and I can't rule out that it may cause problems sometime somewhere! And it certainly needs tweaking to suit everybody's taste.

Some tweaks are on top of program\cccDirectsail.c :

#define ISLANDSWITCHDISTANCE 5000.0

is the distance from the islandCOAST at which the transfer to the neighbour island starts. The distance of 5000 is approximately a short while after the old island has disappeared from view. If you want to do more "open sea" sailing increase that value.

#define DIRECTENCOUNTERCHANCE 100

is the chance in percent that a random encounter fleet appears every hour. 100 means EVERY hour some ships appear ahead of you, 0 disables those encounters.

#define DIRECTENCOUNTERDISTANCE 1000

is distance from the player at which those random ships appear.

Another important setting is in InternalSettings.h:

#define TIMESCALAR_SEA 5

That determines the ratio between gametime and real time. If you increase this (I recommend 20 for testing and 10 for playing) the "gameclock" will run faster, so weather and day/night changes will occur more often. As this mod is triggered by those changes random encounters will also appear more often.

Installing and Playing

Download Directsail.zip from the ccc folder on the Piratesahoy FTP. Unzip it into your PotC folder.

The mod was written for Build13. It will probably also work with B12. No new game or initialization is required. Start any game, go to sea and sail. After some time your lookout will report "Sail Ho!" and new ships will appear ahead of you.

If you want to sail to another island look at the map (the map PICTURE that you can view in the F2 menu, or printout one of the downloadable maps. Do not go to the toyship map with F3). Choose a direction (e.g from Antigua westbound to reach FdF, or northwest to Guadeloupe) and sail away from the current island to that direction. After some GAMEhours (see "Tweaking") your lookout will report "Land Ho!" and the new island will appear ahead of you.

If there are ENEMY ships in the vicinity (a radius of 1000) this will be blocked ! (so that you are not being ripped out of an encounter) Which means you will have to get rid of any pursuers to get to another island. To make navigation easier I added a positionviewer to console.c. If you press F12 your position in relation to the center of the current island will be displayed.

For the long distances between Oxbay and Redmond, or Muelle and Douwesen I added the "uncharted and deserted" island Battle Rocks (cause it's near the battle picture on your map). Its only purpose is to be a navigation point. You can of course go to the toyship map with F3 whenever you want, nothing has been changed there. Though your position may not be where you'd expect it (the conversion still needs finetuning). Simply go to seaview again and back to the map to make any lags disappear.

Still to be done

The mentioned tweaking and finetuning should be done after some public testing (feedback welcome :)), the mentioned "ship life" events are a nicety that can be added later. What currently irks me most is that the reloading upon encountercreation or islandtransfer "reshuffles" the shiptraffic: random ships disappear, and questships and coastal ships are being relocated to their spawnpositions. It would be much better if all ships stayed where they were. That can probably be done by means of the "FreezeLayer" commands that run if you board a ship or go to the menu, but I don't know yet how that works. Any ideas on that, or on continuous sailing in general, are highly welcome. And if anyone comes up with a better solution for such a feature I'll happily embrace that and drop mine :)

Couchcaptain Charles, Nov29 06

DIRECTSAIL 1.1

January 07

----- Important hints -----

-Directsail works only if you are in a sealoaction that contains an island. If you are at "open sea" it doesn't work cause that location is the same no matter where on the worldmap you enter it, so it is impossible to determine the data on neighbouring islands that directsail needs.

To get back into Directsail mode enter the worldmap and sail to some island.

-The "Invasion of Oxbay" part of the mainquest is triggered only if you enter the worldmap once, after leaving Oxbay the first time. After that you can play the rest of the game in Directsail mode if you want.(added a hint to the questbook)

-Directsail changes your worldmap coords everytime you are directly teleported to another island, so that your position is APROXIMATELY correct if you enter the worldmap.

Though that correction takes effect immediatly after the teleport to another island only. If you sail for some

time in 3D shipview the disparity between shipview and map position will increase with every minute because the 3D movement and the map simply do not match. But that is an old problem that already existed before Directsail, only that it wasn't noticed cause you had no reason for longer 3D sailing.

So the best time to switch from Directsail to the worldmap is immediatly after an islandtransfer.

----- Changed in 1.1 -----

SCREWFACE'S POSITION CHECKING METHOD

Screwface wrote some code that converts your ship's position in 3D seaview into the coordinates that the worldmap uses. Based on those mapcoords the program checks whether you are near some island, and reloads you to that island.

That code works and makes really accurate navigation possible. You will be reloaded to the exact position where your course intersects with the radius of the "islandzone".

However, due to the rather confined PotC map the voyage times are rather short, and you will appear rather close to an island. Sometimes you'll even appear INSIDE the coast(use "Sail to" to get out of that trap)

That spoils a bit the sailing experience that I hope for: seeing one island disapper behind me, sailing some time out of sight of the land and hoping that some day later my destination will appear at the horizon.

Therefore I'll leave my inaccurate "islandcell" method in the mod as an option. There is a switch setting at the beginning of program\directsail.c:

```
#define ACCURATE_NAVIGATION 1 will switch on the exact "map coord" navigation, 0 will use the long voyage "islandcell" method.
```

FIXES AND TOGGLES

1. Several checks added to prevent encountercreation or island teleports when the could interfere with the game. They won't take place if..

- neutral ships are within 1000m (though the game doesn't always recognize those ships)

- you are near (aproximately 1500m) an islandcoast

- you are below decks (thanks to Maximus for that fix)

- if you use the "Sail to" option from the interface

2. You will also be able to toggle Directsail any time during the game, by means of the "0" key. So whenever you are not in the mood for encounters or reloads you can avoid them.

3. Occasional CTDs have been reported after encountercreation or island teleports. Those seem to happen only if a weatherchange takes place at the same time. I assume both events happening simultaneously "overtax" the game. To prevent that I inserted a short delay between weatherchange and directsail code.

4. Charactermodels added to the encountercaptains, so that you can fight and talk with them. (thanks again to Maximus)

NEW FEATURES

5. For more variation: the random encounters don't appear at EVERY hourchange, and they are not always dead ahead of you.

6. You will encounter not only ships but also flotsam, wreckage, lifeboats with shipwreck survivors, abandoned vessels and native rafts. Some of that is of value, some is outright dangerous, like the new mines:

7. Yes, mines have been introduced as new naval weapon: by means of the "9" key you can drop one of your powderbarrels overboard. Any ship that hits one of those will explode. A very effective weapon if you are being chased by superior ships. But stray mines will destroy your ship as well, so keep a good lookout. You can distinguish mines from usual floating barrels by a ring of fuses that protude from a mine.

8. Key allocation:

- 0 will toggle the Directsail mod completely

- 9 will launch a mine (which consumes a powderbarrel from your stores)

- 8 will display your position coords in relation to the next island

9. Yet another tweak setting (yes, I know, this mod is about to become a confusing dogpile of code;) But it is impossible to define default settings that will suit everyone's playstyle, so I want to give users as many options as possible)

E.g. the balancing of voyagelength, frequency of weatherchanges and shipencounters will probably always be a problem. While it is nice to sail in 3D to another island if it takes a few hours it will probably be boring if it takes too long. Too few encounters are boring, too many are too repetetive, which is another form of boring. To make that balancing easier I seperated the hourly weatherchange from the shipencounters by means of a tweak:

```
#define ENCOUNTERBREAK 2 will trigger the flotsam/shipencounters only every second hour (3 every third...). That way you can let the clock run faster (by increasing #define TIMESCALAR_SEA 10 in internalSettings.h ), meaning longer voyagetimes, without getting too many encounters.
```

Code structure and interferences

Though I usually try not to change existing code code I think that two "plug in" lines in seadogs.c make sense. The one

```
#include "CCCdirectsail.c" // ccc Jan07, directsail code
```

includes the Directsail code into the program, the other

ProcessCCCkeys(ControlName); // ccc Jan07, for Directsail and mines

plugs the Directsail keys into the main program.

Apart from that I only added the code for the mine feature to sea_ai\AISeaGoods.c . Therefore it should be easy to include this update into B14, even though it is based on B13.

Installing

Download Directsail.zip from the ccc folder on the Piratesahoy FTP. Unzip it into your PotC folder. The mod was written for Build13, Update2. No new game or initialization is required.

Inez Diaz Tool

By means of Inez Diaz fabulous tool for converting GM models you -yes, YOU- can easily change models by removing and/or adding model components. That way you -yes, YOU- can create landlocations and islands that look completely different from the stock ones.

Unfortunately the tool comes with only two simple housemodels and a fence for outside locations.

I uploaded a bunch of meshes for Inez' Tool on the Potc Pirates Ahoy FTP: Buildings from AOP provided by Maximus, 17th century fortifications by Captain Caceres, prominent buildings I cut out of existing locations, some forest models and some basic components like stoneblocks, planks, poles.

If you copy those 65 models into the "meshes" folder of the Tool you'll have a lot of possibilities to change the look of locations for good.

Example locations and a tutorial how you -yes, YOU ;) - can create them will be uploaded soon.

If you are interested in creating your own locations download "Meshes4InezTool", "TxTextures4newModels" and "TgaTextures4InezTool".

-"Meshes4InezTool" contains the modelcompnents for the Tool. Unzip it into the "\meshes" folder of your Tool.

-"TgaTextures4InezTool" contains TGA textures for the Tool. Unzip it where you want and direct the "Texture Directory" option of your Tool to it.

-"TxTextures4newModels" holds TX textures that PotC needs to display the new models. Unzip it into your PotC folder.

Couchcaptain Charles, 20Apr 07



Pirates of the Caribbean Codepage

Introduction

Following text contains information about using extended characters in PotC edit boxes. Character codes and key combinations for available languages are also listed.

Character set

Printable characters are listed in table 1. To type a character using its code:

1. Ensure that NUM LOCK key is on.
2. Activate edit box by clicking on it.
3. Press and hold ALT key.
4. Using numerical keyboard enter a code of desired character.
5. Release the ALT key.

The letter should appear on the screen. In table 1 characters written in italics aren't standard symbols but "cursors": one with code 255 for normal insertion of text and second, 128, for overwriting.

Code	Character	Code	Character	Code	Character	Code	Character	Code	Character
33	!	68	D	103	g	158	Ž	215	ę
34	“	69	E	104	h	159	ž	217	Û
35	#	70	F	105	i	161	ı	218	Ú
36	\$	71	G	106	j	163	ł	219	Û
37	%	72	H	107	k	164	Ǻ	220	Ü
38	&	73	I	108	l	165	Ą	221	ǻ
39	'	74	J	109	m	171	«	223	ß
40	(75	K	110	n	173	-	224	à
41)	76	L	111	o	175	Ž	225	á
42	*	77	M	112	p	179	ł	226	â
43	+	78	N	113	q	185	ą	228	ä
44	,	79	O	114	r	187	»	229	ć
45	-	80	P	115	s	189	Ę	230	æ
46	.	81	Q	116	t	191	ç	231	ç
47	/	82	R	117	u	192	À	232	è
48	0	83	S	118	v	193	Á	233	é
49	1	84	T	119	w	194	Â	234	ê
50	2	85	U	120	x	195	ÿ	235	ë
51	3	86	V	121	y	196	Ä	236	ì
52	4	87	W	122	z	197	ÿ	237	í
53	5	88	X	123	{	198	Æ	238	î
54	6	89	Y	124		199	Ç	239	ï
55	7	90	Z	125	}	200	È	240	ñ
56	8	91	[128	<i>Overwrite</i>	201	É	241	ñ
57	9	92	\	140	Œ	202	Ê	242	ò
58	:	93]	141	Š	203	Ë	243	ó
59	;	94	^	143	Ž	204	Ì	244	ô
60	<	95	_	145	'	205	Í	246	ö
61	=	96	`	146	'	206	Î	249	ù
62	>	97	a	147	“	207	Ï	250	ú
63	?	98	b	148	”	209	Ñ	251	û
64	@	99	c	150	-	210	Ò	252	ü
65	A	100	d	151	-	211	Ó	253	Ń
66	B	101	e	155	ś	212	Ö	254	Ć
67	C	102	f	156	œ	214	Ö	255	<i>Insert</i>

Table 1. Character set**National keyboards**

Diacritical characters for supported languages can be entered using combination of ALT key with a character. Those keyboards are active when interface is set to the appropriate language.

1. French keyboard

Letter	ALT +								
À	A	È	W	Ë	R	Œ	T	Ü	H
Â	S	É	E	Ï	I	Ñ	N	Û	U
Ç	C	Ê	D	Æ	Q	Ô	O	ÿ	Y

2. German keyboard

Letter	ALT +	Letter	ALT +
Ä	A	ß	S
Ö	O	Ü	U

3. Spanish keyboard

Letter	ALT +	Letter	ALT +
Á	A	Ú	U
É	E	Ü	Y
Í	I	¿	/
Ñ	N	¡	1
Ó	O		

4. Polish keyboard

Letter	ALT +	Letter	ALT +	Letter	ALT +
Ą	A	Ł	L	Ś	S
Ć	C	Ń	N	Ż	Z
Ę	E	Ó	O	Ź	X

Pirate_kk

Pirates of the Caribbean Build 13 ReadMe

1. Introduction

Pirates of the Caribbean is a RPG game about swashbucklers of the XVII century, released in 2003. The title was supposed to be a continuation and improvement of former game, *Sea Dogs*. Unfortunately, upon release it turned out that although the game was entertaining and had great potential, many severe bugs and unfinished work frustrated those who attempted to play the game. As a result, several communities of modders banded together to fix the problems that plagued the game and improve gameplay.

One of the most popular and largest mods for *Pirates of the Caribbean* is the *Build Mod*. In July 2005, version 12.1 was released, and over a year later we now have Build 13. This most current version adds more improvements and new features into the game, making *Pirates of the Caribbean* one of the best pirate games to this day.

2. Credits

People involved in creating *Build* modpack prior version 12.1 are listed in files Build 11 Readme.rtf. The following people participated in *Build 12*: AlexisB, BoochA, Captain Hammered, Catalina the Pirate, Clutch Marauder, Couchcaptain Charles, Duke Surak'nar, GreyDog, Grumblepunk, Hayreddin Barbarossa, Hosehead, Inez Dias, Kieron, Lady Eliza Jane, Mehrunes, Mithrandir, Moetman, NathanKell, Sailor Al, Scheffnow, Verruckt, and von Reinhart.

List of *Build 13* modders include: Catalina the Pirate, Couchcaptain Charles, High Sea Lass, Inez Dias, Nathan Kell, Petros, Pieter Boelen, Screwface, Sir Christopher Mings, Maximus, Swindler, Hook, IncredibleHat, Kazeite, Jack Davidson, Kblack, Giuliootto, Captain Hawk, Inzane, Captain Spectre, Captain August, Jack Davidson, El Rapido, Merciless Mark, Daede, Jack Rackham, Alan Smithee, Pirate_KK, Seb.

Other people: Admiral 8Q, Bonny Megs, Cap'n Toast, Captain Cookie, Captain Dams, Child of Thor, Diomed, Doober, Donkey Pirate, Fred Bob, JMV575, Keith, Kevo44, Kieron, Lady Karen of the Sandwich Isles, Mad Jack, Meigger, Muddymonkey77, Pirate Sam, Rafe Bligh, Skull, Spaz, Vassal, William, Kazeite, Thomas the Terror.

Beta testers: a simple virtual sailor, bartolomeu o portugues, Black Bart, Black Hawk, Cap'n Drow, Capn Tucker, CapnLenaMarie, Capt.H.M.Murdock, Captain Reaper, Cmdr Quan, Colmaniac, Colosseum, Coquiton, Corsair, Cpt Fabris, Cpt.Yuke, Den Dee, Dirty Dog, Doober, Gedscho, hangar18, irR4tiOn4l, Izzie, Jason, Jonathan Aldridge, Koor, Long John, Long John Silver, Lord Nelson, mAIOR, Morgan Terror, Mr Mistophelees, nicev1869, Nosie, PirateSam, Rad, reiFukai, Rico, Ron Losey, Silverhawk, Skull, SKULL(y)76, SuoiveD, Thnikkaman, Thomas the Terror, Vengeance, Victor1234

Additional thanks go to AlexisB and the SliB Modding Team for letting us use their models and textures.

3. Instructions

The installation of Build 13 Modpack should be performed in the following way:

- 1) Install stock game;
- 2) Run Build 13 installer and install into main game directory (usually [C:\Program Files\Bethesda Softworks\Pirates of the Caribbean](#)).
- 3) Enjoy!

4. List of mods

4.1 New Models and Textures

- In the modpack there are many new, retextured and improved ships. The following people worked on these ships: Petros, Captain Hawk, Inzane, Captain Spectre, Captain Augast, Maximus, Catalina the Pirate and Kazeite.
- Many additional characters, officer types, and skins created by:
Alan Smithee, Catalina the Pirate, Daede, High Seas Lass, Nathan Kell, Petros, Sir Christopher Mings, SLiB addon team, Kodo Boon, Deringer and JMV 575.
- The models for the building set were provided by Inez Diaz, Captain Caceres and Maximus.

4.2 Quests

- Changes in the gameplay include: fixes to Voysey & Blythe quest.
- French ships from squadron guarding Oxbay made boardable. (Pirate_KK)
- Option to start main quest by fleeing Oxbay and having shipwreck. Player is then marooned on an unknown island and must use wits and pocketful of gadgets to survive.(Couchcaptain Charles)
- Additional secondary quests added such as pirate hunting, treasure quests (Screwface) and the infamous Fred Bob quest (Catalina the Pirate).
- Better dialog with Claire Larousse to help player continue with quest.
- Improvements to the Animist Quest. (Catalina the Pirate)

4.3 Sailing and ship

- Simulation of firedrill event was added: fire must be extinguished while sails are stowed and cannon cartridges jettisoned (Couchcaptain Charles).
- The look of boarders can be set now as well as weapons they can use (by putting them into weapons locker in captain's cabin) (Couchcaptain Charles).
- Access to crew deck or cargo holds (Maximus & Screwface).
- Time required to repair ships are calculated more realistically now (Couchcaptain Charles).
- All prisoners are put in cargo hold and player can decide about their fate by talking with them (Maximus).
- New captain cabins added: two imported from Corsairs III/Age of Pirates, small and medium cabins; also crew quarters (Maximus).
- Realistic spyglass mod which mimics real one by randomly changing readings (hull and sail damage, ship speed and crew quantity) (KBlack).
- Improved look of cannon fire and hits (Merciless Mark).
- Improved flags on ships (Merciless Mark & Petros)
- Added gunpowder storage on ships (Maximus).
- New islands from SLiB mod are permanently included now (Screwface, SLiB team).
- New ship models on the worldmap are available for separate download (Couchcaptain Charles).
- Speed of ships on worldmap can be adjusted to be stock or slower, like for Age of Sail (Couchcaptain Charles).
- Added possibility of using any nation's flag, causing ships and forts to react according to your colors, there is a small possibility of others recognizing that you are flying false colors. Also have the ability to hoist your own colors. (Pirate_KK)
- Additional ship deck types, gun decks and areas to fight on in boardings. Based on ship class. (Maximus)
- Ability to transfer cannons between ships and take them off captured ships. (Maximus)
- Outmatched ships may now surrender while at sea, as well as during boarding (NathanKell)
- Waves improved to more accurately imitate real waves. (KiwisDoFly)
- New sail types are available (Seb), they can have emblems, be plain, and new compass graphics are also available. These options can be changed in buildsettings.h

4.4 Land

BuildingSet enables dynamic creating of the various buildings, like military or civilian buildings (Couchcaptain Charles).

- Added suburbs for Oxbay and Greenford (Couchcaptain Charles).
 - Some crewmembers can assist main character on land when he orders them by talking to a crewmembers in crew quarters (Screwface).
 - Blacksmiths in Falaise de Fleur, Isla Muelle, Redmond, Douwesen and Quebradas Costillas repair swords, while one in Conceicao can fix firearms (Alan Smithee).
 - Attack of French (or Spanish) soldiers can be launched by pressing numpad 9 key (El Rapido).
 - New bordello rooms added at brothel if brothel mod is enabled. (Maximus)
- CAUTION: ENGAGING THE BROTHEL MOD MAY EXPOSE PLAYER TO SEXUAL THEMES AND VULGAR LANGUAGE!

- It is now possible to court and marry governor's daughters once you have developed a good relationship with the governor.
- Improved animation files allowing player to use female models as main character and officers (Inez Dias)

4.5 Interface

Interface was rebuilt and improved. Idea was taken from SLiB Addon. (Maximus).

- Added "Choose Character" screen on which player can customize main character and ship (select main character's model, his name, ship type and name, as well as decide on which island start depending on selected flag (Maximus).
- Added "Exchange" button to "Character" screen that can be used for easy item transfer between main character and his officers (Hook).
- Officer names can be changed (Maximus and Nathan Kell).
- Ability to "quickequip" your sword, gun and spyglass

4.6 Hand to Hand Combat

- Numerous weapons are added as "stealth" weapons, allowing the player to, poison, stun, or steal from other characters in the game. (Couchcaptain Charles)
- Longer-range weapons such as the musket and musketoon have been added. (Vassal)
- New ammunition system for characters: gunpowder units and bullets that can be carried is limited to 6, but may be increased by using an ammunition pouch, ammunition bag, gunpowder flask and gunpowder barrel. Firearms use three different ammunition types: pistol bullets, grapeshot and musket balls (Jack Rackham).
- Three kinds of armor from SLiB mod (cheap, battle and golden) protects main character from wounds during melee combat.
- Boarding has been completely overhauled so that boarding parties start on their own ships and engage each other. Weapons captured can be placed in a weapons locker in the captains quarters for future use by boarders. Enemy captains can be taken prisoner during boarding and ransomed, killed, taken as officers or simply released. More realistic boarding situations now occur that more accurately portrays the strengths of each side. (Couchcaptain Charles & Hook)
- Weapons will gradually wear out and need replacement or can be fixed at the blacksmith's shop. Wait too long and your weapon will break in the thick of battle! This option can be toggled.
- Player now has the option to loot corpses automatically or manually. If the right settings are chosen, bodies will not obstruct walking. (CouchcaptainCharles, Nathan Kell, Maximus & IncredibleHat)
- Several Pistol Braces (Alan Smithee)

4.8 Buying and Purchasing

- Trading is now done in classical RPG style with merchants gradually selling more exclusive and better weaponry as the player character advances in levels. (Incredible Hat)
- New cargo added: gold, silver, bricks, gunpowder, axes from SLiB mod (Jack Davidson). Bricks are needed for BuildingSet, gunpowder to operate ship guns.

- Main character health can be increased in apothecary (in Greenford) when using special items (Turpeth, Acetum Saturninum, Tincture of Laudenum and Confectio Democritis) (Alan Smithee).
- Various tattoos, which can be prepared in the opium den in Redmond, can improve main character skills. Main character risks of being poisoned (Alan Smithee).
- Purchasing ships at the shipyard is done in classical RPG style. Shipyard owners will only sell you ships that correlate to your level of experience. Class 1 warships are never sold and must be captured if a player wishes to use them. Pirates will only sell higher-level pirate ships if you have pledged allegiance to the pirate cause. (IncredibleHat)

5. More info

Pieter's Pirates Page: <http://pieter.piratesahoy.org>

PA! Forum: <http://www.piratesahoy.com/forum>

Bug Tracker: <http://swankyplace.com/potcbugs>

Ship models for the world map - VERSION 2

A bit more Age of Sail atmosphere

This mod was originally made by Couchcaptain Charles, because one thing he didn't like about the PotC worldmap is that the ships remind him of toddler toyships, especially in contrast to the beautiful ships of the seaview. So he cobbled new shipmodels for the map together, by combining the nice seaview hull models with a rig made of "Inez Tool" elements. This mod was quite a major improvement over the original toy ships, but not everybody agreed because they thought it was not entirely perfect yet. So one year after the original mod's release, here is version 2. The mod has been completely redone, this time with rigging modeled on top of the ships in 3D Studio MAX, and hopefully this version will put to rest all the comments people have had about the previous version.

Each nation has a distinct shiptype by means of which you can determine the nationality of the mapencounters (if you have set WDMAP_SHIP_SHOW_MODE to 0 in BuildSettings.h)

dutch.gm	:	Fleut	with Dutch flag
portuguese.gm:		Caravel	with Portuguese flag
pirates.gm	:	Schooner	with pirate flag and black sails
british.gm	:	Brig	with British flag
french.gm	:	Frigate	with French flag
spanish.gm	:	Galleon	with national emblems

The playership model "ship.gm" is a Privateer. That's also the default model for all ships if you set WDMAP_SHIP_SHOW_MODE not to 0.

The mapships have also been made smaller than the old ones so that they don't dwarf the islands.

Credits:

- Original idea and version 1 by Couchcaptain Charles
- Version 2 by Pieter Boelen
- Dutch Fleut skin by Petros
- Portuguese Caravel skin by Petros
- Pirate Schooner skin by Rafe Bligh
- British Brig skin by Thomas the Terror
- French Frigate skin by Seb
- Spanish Galleon skin by Petros
- Player Privateer skin by Petros
- National flags by Merciless Mark
- Rescaling of the ships by Couchcaptain Charles

MAPSPEED TWEAK

Another thing that Couchcaptain Charles didn't like was that the ships were rushing over the map like pacman and the ghosts. His idea of an Age of Sail speed is that vessels drift gracefully along with a quiet pace. The main characteristic of an Age of Sail voyage was its slowness. Besides he likes to have some time to watch other ships and plan his course.

So he added two tweaksettings where everybody can set his favourite mapspeed and voyagelength. They are at the beginning of the PROGRAM\worldmap\worldmap.c file:

```
#define MAPSPEED          0.6    // ccc mapships, slows worldmap down, stock setting 1.0
#define MAP_VOYAGELENGTH 8.0    // ccc, lets voyages take longer, stock setting 4.0
```

If you don't want to use the speedtweaks, change these settings back to stock settings.

Jan 06 Couchcaptain Charles www.piratesahoy.com/forum

November 4 2006 Fix Pack

Fixes are built from Official Beta 6 (October 29) release.

I shall try to explain all changes, and why I did them. Some are questionable.

Fixes and changes:

Dialog_func.c:

location.locator change back to sept6th version. This was done because to set it to the reofficer value is pointless. If the reofficer value did not have it in the first place, then the newofficer obviously won't have it either. I set it to empty, so that it does not break things down the line and gets auto-refreshed to the proper setting when the time comes by other actions.

DeleteCharacter commented out, as that just seems like a very bad thing to do at the point where this function is called. To delete the ORIGINAL character that the officer clone is being made from, before it should, could cause all sorts of nasty damage. Now, my understanding is that the Cabin_Captain slots are handled properly now, and this deletecharacter does not need to even be used. As after the officer is created, and the original character is done with, the original is killed off via the proper functions. Which then makes that slot available again when a new cabin captain is twinned. Make sense?

Also added to this function, is the change of money to wealth. Just like it is handled in the post officer hire quest (as that quest has not been converted to use this all-in-one officer hire function (and honestly shouldn't at this point in time)).

Reinit.c

I added "ENABLE_BUILDINGSET" to the chunk of code that adds all the buildings to the oxbay areas. I put this here because it stops the program from actually adding those characters if the buildset is off. If it runs these, it adds them however they don't get 'built' when the other function runs of rebuild all. This was put here just to alleviate resources and consumption is all. Doesn't hurt to have it here, as if someone turns off the buildingset, it turns these off.

ch.index = n; outcommented in those few locations because why is that being set again? 'index' is set when all the character slots are prefilled with raw data during the initcharacters process (which fills EVERY slot of MAX_CHARACTERS). Setting index to n seems a little spooky to me, as if n ever is the same as some other slot index number, all hell can break loose.

I got rid of Enc_Capt array as it was a waste of memory and code. To use the correct index of the characters in the slots, you use the GetCharacterIndex function like I did down in the FindFreeCabinCaptain function. I don't know why someone changed that function to use Last_Capt as the looping designator, but working through the logic, it doesn't hurt so I left that alone. It may be slightly more efficient as it steps in sequence then loops back, instead of starting at slot 1 and going up till it finds an empty slot to use (that's how the function to Find a free officer slot works).

I put in if(!CharacterIsDead(tempChar)) because that was in my original code. Theoretically, if the cabincaptain is not 'dead', then we shouldn't be using that slot, right? Anyhow, I left it commented, as I am not sure the effect of adding that in would have. In theory, ALL cabincaptains once you are done with them, will be 'killed'. Either after capturing their clone, or hiring their clone, or releasing them (they get killed when you reload out of the area). But oh well, if it works as is without the dead check, then leave it commented out.

I found an active "FindBlankCharSlot();" at the bottom of the twin generation function. That's bad, as for no good reason, each twin is still using up a slot in the main characters array. I commented it out.

characters.h:

Commented out that useless array Enc_Capt (see above why).

All the B_ files:

I made an attempt to revert CCC's work back to before it was brutally murdered by a very poorly done mass find/replace on his code to localize the text.

Many other dialog files:

I have a tracker function put after EVERY StartQuestMovie and EndQuestMovie. This is used to track when those start and stop, to help quest modders out in the future, and now. I used these to find out the problem with the tutorial. To turn OFF the trace lines, just comment out the ONE line in the function itself. Don't remove all the function calls, as they can be helpful in the future.

pismena Quest Helper:

Read the top of Leborio Drago_dialog.c for more information on that.

Enc_Officer_dialog.c:

Added money to officer hire (which is moved to wealth during the officer process). Fixed a bug with crew NOT being reduced on a building creation due to another sloppy mass find/replace.

Malcolm Hatcher_dialog.c:

Added some bDisableFastReload and bChangeNation to where they were back in sept6th. These may help/cure the tutorial bug? I don't know, but they can't hurt being there.

Malcolm Hatcher_dialog.h:

I cleaned up the really stupid intro lines (which were so long they were breaking the top of the dialog box). Fried Duck bull... so stupid. I cleaned it up.

fortcapture.c:

This typo fix fixes the black screen of death bug when reaching the end of the fort battle.

NationRelation.c:

Added in a stopper so that you can't raise your own flag when you already have your own flag raised.

This was also changed a bit from sept6th. Allowing someone to change their flag while in 3d sailing mode. I am not sure if this is intentional, or wanted, but it allows someone to raise the jolly roger, go hostile, then raise some other flag and go neutral again. Seems like a cheat to me.

ransack_main.c:

Added a default clause to make damned sure the original captain death occurs. I had this in sept6th, but I had the 'break;' in the wrong place so it didn't work properly. Woops. Fixed now.

LAI_fightparams.c:

I screwed with the AutoLoot determination code. There was a confusing nested second check to see if autoloading would occur. I simply commented that out, and moved it up above with all the other checks so that it is more clear for future mods. This one is superfluous and can be left out if you wish.

nations.c:

Changed REL_WAR + 1. to REL_AFTERATTACK like it used to be. This makes it clear and for certain that France is not at war with you in the start. I have made other proper adjustments to that in the reaction.c files as well. If this is a questionable change, then leave it out of beta 7.

quests.c:

I changed back an unknown transposition of code in this file. I don't know why it was adjusted, but changing the idText and whatnot, seems scary to me and maybe I just didn't know the full reasoning behind it (no comments existed as to WHY this was done).

quests_movie.c

Changed EndQuestMovie back.

Added function for tracking when quest movie's are started and stopped.

quests_reaction.c:

Some adjustments to relation setting for france to make sure they are at war with you. In the prior code, if a user had FLAGS off, it still set a REL_WAR setting. I moved some things to make sure this happens again as they were adjusted since sept6th to ways that seemed a bit 'off'. Not sure if it was ever tested with flags OFF after those recent changes.

Fixed that fricking Sink_Oiseau quest locked up bull bug. Damn it, I had no idea that thing "Lai_QuestDelay" does NOT work while in 3d sailing mode. Certainly hosed everything up. I removed that, and also added in some insurrance that when a island is locked, that same island is UNLOCKED when the call is performed.

I also added the lock/unlock fix to other quests for insurrance as well. And fixed a few typos that were using pchar.location, instead of the actual island that should be being locked/unlocked.

Fixed a major typo with Story_LeavingKhaelRoa.

RestorePassengers("Blaze") was commented out of a quest action. I put a question comment by it, because not doing this action, means that a players passengers are basically never returned to the player. Bad?

A bunch of quest movie tracker function additions.

A question comment put in by a change in code in the Convey Quest Completion action. Someone had reported that they got stuck at the end of a convoy quest, and I wonder if this change in code is the cause of that. No comments were there as to why the change from PlaceCharacter to ChangeAddressGroup was made.

both_reaction.c:

Change a StartPostVideo and QuestDelay to a single PostVideoAndQuest action. Which basically does the same thing, however insures that the quest actually happens after the movie is played. I don't trust LAi_QuestDelay anymore heehee.

Changed a bunch of "0." to "0.0" so they are proper floats.

Added a bunch of quest movie tracker function calls.

Put back in a chunk of code in "Tut_SkipTutorialOnShip" that was missing. It was in the sept6th code, and its stuff that 'doesnt hurt' to be there. Basically insurance.

Added money to wealth changeover code to officer hired action quest. And some other helpful comments.

September 12 2006 Build 13 Beta Update Information:

Fixes and changes:

Quest Character money:

QUEST_CHAR_MONEY can be set in BuildSettings.h. This defines how much money certain quest characters have. Stock setting: 1000000. Set to 20000 by default now because the stock setting was a bit overdone.

Note: This mod should work just fine

Stormy Start Choices:

STORMY_START_CHOICES can be set in BuildSettings.h. Set to 19 to disable Khaal Roa stormy start, set to 17 to also disable Oxbay stormy start.

Note: This mod should work just fine

Choose character screen names:

You can now set character names in initModels.c. These names will be used in the Choose Character interface screen.

Note: This works fine.

Misc. Updates:

ONSEA_COMPASS returned to Build default.

Different character and ship choices in the "Start New Game" screen.

To do: Add new pictures for the new characters. Maximus is working on those.

CheckAttribute added to console.c bladedamagecounter. Prevents an error message.

Fix to Nathaniel Hawk sign on sails if the White Sails Mod is active

Danielle set to .nodisarm

Crewmembers on shore mod working properly again (you can tell you crewmembers to follow you ashore again, no matter if you are in port or not)

Special weapons can be sold

Equip key checks for bladedamage mod:

Before, the 'quality' was removed from the check. However if you use the blade damage mod, having it equip a crappy higher power weapon isnt best choice. So, now if bladedamage mod is ON, it will look at quality again. But if you have it OFF, then it equips the best weapon you have, regardless of quality. This also goes for weaponslocker items and your crew. It will still sometimes equip a slightly less than best blade because everyone has their own opinion on what is the best. However, it does do a fairly good job in the heat of the moment.

Had to rebalance a couple guns:

Many of the new guns were not having much of any change in power. Some were not set to the proper minlevels. This caused sorting issues, and equipping issues of crew and enemies. These adjustments are small, but make a big difference in the overall handling of guns for other characters.

Adjusted new Axes:

They now use the proper id naming convention format to prevent breakage in various places in the code dealing with 'blade' like items. They also have been put into table format in initItems.c like other blades. No other values were adjusted, and the player should really not see much of a change with these other than functionality in equipping/assigning/trading.

Weapons locker fix:

Crew will now try to grab the best stuff from the locker before any junk items that may be in there too. The function for getting items out was rewritten. Crew who die, will have their stuff returned to the locked at a 50/50 chance. However their armor (if they took any) will not, as it is suggested that their armor failed them in battle, and thus is no good to keep anymore. This is also a boarding balance feature, as armor is highly unbalancing for crew members.

Treasure quests fixed a bit:

The normal predefined locations for special weapons and items in dungeons and other key places, are no longer overridden by empty containers. Treasure quests will now only populate one spot for the quest. The quest will also allow you to loot the box if you happen to wander away from it in one visit (easily done when in the middle of a fight). Overall, they should work better now.

Not a bug: The lower your luck is, you may get ripped off with a fake hint!

Adding new Treasure Quests: remember, you have to add them in three locations!

Boarding surrendered leader ship of enemy fleet and letting him go free:

This may have been removed due to a fix of a surrender bug unrelated. However if it still does occur, this particular issue is considered a feature. Why: If a leader of the pack surrenders to you, and you board him, and agree to let him go free without consequence, then his entire fleet sees this act of mercy and now treat you as neutral. This doesnt affect your relation with the nation, it only affects your relation with that particular fleet in that battle.

Danielle quest character fix:

Danielle now behaves as a proper quest character when she joins, and unjoins you in your questing. No longer does her character become broken during boardings or on other questing activities.

Claire Larouse quest update:

She will now allow a quest start through better checks. Also, she will say things that will hint better as to what the problem is why she won't continue the dialog.

Virgile Boon quest finally fixed:

You can now do various methods on this guy to complete the quest. They are:

Kill him on land with his gaurds.

Sink his ship at sea in a long battle.

Board his ship and kill him outright with his crew.

Board his ship and capture him as prisoner and even take his ship as a prize.

All methods work to an end. You can kill him, capture him, or sink him. Now the quest finally completes and you can talk to the governor about it!

Loot dead and corpses:

The setup for these behaviors has changed a smidge. It is now easier to select what you wish to have happen. Keep in mind, setting corpsemode to 2, will create bodies that obstruct passage until they are **LOOTED MANUALLY**. If you do not like this, never set corpsemode to 2.

Settings:

CORPSEMODE 0 - No bodies, ever, cannot manually loot

CORPSEMODE 1 - Persistent passable bodies, cannot manually loot

CORPSEMODE 2 - Persistent bodies until you manually loot them (warning: obstructions)

AUTOLOOT_ON 0 - No auto looting of killed characters

AUTOLOOT_ON 1 - Auto looting of blade/gun/money of killed characters

AUTOLOOT_BOARDINGS 0 - Nothing special will be done to boardings based on above settings

AUTOLOOT_BOARDINGS 1 - No lootable bodies will obstruct you if set CORPSEMODE 2

Examples:

CORPSEMODE 0, AUTOLOOT_ON 0:

No loot, no body, no corpse, no fun.

CORPSEMODE 2, AUTOLOOT_ON 1, AUTOLOOT_BOARDINGS 1:

Dead bodies will have leftover loot that you must manually loot. ANY enemy you kill personally, you will gain their blade/gun/money automatically.

Note: Boarding bodies cannot be manually looted with this setup.

CORPSEMODE 1, AUTOLOOT_ON 1:

Dead bodies will persist in all locations, but when you kill an enemy while boarding you will gain their blade/gun/money. No manual looting of any bodies.

CORPSEMODE 0, AUTOLOOT_ON 1:

When you kill an enemy while boarding you will gain their blade/gun/money.

No manual looting of any bodies because no bodies will ever stick round.

Notes:

AUTOLOOT_BOARDINGS is only used when CORPSEMODE is set to 2. Otherwise you dont need it.

Do not set CORPSEMODE to 3! It is untested, and who knows what evils will happen.

Greenford fort assault quest:

This one should now have the fort attacking you once you accept Danielles request to siege greenford. When you accept, the fort become hostile. You must defeat the fort, and moor to greenford port before you can proceed in the game. During the siege, you must also complete all the siege, to the prison, back again, and to you ship. At that time, you must then destroy ALL the attacking ships before you can proceed in the game. This is how the stock game had this quest, I am nearly making it known that all the above must happen once you accept this quest. Otherwise you will think the game is 'stuck' when it is not. It is simply waiting for you to finally finish each step of the quest.

Port Fast Travel toggle:

PORT_FASTTRAVEL_MOD 1/0 turns off fast travel mod to ports. 1 (default) Sets it so when you fast travel to port, you end up at the end of the dock where you would hit action to board your ship. 0 will do stock behavior of making you arrive at the port from the town exit.

Worldmap speed setting moved:

MAP_VOYAGELENGTH has been moved into the Buildsettings.h file for easier custom setting to your tastes. Stock behavior was 4.0. Slower day changes and shorter voyage time would be 2.0. And CCC's original longer voyage mod would be 8.0.

Misc. Updates:

Malcolm now has proper dialog when you meet him again after a stormy start!

Removed CTD when donating money to the church when you are too high in level.

Toughness perk now has prerequisites of advanced defense. Heal rate not changed.

Fixed cabin captains to start with the right dialog option if they were a special type of character (like Virgile Boone).

Auto-Trade will no longer sell off 'needed' cargo for merchant traderun jobs!

Fixed Sapphire to be -1 commerce again. Typo in July initItems.c rewrite.

Items boxes dont play two sounds, or one sound then a corrupted sound later.

Merchant escort quests will no longer generate merchants without any food when food mod is on.

Storm movie cancellation with spacebar (or action key) no longer hoses the game.

Muskets should get equipped by crew from weapons locker, IF thats the best gun you in there. Note: Crew only take 1 shot though if ammomod is on!

Pressing cannon charge change keys 1-4 will no longer load to charges you do not have in your hold.

Reset player back to autorun after talk to surrendered captain if it was on before you talked to them.

Surrendering ships now use the proper nation to determine if they were hostile.

Captured captain dialog wont let you imprison, or hire a captain if you have no more room in your passenger list.

Merchant ships captured should hopefully no longer be randomly overloaded by double. The code for goods fillup on fantoms was adjusted. A new function added to clear goods that were leftover from a prior fantom slot.

Quest pirates reset code added to clean up the reused pirate character for any new initiated quests.

Fixed it so you are not given sailcloth, planks, wheat, or rum as a tutorial good that you must sell ALL of to complete the tutorial.

A lot more boarding tweaks for best results.

Nitty Gritty:

enc_walker.c	- prevent giving all your money back to the robber
characterutilite.c	- changed float var back to int and made adjustments (CTD fix)
gov mr_dialog.c	- fixed floats going into int function
padres and fathers	- fixed exceeded int limit on donations level check (CTD fix)
quests_reaction.c	- fixed donation reputation raise action to be cleaner
aishop.c	- fixed ref error when ships run into islands
dialog_func.c	- removed double semicolons
dialog_func.c	- added safety checks around possible missing attributes
store dialogs	- changed text "French ships" to each proper nation name
character.c	- party gold text right justified to stay in the box
LAi_boarding.c	- various tweaks
LAi_CreateOfficer.c	- added toughness perk adjustments to ResetHP()
apothecary_dialog	- add 10% HP for 500 gold per character level
Character.c	- adjusted Crew Money string so it would fit on screen
reload_tables.c	- skip checking completed quests for fast travel restriction
aifantom.c	- fixed a ship attribute check glitch
misc others lost in the updates...	

To be tweaked further:

Worldmap_globals.c- changed time rate from 1.0 to 0.6, may need more work so it's adjustable to different speeds

August 28th 2006 Pre Build 13 beta 5 Update Information:

Ghost Ship bug is gone:

If it comes back, I will shoot the idiot who puts that code back in.

Main quest officers fix:

Their dialog should no longer be changed to officers dialog when you board an enemy ship with a main quest character as an officer with you.

Includes beta version of new boarding code:

Active and working. This is the new code and the old code will NOT return. Test it out! Its much more fun! it does too many things to list out. But it sure feels smoother and ends up a lot better on the numbers.

Captain Dialog flow changes:

Now, certain types of captains will not allow certain types of outcomes. This will help prevent IMPORTANT QUEST CHARACTERS from getting screwed up by releasing them, or hiring them. Also, Virgile Boone can be captured, and his ship taken as a prize and still have the "stop ammo shipment" be quest completed.

Default nation is Personal Nation:

When you begin a new game, the default flag selected is your own. You can select any flag you wish on the begin-new-game screen. Starting out with your own flag no longer throws you to some broken island with issues on the tutorial. It puts you where you belong on Oxbay, doing the original intended game, just like if you selected the English flag. Only difference is that you do not have to worry about raising a NEW flag in order to leave Oxbay port. You can simply sail away without the French blowing you out of the water. However once you leave Oxbay island to the World Map, France will become hostile with you, so be careful who you run into out there! This was done to make it new-player friendly.

Save games now are controlled with versioning:

This update and future large updates will invalidate all old saved games. The reason for this, is because too many people use old saves on new betas which create more problems than exist. This makes debugging a nightmare when modders do not know if people are using up-to-date saves or not. This new change will insure that they are. Not ALL new updates will invalidate a savegame. Only updates that have drastic bug fixes that require a new game be started.

Quicksaves are gone:

After spending over \$1000 of my time diagnosing the CTDs with saves, I had discovered that quicksaves are simply broken as they are now. This has existed for as long as I recall, and it is not a good thing. We will return to the code for Build14. Until then, use the proper way of saving a game, and there should be a lot less headaches and problems associated with that.

Changes to IT RPG STYLE:

Extremely low level merchants (in relation to high level players) will no longer be a problem with selling nothing. Merchants will level up quicker with the player based on if the player trades with them. A new setting is added to IS.h to allow the reduction of quality of 'random items on ground'. Default is 10 levels above the character. Before, it was 'any' item could be randomly generated. These changes only work if IT_RPG_STYLE is on.

Quick Equip key better:

Swords that are chosen for quick equip (and guns too) are not pulled from a sorted array based on sword level. No longer with the quick equip equip a much lower sword when you got an Atwood in your inventory! Yay! This also has a side effect of now allowing NPCs to equip better items in their inventories too.

Misc. Changes:

BuildSettings.h (chrforward and backward key for Init_pc.c)
Default is W and S, but you can easily change it to mousebuttons like stock now!

Hired captains will 'disappear' off deck during boarding. This prevents them from sticking around forever. Same with hiring a captive.

More english fixes in captains dialog.

Fixed the bug that prevented wartime music from playing when you return to battle after a boarding. That bug has existed for a year!

Surrendered ships fix now done a bit more cleaner. They will still show up grey on minimap when they surrender instead of green. They just now allow you to board them when they ACTUALLY were hostile before surrendering!

Choose character interface now RE fixed back to what I had working before in preventing doubling up skills by starting new games all in the same run.

Ransack interface fixed a bit more to not screw up captains and ships.

"Needle" and "Highlander" had tiny adjustment in stats to make them sort better in various locations and equipping.

Removed some superfluous log entries that were extremely annoying.
Fires in sea after boarding should no longer exist.

Prevention code added to prevent you from reboarding a captured ship. That was a random occurrence, and it was nasty when it happened.

CTD fix when talking to a merchant who youve done a lot of business with.

Nitty Gritty:

CharacterUtilitie.c - return 0.0
Init_pc.c - chrforward and backward key set in buildsettings.h
InitGoods.c - gold weight 3, up from 1, price up 10
InitGoods.c - bricks weight 2, down from 4
InitGoods.c - chains can be aimed a little higher now
ItemsTrade.c - use strleft() when shortening item name
LAI_Events.c - fix for missing chr
globals.c - transferCaptain eliminated from all files
Malcom Hatcher_dialog.c - talks about French flag as the last thing he says
StoryCharacters.c - set ch.money back to stock 1,000,000 from Maximus' changes
reinit.c - twin character attributes restored from prior commented out
utils.c - two new utils added: strcut1 and strleft
LAI_Events.c - 32 returned to 30 to prevent errors, do not set it to 32 again!
nations.c - elimination of some -1 invalid wackiness
shipWalk.c - fixed typo
common.ini - "Auto Buy" changed to "Auto Trade" for clarity sake

[Lots of changes missing inbetween]

Build v12.2

Add upgrade to Build 12.2

Fix problem where randitem checks if rand item is blade1, not where we are (this I fixed a while ago but lost...). Now locations have loc.randitemstay = true and randitems will not be re-randomized.

Re-ordered Malcolm's beginning dialog so that the default is the first option (for those who speed through)

Moved Town, DCU, and AIShip defines to BS.h

Go back to original wdmapi ship models, implement hiding of nationality via

WDMAP_SHIP_SHOW_MODE where 0 is stock, 1 is build default (hide all but pirate), 2 is hide all, and 3 is show no ships at all.

Added check for attribute "maxquantity" when giving items to traders; if item has that attribute, quantity given will always be <= it.

Added town size to QC dialog that Alan added

**Added SHIPYARD_SELL_ALL_CLASSES toggle (to disable class limiting based on town size).
Moved all town and DCU constants to BS.h, added comments**

PB Changes

Changed the pirat10 / 11 swapping to be done via code rather than model file swap.

Changed max sword and max gun to 300 and 150 respectively

Build v12.5

fixed Brin

Changed char init

added real cannons

added new islands

added vassal guns

itemtrade

redid reinit order, made it happen on gamestart during loading screen

Added 64Bl0-4, Blaze_NB, Blaze_NB_A1-3; added 64Srchnv and Searcher_navy

Dan_TG3 (64DanTG3).

Face 207 = Dan_TG3, 208 = Searcher_navy, 209 = Brin, 210 = Blaze_NB

Added auto armor, changed armor order so better is later.

Added FBQ character inits to NK_Characters.c so reiniting them not necessary on gamestart.

fixed black bars bug by creating shipstats array for temporary ship refs with true stats.

changed town funcs to not always reget town aref.

Changed store pricecheck to use average if qty high enough. Also to use global arStoreTown, not reget town each time.

Add toggle RELEASE_AT_SEA to change ransom to release while at sea.

Add release button. Has unworking add ship code for when at sea, currently commented out.

add procEvtQuestCompleteDirect and event EvtQuestCompleteDirect for direct complete quest.

Add delay on divide plunder (REFIT_TIME days), using a fader.

Add quest case "updatedays" which adds pchar.updatedays days, and if pchar.updatedays.disableDCU and/or disableIT will turn them off for the the update.

Added new functions GetWeekDay(int day, int month, int year) and GetMonthName(int month) and

GetDayName(int day) to Calendar.c

Added date and time to F2 menu.

added rank based scaling to surrender check

added crew hire cost to auto hire crew in shipyard.

removed crew qty damage scale

added decreasing cannon numbers due to damage and crew. Sadly only via ball (not TOUCH or STORM or whatever).

changed addball to only add correct number of balls

added back some reload time tweak if crew > min for all cannon

fixed Ship_DetonateSmall to not repeat forever.

fixed officers lost on sell ship

added function GetCharPriceMod(ref chr, int price_type, bool summon) rather than have all the different commerce interfaces use their own identical price-buy-com-skill/perk calculations. Applied this to shipyard too.

added canqty handling to cannon.c, shipyard.c

add PROSHIPDEF_NOCRITCH for chance for a crit to be avoided if captain has prof ship def. Stock was always.

changed findotherballtype to be a little faster, and to always return BOMBS if fort. Also fixed so that ships (without bombs) don't always get told bombs.

Added "magazine catches fire" event if fire left to burn too long

Tried different method of dousing fire particle systems

*added USE_PARTICLES toggle. 0 stock. 1 use blast_inv rather than blast on ship hit by ball. 2 use SeriousBoom on hit, and ship_detonate on crit.

*Cannon destroyed on critical hit.

*Added FX on cannon destruction, SMGetty soundclip ("hurrah!")

*fixed say sailstate during loading sea bug

*did more cannon qty bufixing/tweaking

*added floor to morale change at sea, tweaked values.

*added surrender

*crew cheers on enemy ship sinks / surrenders

*possibly fixed ChangeCharacterShipGroup, because the property is seaAI.group.name, not ship.ai.groupname Same iwth SetCharacterIslandLocation. NOPE, STILL CRASHES ENGINE.

*add NearShips object and handlers. Rewrote FindClosestHostileShip to do much more, called it FindNearShips(). On run, it will fill object NearShips with all ships on sea, sorted by distance, and

divided into groups: all, only-certain-relation, and only-certain-group.

There are various functions that take advantage of that (find nearest ship of relation Rel, find nearest ship of group, find power ratio (power of all hostile ships / distance, vs. power of all friendly ships vs. distance).

*change CreateFantomChar to when ani == "" assign ani, sex, and height by pulling from model array (if available)

***When player is not boarding initiator, swap boarding positions. Toggle by SWAPBOARDING**

***fixed spyglass quest item not appearing in traders.**

***surrendered ships only take damage from pchar (as a fix against AI firing on them).**

***Redmond monk changed to Redmond Jungle 01. All monks set to appear always (no login time).**

B13* Fleets.**

B13* -WM update in calendar on AddData or AddTime so fleets update when not on wdmap too**

Towns changed from attribute array under objTownStateTable to object array Towns[] so we can use Native getindex calls (which are lightning fast).

***fixed exploit where player can escape storms by hitting F3 during reload to sea.**

***moved reinit to start before loadlocation**

***fixed monks!**

=====
***added basetime so we can change a player's basetime (i.e. change mapspeed to simulate wind).**

***doh! Cat FBQ characters are already init'd, so my adding them to NK Characters.c made them init twice. Fixed now.**

***got rid of //qf" lines, replaced \" with \\"**

***fixed lootdead error where blade or item has no *quality attrib.**

***adopted some fixes from Akella's patch (via polish version):**

-BI\Utils.c process sail repair

-Calendar.c GetMonthDays()

-Ch Ut.c - Fix some goods functions to not check non-removable chars. add int

GetNotCaptivePassengersQuantity(ref_refCharacter)

-Itemsbox allow describe window up/down

-itemstrade ditto

-messages.h added MSG_INTERFACE_IS_READY_LOAD but dunno if it works with our DLLs.

-qbook.c add scrollchange

-LAI_fightparams.c - the get attack/block chances at bottom are changed by !bArcadeMode

-Loc\init\Oxbay changed a couple locator labels from Russian to English.

-Loc\init\Redmond ditto

-Quests.c change questbook to add date/time

-AIShip a couple bugfixes, and no accuracy bonus if not in arcmode

-cannons.ini, character, controls, endgame, fortcapture, helpscreen, hirecrew, items, itemsbox, itemstrade, option_screen, passengers, perks, gameplay, ransack_*, salary, save_load, select_menu, selectCharacter, ship, shiphold, shipyard, store, tradebook, transfer_*,

-defaultnode.ini add bwheeluse = true

-questbook.ini change font, icon size

***changed PGMUS to MUSICSCHEME, fixed handling. Now can add a string to end of music alias, and set MUSICSCHEME to that, and it will be handled (i.e. add a duplicate of music_alias's aliases as "music_XYZ_PGMUS", set MUSICSCHEME to "_PGMUS", and it will use that music).**

***fix LAI_NPC_Equip to use chr's rank if passed 0 or -1 for rank.**

***add func string FillStringFromAttributes(aref attr) which will output the names of all the top-level attributes of attr.**

***added fix to giveitemtotrader to skip pchar.**

***added Gr_f_officer and greetings for female officers**

***dungeons count as boarding for officer-follow checking.**

***added SubtractString() function. Will subtract specified string from base string, either first instance or all instances.**

*changed `Fantom_SetCharacterGoods()` to actually set, not add. For where adding is needed, switched to `AddCharacterGoods()`.

*reorganized `console.c` and added labels and functions to ease debugging.

* added JRH gunsounds

B13*** * added `wdmap/islands` interop when `wdmap` island name != island id.

B13*** * Screwface: Add KR jungle support to `animals.c`

* PB formatting in `BS.h`

* `Char_events.c` add some secret chests. SF or CCC?

B13*** * SF add chars for Hisp, Turks.

* PB change forward/back to WS, add equip to BI controls

B13*** * SF add new islands to KAM berthing

B13*** * SF add new island reloads for locs to `islands_init`

B13*** * SF in `itemsLogic` make some boxes for locators

B13*** * SF add override false to `landencs` monsters to loc id `Turks_shore_ship`

B13*** * SF `locs_init` add `Turks`, `Hisp`.

* Add technique case for KR in `locs_loader` (SF?)

* add `rld` and `goto` to `mchr` group in `locs_loader` (CCC, probably)

B13*** * SF add `turks` Store to `store.h`, `store_init`, `storename`

B13*** * SF add three towns, Port-au-Prince, Tortuga, Grand Turk.

B13*** * SF change `small_islands` define in `pictures`

* CCC char events new locators and treasure spots

* CCC random locs

* CCC `Enc_Bandit`, `Enc_Officer` dlg changes

* CCC `sneakmod` to `LEnc_` and `LAi_monsters`.

* CCC change `cittype` to always `dlg false`

* CCC `sneakmod` change guardian to patrol

* CCC patrol actually patrols in `dungeons/forts`

* CCC `loc\oxbay` expanded locs

* CCC `locinit` new locs, set off `hearradius 0.5`

* Changed `Box_OnLoadLocation` to add `func Box_FillBox()` rather than doing it inside the former.

Means code need not be duplicated for `ScrewFace`.

* changed `lai_citizen` `candialog` to not always return false--if it does, it kills ALL citizen dialog...

* add function `void DoDailyUpdates(string mask)`.

* added back old questbook functionality.

*****NOTE! If you add something to the `NextDay` handler--or to `wdmap`'s day update--you MUST also add it to `calendar.c`'s `DoDailyUpdates`. *****

B13**** now doing `wdmap` updates only on `nextday`, but spread out through day.

B13**** `WDMAP` reload to sea STILL CRASHES sometimes (on reload persistent fleet).

* added `FindBlankLocSlot()`

* fixed longstanding bug where `skipequip` not actually used if `weaponsmod` active.

B13*** * Inez fixed fleet speed. Now use object array `wdmBoxes[1600]`

B13*** * Fixed fleet persist handling (I think)

* added float `GetShipStrength()` for abstract combat on `wdmap`.

* change `Silehard`'s ship from `mow1` to `mow_gub`

B13*** * upped fleets to 64

* rewrote encounter finding to need one function and use one big array.

* changed fleet chance to be from 1 to 10.

* moved `postinit` stuff from loop in `char init` to `characters.c` `Character_PostInit()`.

*** added characters\init\PostInit.c which does all post inits straight, rather than in loop. IF YOU INCREASE TOTAL_CHARACTERS YOU *MUST* UPDATE THIS!**

*** rewrote FindCharacterItemByGroup() to check char.items attribute, not page through items array.
* rewrote Fantom_GetShipType() some for speed, changed ship chance into 1-10 rather than an frnd() check on adding ship.**

*** added RandMult(float pct) returns multiplier of up to +/-pct**

B13* * added fleet combat to box update**

*** added sailho text**

B13* * added auto-reload if hostile fleet and speed better than us and luck check fail.**

*** added Pieter's gunsmith code, and his moving of all blacksmith funcs to items_utilite.c.**

*** fixed bug in GenerateGoodForTrade() where I was doing CheckAttribute(thing.) rather than thing,""). Thus ever my bane. Also, rewrote GenerateGoodForTrade() so it returns prices.**

*** rewrote trade quest generation so it takes distance and price difference into account when generating pay. Added two TRADEQUEST defines to BS.h for tweaking.**

*** added town distance handling functions GetTownDistance2D() and *ByID()**

B13* * back to twice a day fleet updates.**

*** add get town position funcs**

*** add fleet stopovers at towns**

*** messed with the bottom of LAi_fightparams.c**

*** added LEVELUP_PRICEMULT to make tweakable standard build practice of officerprice going up by 100 per levelup, vs the normal 200 per rank on creation. Defaults to 0.5 to keep the 100-per-level standard.**

Fixed fkChain bug in AIFantom.c where it was assigned to itself.

Fixed bug with 12gun cutter where it was improperly given nation ENGLAND.

Added GetMyPronounXXX() per HSL.

Will recalc skill on give/take any skill item, unless chr.skiprecalcskill set true (is so set on item interfaces, and removed at end).

Actually find current island's nation when gen encounter

Fix encounter gen to use new FindEncounter() system.

Add some war types to merchant (that is, allow warfleets that just travel, not seek out player). Chance for non-follow enc (i.e. old 'merchant' enc) is now up, follow down slightly, warring up slightly.

Added chance for groups in warring enc to not just be war. This was the original intention, per GenerateMapEncounter()'s comments.

Now GetMyAddressForm(ref npc, ref pc, int address_type) takes two character refs and an int, with choices #defined above.

What was previously known as GetMyAddressForm() is now GetMyNationAddress() and takes both npc and pc.

Tailor and MR dialog corrected in light of that.

Fixed tailors bug (some chars were not given postinit(), and so lacked animation. Fixed now)

Fixed quick equip (my findequipbygroup was not fully modified from the old, was returning and continuing when it shouldn't have).

Fixed minor typo ("a your trusty fists") in quick equip

Fixed shipyard bug where there was both comma and period (full stop) in prices. Was due to not doing makeint() on an int * float calc.

Changed AppMod_GetModelIndex() and AppMod_SetModel() to just be Get and Set with no 20char-long prefix...

Added new model handling system.

Added ResetHP(ref chr), added character attribute HPBonus and handler ChangeHPBonus(ref chr, int offset). This fixes apothecary health increase bug.

Added Petros's Ship_repair loading screen for DP

Fixed stuff not being equipped on model change via armor equip.

Made Redmond captain who has Attwood aboard not able to surrender on sea.

Set stealmode to work only for pchar and not on NPCs of player_group

Fix stealmode alarm-giving.

Add GetTownSoldierGroup and CitizenGroup functions, add property town.laigroup = string, i.e.

"DOUWESEN_"; the Get() functions will return that + "SOLDIERS" or "CITIZENS". Default returns are LAI_GROUP_GUARDS and LAI_GROUP_DEFAULT (i.e. vags)

Fixed Greenford->Redmond teleport by commenting out the locator define in CCC's new Greenford suburb.

Added 50_33_Inez by Petros, fid 176.

Added CCC's improved explosion function, and new skillearning function.

Added Tailor Shops to location defines, rather than in separate function.

Added startyear and endyear properties for ships

Added modeltype handling.

Changed chance to escape patrol-dialog, was never allowing if luck = 10.

Added Native (tex 64Ntv). Has no head model or portrait--in fact, the base model (mummy) didn't have a head model either, so we can't really add one.

Added nation-mask handling, which uses strings like bytes to allow multiple nations to be selected/dealt with. Supports North Eur, North Eur+France too, South Eur, single-nation, and all-but-single-nation.

Also added bitwise operators (which operating on strings of 1s and 0s, not real numbers) BitAnd, BitOr, BitXOr, and BitNot.

Fixed Enc_Resident and Father Bernarnd HP calls.

Fixed head model for offic_hol

Added 10 days worth of wheat on leave shipyard if <10 days rations left (not for free though!).

Finally (really!) fixed weapons disappearing on armor change.

Fixed ransack_captain ship pictures.

Got modeltypes working for monster encounters!

Fixed pirate_citizens subtype. Added subtype Smugglers. Changed weighting of non-specifically-pirate pirate skins.

Fixed typo in lootdead showing sword twice.

Lowered chance of daggers

Fixed shipyard typo.

----050709

Added CHANCEMULT_PIRATENATION_GENERICMODEL, where generic models assigned to nation pirate via an assign-to-all-nations assignmodeltype() call will have their chance multiplied by this. If you want to override this, do an AssignModelTypeExSingle() call to nation pirate and give what chance you really want. This is to make pirate-specific models generally more likely to be chosen than non-pirate-specific models, for pirate-nation getmodel calls.

Land Encounters now use modeltypes, and I did a cursory pass through to assign models to the various officer categories.

Rewrote the find-an-encounter-for-this-location code so it actually does what it's supposed to (checks login time and chance)

Added ENC_CHANCE_SCALAR, it scales up landenc chances; so at 2.0 it means there will /always/ be an officer in the tavern, and 99% of the time there will be either raiders or rapists in the jungle.

Some pretty big itemtrade bugfixes, mostly around speed. Now all item traders use one attribute

(quest.item_date) for the date of last update (before, some used quest.meeting instead), fantoms will no longer be put on the update list, and the checking for need to give new items was fixed and streamlined.

After 30 days since you last traded with them, a merchant will no longer be updated daily-they'll retain their type, quality, stats, etc.; but their items tree is deleted and updating for them is switched off. Next time you talk to one, however, the items will be re-added from scratch (based on their stats, like usual). So if you see someone only once, say, after 30 days they'll no longer bog down IT updates. The number of days is tweakable in BS.h - IT_MAX_DAYS_TO_UPDATE

Added stepping through the update list. You can determine the number of passes through the list via IT_STEPS_ON_UPDATE. Only 1/(this) of the traders will be updated per day; the next day, the next set will be. Old behavior (everyone updated every day) can be set by setting IT_STEPS_ON_UPDATE to 1. Right now it's set to 3; if it's still too slow you can increase that at the price of less frequent (and thus less realistic) updating.

-----050710

* Fixed cheats

* Changed stores to not need to use the store.group lookup table (store.group will now just be town ID). So you need to reinit so store.group gets fixed (I also fixed reinit to reinit that).

* Itemtrade behavior on DP fixed; now all item traders will be turned off (as if you passed IT_STEPS_ON_UPDATE) and will not start updating until you talk to each one.

* Change UpdateAllItemTraders() to take an int; 0 is normal, 1 is clean _and_ give new; 2 is go through and disable all, to be ready for new when next you talk to one (used in DP).

* Changed CCC's ChangeTownNation to use townfort calls and be modeltypes compliant.

* Fixed trade quantity bug in itemstrade where on start sell mode the max qty is chosen even if > trader's money (so the money check only runs on change trade quantity). Now trader money is checked on click 'sell' too.

* Implemented CCC's corpses.

* Streamlined handling of SWAK etc. in LAi_Events.c

* Set stun, steal, stealth to float rather than bool, with the attribute value being the base chance of success. Handle luck modifier via chance *= GetAttackLuckMod(chr); CCCFunctions.c

* Handle stealing in LAi_AttemptSteal(attack, enemy, weapon) in CCCFunctions.c

* Placed all stun/corpsse code in LAi_Stunned.c and StunnedType. Create LAi_StunCharacter() to handle stunning. Allow setting of itm.stun.duration for custom stun duration.

* Created LAi_PlayHitGFX to handle playing of weapon GFX. Redid weapon GFX system: supports type-specific (stun, steal, etc.) GFX as well as 'always' GFX. structure is (always or a type).FX.qty = num_of_effects; then effect0 through effect(qty-1) under *.FX, I.e. itm.always.fx.effect0 = "blast";

* Disabled death sound on removal of corpse.

* Disabled fires during boarding.

* Added another citizen category, Upper_Citizens.

----050711

* When respawning soldiers, the base character's name, model, and items/equip are updated from each new soldier. This way the original soldier doesn't magically come back to life when you re-enter the location, but the last spawned one will.

* Changed LAi_StunCharacter() to LAi_Stunned_StunCharacter(); added complementary LAi_Stunned_AwakenCharacter().

* Fixed CR setshiplocation code to always go to correct port choice first.

* Added Pieter's slew of A&M models.

* Moved all faceID code from facemaker.c to initmodels, allow relative faceIDs, I.e. modelx.faceID = "modely"; instead of = 66 or something.

-----050712

Fixed FaceID code

Enabled dialog (and thus corpse looting) during boarding.

Added DoLocWrite() for writing bed locators. Function is easily edited though.

Added ReloadToLocModel(string locmodel); will reload to a location that has loc.models.always.locators == locmodel

Increased SHIPYARD_CANNON_SELL_MULT to 0.75, because we already take commerce decrease into account.

Fix stun functions to only prolong duration if char already stunned, and more properly handle resuming of old type.

Now #include store_init.c in store.h; for some reason loadsegment and executing function StoreInit() in it was failing in reinit.c...Argh.

Update Stunned functions to take chr type == actor into account, so as to not break quests and cutscenes. Switch cannon fireangle to scalar, not overwriting property.

-----050713

Fixed survival code in seadogs.c to use getequipbygroup rather than straight mc.equip.(group) calls to attribs that may not exist.

Added Pause key (P) NK_Pause

Fixed sandbag model/texture

Added Start-Dialog-Now key (O). Useful when the primary action is "Reload" rather than "Talk"--i.e. near doors or during boarding. NOTE! This WILL work when pchar is in fight mode...however, it will work on the nearest character. Usually that's who's in front of you, but not always.

Changed hardcoding of NPC Equip so now it checks for model.noblade or .nogun to determine whether it's OK to give blade or gun. If a model doesn't have the appropriate locator, set model.no(blade/gun) = true

Changed ENABLE_SKEL to two float defines, SKELETON_CHANCE and MUMMY_CHANCE.

Change pistols to also use bladeitem shader to fix transparency problem.

Implemented Maximus's Character Rename interface

-----050714

Change START_SHIP from function back to define.

Moved debug variables from BS.h to Globals.c

Disabled selectmodel interface in tutorial

Fixed selectmodel interface to not duplicate blaze.

-----050715

Added alpha in-place-upgrade functionality NOT WORKING

Fixed ID of Muelle Blacksmith; was same as Douw smith.

Changed buildversion back to 12.2 from 13

-----050716

Added fleets/wdm variables for b13 upgrade.

Started on upgrade.c for upgrade process.

fix sea_maploadxz_ay to not get caught on getseatime() < 3

Fix SelectSoldierModelByLocationNation to use modeltypes

-----050717

Add default difficulty, move it and default shipcap to top of BS.h with other startparams

Citizens may now stop when PChar approaches, and may also initiate dialog (like patrol). Vags switched back to citizen due to this.

-----050718

Rewrote Dialog_func.c's address form stuff per Lass.

Search-replaced all address_form calls with GetMyAddressForm()

Alan Milds rewrite by Lass

Fixed boarders getting too many weapons.

Added upgrade-to-12.21 section in reinit to do QC tavern upstairs loading image, Jurcksen's model, Raoul's new temp model, and Claire's model and other changes.

Split BS.h into it and InternalSettings.h for the more programmerly settings.

-----050719

Add char-style location handlers (GetLocationIndex and LocationFromID) for ease of use.

Fix SelectSoldierModelByLocationNation or whatever, because GetLocationNation takes a ref not an ID.

Add GetLocationNationFromID() for this purpose.

Finally fixed Kill Sidonio Ogarrio quest, enable reload locator to his house in Muelle Town 02 (QR code had his house as entry locID, not Muelle Town 02).

Add CORPSMODE setting. Four modes--old mode, CCC corpse mode, persistent CCC corpse mode, and persistent original corpse (PB).

Fixed Wine and Rum links to pic and model in inititems.c

Rewrote ModelTypes handling to use an array of types to massively speed usage. Also outcommented GetRandomModelForTypeExMask() because it's not yet been used, I don't think it likely it will be used, and I don't feel like rewriting it too today. Maybe we should use it for pirate boarding crew, but I don't think that's so necessary.

Fixed the weird setevehandler errors for corpse dialog; the dialog segment with processdialogevent() was being unloaded before the event that called that was triggered, thus causing an event error.

Toned down fighting params for low difficulty levels; now the end stats will be an average between stock and new, weighted by diff level.

-----050720

Inez corrections to DoLocWrite and floattostring

Added FortsIdx[] to work like Ships[] and list the idx's of characters which command forts.

Fixed nagging problem where Guy Gilroy, when teleported in the start of the MQ (on leave Oxbay), is passed as a string "Guy Gilroy" rather than as a character-object, CharacterFromID("Guy Gilroy").

Fixed modeltypes_quantity not being reset on reinit models, un-breaking modeltypes.

-----050721 Made sidestep ranged (i.e. hold down key to sidestep).

Added keyboard input support

Fixed tailor dialog error

-----050722 Fixed typo for init modeltypes

Forced keyboard off on exit char or ship interface

-----050724 Fixed big error in cannons handling where curqty not checked.

-----050725 Fixed Gregor Samsa when in DEBUG mode

-----050725 Redid random items. Some new defines in BS.h to control it. Reinit required.

Tweaked some towngirl settings, to set some to NorthEuroFr and lower pirate chances.

Made sure corpses and stunned people would be neutral.

-----050727

Added model.iscombat, handling for iscombat in GetRandomModelXXX, and setting in LEnc and LMonst.

Changed SKELETON_CHANCE and MUMMY_CHANCE to be once per location checks.

'Change Outfit' disabled when viewing an unhired officer.

Changed women stun anim (crouching doesn't work).

Changed how NPC levels are calculated, made the constants defines (and thus editable).

PB: Updated fastequip

Lass: Added Affrica

Petros: Added Rachel

Reduced chance of SWAK giving (until randitems works)

-----050728 Fixed logging of equip key. Missed three ;

Added property chr.boardingmodels = modeltype or subtype; optional boardingmodels.sex = sex, .nation = nation.

Changed Barbossa to use that skin, not surrender, use skeletons type boarding models (though he's still set to disabled boarding, this is just in case).

Changed version to 12.23

Changed Dark Captain (Animists frig) to not surrender, use Animists type boarding models

Changed Virgile Boon's starting money to 5000 from 1000000.

-----050801 Fixed ship change not change cannon

Fixed over max good qty for buying new ship.

Build v12.1

Updates:

Eliminated need for EURO define (with MEGA thanks to Sirius_Darke here!).

Fixed last remaining MQ-Sack Greenford Bugs (at least I hope that's all).

Fixed SetTownCapturedState, which always set to true, rather than what was passed to it. OOPS!

Fixed not setting buildversion to 12.1, and not disabling townsack on original init (this is caught by the build upgrader in reinit so it wasn't a problem for the end user, just not clean and not consistent).

Added discrete ship.CanBuy property so that ship.CanEncounter is not reused (so we can have ships that are only buyable and not encounterable, or vice versa). If it's not given in the ship define, it defaults to whatever CanEncounter is set to (and CanEnc defaults to true).

Fixed Sailto behavior so it skips RS calcs and the min-distance and relative-speed checks if we're in Arcade mode.

Added Sirius_Darke's fix to controls for EURO version. This removes support for the F5 and F9 keys and disables the game's built in time accel to free keypad* so that it and keypad/ can be used for quicksave/quickload, respectively.

Added SURRENDER_MULT chance-for-surrender multiplier, to allow some small tweaking of surrender odds.

Fixed bug with SetMusicNoPause() which didn't deal correctly with PGMUS.

Fixed bug with Danielle not being reset to type "actor" when landing at Douwesen to search for Rheims.

Fixed bug introduced by having extra nations for flag purposes, by editing GetRelation() and by adding function bool IsInParty(int mchridx, int chridx); Also added int RMGetHighestRelation(ref char); returns nation with whom char has highest relation (or pirate if all < amnesty).

Fixed Danielle/Clement/Greenford bugs (introduced by NK in Build 12).

-

Build v12

Updates:

DCU.c - will only have prisoner escape if near island in wmap, or on shore.

lai_boarding.c, bs.h - added boarding HP scalars to BS.h

shipyard.c - added OmegaRED's fix to town crew adding.

aisea.c, bs.h - improved sailto's through-island detection and speed ratio calcs. Added minimum-range check on sailto (if closer than this, can't sailto. To break the "sailto right when they fire" exploit).

Fixed q_r bug missed going to PRS3 (Danielle's ship uses old ID form). Per emrep, thanks!

Added two bool utility functions, samesign(x, y) and samesignpairs(x1, y1, x2, y2).

BI\reload_tables.c - Fixed QC fast travel; now will not execute if QC town's VCSKIP is true, to avoid screwing up quests.

Added Min Quality to keep blade/gun define and code. MIN_QUALITY_TO_KEEP defaults to -2, so you keep all.

Added b11->b12 upgrade.

Fixed waterline=0.0 for the fast schooner, set back to 0.3. Maybe it was supposed to be not 0.3 though? JMV?

04-09-23

seadogs.c - Fixed time accel behavior

04-09-22

AIFantom.c, BS.h - add SHIPMONEY_MULT

lai_boarding.c - tempfix to set fort morale at NORMAL

AIShip.c - Fixed _BIG_RS_CalcSpeedScalar bug...oops.

AIShip.c, AIFort.c - fix so fort gets checked on lasttgt too.

AIShip.c - fix so other ships get morale bonus too on enemy ship sink

fortcapture.c, aiabordage.c, lai_boarding.c - use companions' crew too on board fort.

AIFort.c - add ship-style less crew damage when (less crew % of max) modifier.

Ship.c - change so tempmorale if there is changed too on up morale click.

04-09-21

Reload_tables.c - fix for GetLocationNation() to check townsack if there.

Reload_tables.c, BS.h - add time for fast travel, #defined in BS.h but multiplied sometimes.

store.c, BS.h - moving goods now takes time, tweakable in BS.h

particles.ini - Add Mehrunes-style cannon flash, particle type "canfire". Also increase duration of cancloud.

particles.c - Add eventhandler CreateParticleSystemPost and function CreateParticleSystemEvent to handle it. Allows creation of particle system after a delay (thanks to postevent()).

AIBall.c - Add Mehrunes-style cannon flash, particle type "canfire". Also increase duration of cancloud and change that to post with 500msec delay

models.c - added check to gGetNewCharacter() to check if char already exists and if so return existing one.

AIShip.c - add archarship.speedmult = mult applied to RS_CalcSpeedScalar to get speed (i.e. loading * speedperk * saildamage * speedrate)

AIShip.c - Add GetTimeToSailDist(aref arship, float dist, float angle) returns time in seconds for ship (given as char.ship) to travel dist units at angle.

AIShip.c - add AddSeaTimeToCurrent() which updates time according to seetime, runs when seetime updated. Needs BS.h timescalars.

Utils.c - ClampAngle(float ang) returns ang clamped to 0 to 2Pi range

Utils.c - string MakeTimeString(int time), takes a time in seconds and spits out a nice friendly string of hours, minutes, seconds

Whr_Weather.c, Seadogs.c - change Whr_UpdateWeather() to Whr_UpdateWeather(bool reinit_weather).

Locations_loader.c - time change is now constant if not TIMEUPDATE_BLOCK_LAND, not jumps between locs. Needs BS.h timescalars.

AISea.c - sailto now takes time. Needs BS.h timescalars.

BS.h - Change ammo defaults so there are enough chain and grapes.

BS.h - Add timescalars for different environments

Sea.c - final fix to persistent groups. Now will split CR off to form new group if nation of cr != nation of group cmdr, etc. No more wrong-relation CRs.

04-09-20

Quests_Check.c - in condition "timer" added check for hour if exist.

Character.c - fixed my mod to enable skillup if zero. Sorry. Thanks to cwineman

AIShip.c - pulled some realistic sailing code out of UpdateParameters and put in separate funcs at the bottom of the file.

AIFantom.c, CharacterUtilite.c - changed find ship weight from *19.7 to *10000/508 which is what the game uses

LAI_CreateOfficer.c - fixed perk assignment. Was using CheckAttr and not !CheckAttr

Sea.c - bugfix to make sure that CR's ammo type is not > goods_quantity (weird bug).

Rys Bloom_dialog.c - fixed typo

Reinit.c - Added, but commented out, DumpAttributes(), {out since there's already a native func that does that}

BS.h - changed default sidestep amount

BS.h, AIFort.c - changed fort troop num to track town, added fort_crewdamage_mult to tone done crew damage for forts (they're behind walls after all...)
towntable.c, LAi_boarding.c - added TROOPS_MULT_ON_BOARD for mult for fort cmdr crew when boarding (more people will come to fight than were in the fort)
towntable.c - fixed TownDistributeTroops, fixed TownUpdate to not decrease size twice on sack.
Nations.c - fix to AttackRMRelation to return relation after attack

04-09-18

AIShip.c - Various ammo bugfixes

Console.c - console now has some of my various tools in it. Hope they help.

04-09-17

Seadogs.c - finally made change in alwaysrun take effect immediately.

BS.h, seadogs.c, init_pc.c, Characters.c, ControlsNames.txt - Implemented sidestep. **WARNING! THIS HAS NO COLLISION DETECTION.** Size of step tweakable in BS.h

RelationAgent_dialog.c - Thanks to Crimson_Rhaine, fixed lingering bug with England relations fix (should now be "Britain" due to nation name change).

music_alias.ini, sound.c, mainmenu.c - Changed music handling regarding PGMUS. Now we need but one ini file and the functions in sound.c append PGMUS if in PGMUS mode to the music name.

Mainmenu needed a corrected music function to take advantage of this.

04-09-16

BS.h, shipyard.c, AIShip.c - Added DEFAULT_CHARGE, used instead of Bombs when pchar does not have a charge. So you don't always get reset to bombs.

AIShip.c - Changed FindShipAttackingMe() to FindOurTarget(), as that's what it's really for. Redid it to check who ship last fired on and return that (i.e. assume last fired on ship will be next fired on ship, and thus choose ammo accordingly).

AICannon.c, AIShip.c, Transfer_main.c - Added morale change in sailing mode. New funcs: int FindClosestHostileShip(int idx, ref retdist) (takes that code out of FindOurTarget() and makes separate func that returns distance too). void Ship_CheckMorale(int chridx) does all morale calcs. There's a load of #defines at the top of AIShip to tweak this. Will decrease morale if enemy near, fired/reloaded guns recently, or hit recently (extra if loss of crew). Will increase if they sunk an enemy. Will return to start-of-sea-mode morale over time when not in these situations. Transfer_main is to write the new base crew and base morale to ships. Makes use of:

AIShip.c - Implemented a crude seconds-timer for seamode. GetSeaTime() returns time in seconds since launch sea mode; pchar.seatime is incremented once per second.

AIShip.c - Have AI use repair perks

Select_menu.c - enabled KAM's ship transfer when in sea, as long as you can enter map.

Various CheckAttribute fixes for potentially missing attributes, and other misc fixes.

04-09-15

characterUtilite.c - added traceandlog to ChangeCharacterReputation for debugging.

AIShip.c - cleaned up CheckSituation

AIShip.c - changed national skill mults to use attribute lookup and not call func.

Sea.c - Added Group_DelCharacter if cr is dead.

ShipBortFire.c, AIShip.c, AICannon.c - Totally redid find new ammo for ships, added some functions.

FindShipAttackingMe(int idx) will find nearest hostile ship to char idx. **Ship_FindMinChargeRatio(aref arship)** will find and return the minimum charge level for the ship's cannons. **Ship_AmmoUpdate(int iUs, int iThem)** will update ammo for Us with Them as target. Will not change charge unless out of range for current charge or reloading barely begun.

AIShip.c, AICannon.c - Per JMV, changed so damage is scaled down for less crew, rather than reload time scaled up. Morale still affects reload time.

04-09-14

sea.c - Changed SetCoastTraffic to check for if cr characters exist for island and if not return; check to see if island.skipCR exist and true, if so return. Got rid of KhaelRoa tempfix, because of the above two changes it's no longer necessary.

04-09-13

ships.c - changed Force_GetShipType() to, if fail twice, clear nation and try again, then clear type too and try again, and last to use pchar ship.

ships.h, sea.c, ships.c, ships_init.c - Implemented MAX_CLASS and MIN_CLASS as defines rather than as 1, 7. Changed Force_GetShipType() to check and clamp classes passed to it.

AIFantom.c - fixed mismatched minclass/maxclass args for Fantom_GetShipType(), both in that and in the above function (GenEnc).

AIShip.c - Finally, fixed crash on invalid ship type. Now, will gen new ship based on character's type (if exist; default to war or pirate if nation PIRATE), minclass pchar shipclass+1, maxclass pchar shipclass-1, nation character.nation, then run all the Set Up Fantom calls.

04-09-12

Note: requires archive newships.zip from PA FTP (put the folders in resource\models\ships and the tx in resource\textures\ships) and two copy-model-folders. Copy and rename corvette2 and all inside to corvfrig1 and ditto for frigate1->frigatensup

NK - Fixed SetCoastTraffic bug I introduced where shiptype = SHIP_NOTUSED.

NK - applied HFM mods to ships in ships_init as temp stat fixes.

NK - set up super frigate to use new model; changed new A&M corvette from 3 to corvfrig1 to not overwrite corvette3, made it light frigate. Added A&M ship names to common.ini

NK - fixed bug where Realistic Sailing speed divisor not set.

NK - fixed bug where attributes not being deleted properly on reinit ships.

NK - fixed bug where ships-in-location are loaded even if the captain is dead.

04-09-10

NK - PRS3 - added skill mults check to AIShip.c's tempskillsupdate. Shipstatsmult.(nation).skill.(skillname) = float mult

NK - PRS3 - fixed BP not given ship.unique = true attribute (whoops!)

NK - PRS3 - changed some mod ships from unique to noNatStatMod to allow for the +-3% random variation

NK - PRS3 - added refship.chance attribute; used in Fantom_GetShipType(), and if frnd() > stf(chance) we skip ship. To counteract the preponderance of some ships, i.e. we have five (six?) luggers vs. only two caravels. This is magnified because in original game when a ship was added, the number went only from 12 to 13, not 2 to 3.

NK - Weird bugfix for transfer_main where somehow global Mainchar is not "seen", line 229 (now 230).

04-09-09 #2

boocha - slower walking on deck of ship (was in before but I forgot to mention it.)

-KAM - toggle Extra sounds

-KAM - New Main Menu stuff

NK - PRS3 - added PRS3 calls for closestpoint and bestpoint.

NK - fixed bug in SetCoastTraffic from not genning new.

NK - fixed weird bug with 12lb cannon (not cul!) doing 5/3 as much damage as it should.

NK - added cannon fire angle scalar (FIRE_ANGLE_SCALAR, BS.h), per JMV's advice. Defaults to 0.5

NK - changed SetCoastTraffic to now use PRS3-compatible get ship calls. Redid get ship min/max class and getshiptype, added new cases (tradeship from other nation, coast guard ship), added bunch of defines to BS.h to tweak this.

NK - added int FindFriendlyNation2Nation(int iNation) as opposite of FindEnemyNation2Nation.

NK - fixed ships_init bug where we still used type.merchant instead of type.trade

NK - fixed Fantom_GetShipType bug swapping min/max class. Also added #define so on F_GST with nation pirate can ignore ship type (defaults to yes).

NK - fixed AIShip.c bug where even ships with no ships try to update ammo to load.
NK - Changed START_RANK to START_LEVEL, because that's what's used on the screens.
NK - Went back to START_SHIP as function so it'll always update (vars don't).
NK - Removed BS.h_?? files, should be handled by MJ's install util

04-09-09

Sir Christopher - Commented out island "Maze" lines in KR_reinit.c

NK - PRS3 - Added support for class-specific nation-specific multipliers, i.e.
shipstatsmult.nX.classY.attribute = multiplier (where X is nation number and Y is class number)

NK - Changed GetShipIndex() to use NativeFindCharacter instead of lookup table, much faster.

NK - ditto for items: new function int GetItemIndex(string id) which uses NFC. Changed
Items_FindItem() to call that, and changed blacksmith_dialog.c to use that (commented out
GetItemIndexByID, changed GetItemPriceByID).

NK - rewrote string Truncate() in LandInterface.c to use native strcut().

NK - rewrote a number of items functions to check through chr.items and match to items array rather
than search through items array and match to chr.items (should be faster this way, less to search through
and can use native calls). (ItemLogic.c, items_utilite.c, LandInterface.c)

NK - changed float MinHealthPotionForCharacter(ref chref) to float MinHealthPotionForCharacter(ref
chref, ref idx) so it returns also the idx of the potion (idx is passed as &int). Made similar MaxHealth
function.

NK - Changed drink potion key to use either largest or smallest potion, toggled via
USEMAXPOTION_ONKEYPRESS in BS.h

NK - Fixed select menu while boarding mod

NK - changed SetCoastTraffic to allow coasters persisting until CR_PERSIST days, and if dead not
necessarily be regenerated immediately (chance for that DEAD_GENNEW_CR, and if not wait until
CR_PERSIST days).

NK - cleaned up PGMUS calls and added them to the rest of the governors. Added SetMusicNoPause, so
if new music == old music we don't silence it and then restart.

04-09-08

NK - Removed unused code from itemsbox.c (this was my original, unworking, donate to crew mod,
which was superceded by Greatzen and then KAM's mods).

NK - Bugfix to float RequiredNextRankDirect(int rank) where I didn't convert rank to a float

NK - towns - added void SetTownCrewQuantity(string townname, int qty) and void
SetTownCrewMorale(string townname, int morale), added string GetCurrentTownName() and aref
GetCurrentTown(), which check FindLoadedLocation().townsack.

NK - now crew from selling ship added back to town crew quantity and crew from buying ship limited by
town's crew quantity

NK - moved LogIt() to reinit.c to go with other logging functions.

NK - Enabled time accel icon to show on land

NK - fixed 10x/30x time accel

NK - changed default to _not_ show PChar's exact health decrease; otherwise you can't tell whether it's
you or the enemy who was hit (Oops! Sorry folks. I should actually play the game more)

CVS: Forgot to add some files when I committed last time. Sorry.

04-09-07

NK - fixed bug in locations_loader.c line 849 with get attribute > num attributes _before_ continuing; now
we continue straightaway.

NK - Enable F2 menu while boarding, but only for charsheet and inventory

KAM - Latest controls mod

04-09-06 upd2

KAM - add general and worldmap pages to reconfigure controls

NK - fixed PRS3 bug in iface\ship.c

NK - Added new stuff to PRS3. Now you can do random stat mods without using nation multipliers (do not set refShip.unique but do set refShip.NoNatStatMod = true). Plus, nation from ship will override passed nation for SetRandomStatsToShip (though you can change a #define to make this an frnd() chance...)

NK - I had the wrong rev of KAM_Shipberthing_ship.c Fixed now

NK - fixed set dialog defaults (i.e. default address form) so it checks sex instead of ID.

NK - added float pow2(float num, float exp); this allows for <1.0 exponents (but slowly, because it's non-native and uses multiple sqrt()s in a for loop)

NK - added GetCharacterReputation(ref chr); use this rather than a direct sti(chr.reputation) because it supports chr.reputation == "none" (as many default chars have that set).

NK - tweaked GetFame() if nation passed is PIRATE, to check all ranks and crew share ratio.

04-09-06 upd1

dchaley - quicksave

KAM - various (all the ones I have at the moment, in fact)

NK/KAM - Enable/Disable videos

NK - Added cannon calibers array

NK - PRS3, put shipyard choose ship code in ships.c. NB: KAM Shipberthing is not yet updated for PRS3.

NK - new location tags (added townsack to all, and .island = islandid)

NK - changed setbaseshipdata ammo to use defines

RobC - blacksmith mod

Cat - Fred Bob

Cat - Danielle fix

NK - added controls to options page

NK - Added string CaptainTypeFromFantomType(string ftype)

NK - Governor's MR dlg bugfix on dump

NK - Added console

NK - changed the debug/debuginfo/tracelog triad in bs.h to ints so they can be toggled in console

NK - Bugfix in landenc officer model choice.

Screwface et al: Khaal Roa mod

NK - Rumor bugfix (finally)

NK - Bugfix to aifantom so nation property written.

NK - Mod to Coast traffic to set enemy nations' ships instead of pirates on frnd().

NK - Added left-out towns to towntable.c, bugfix for towns with no store (they won't grow, but won't crash either).

NK - Added func LogIt(string logstr) because I hate writing out Log_SetStringToLog()

Build 11

2004-05-02b: - added missing localised build setting file to the update package

2004-05-02 : - fixed folder for weapons

- fixed bug in CalcPayment()

- fixed bug in ExecuteSailorPayment()

- KAM changed Select Outfit page

- fixed bug in outfit selection, where SetModel was getting not correct params

- fixed load to sea bug.

- fixed bug in passenger code

- changed Boatswain Ship Sounds to non-3D per Mehrunes's suggestion

- added Mehrunes's distance mod to spyglass

- added morale to spyglass if spyglass can see current ammo

- boatswain sounds now will always be heard

- fixes bug in bug fix for opening chests (if no one sees you

steal from a box, people around town aren't hostile. If they do see you they all attack.

- fixed fatal error in a non build file, caused by design assumption that is not valid when the build is installed

2004-04-30 : - LAi_Utills.c.it had a typo

- fix zo item logic (open boxes) so no combat no one sees you steal.
- fixed inititems (the _normal_ weapon inits) to use new models.

2004-04-29 : - camera motion in doorways can be toggled on

- updated version of build files
- HP text above NPCs can be individually toggled

2004-04-25 : initial release - no updates ;-)

Build v11

Known and confirmed errors:

ErrNo. : b11-1

Descr. : Games can't be saved in tailor shops.

Status : open

Fix : n.a.

Workaround : Leave the tailors shop before saving.

JRH ammo bugfix oct 06

This fix was finished 28 oct 06 and is working with 13 beta 5.

Bugs fixed:

crewmembers didn't use their guns

buying bullets etc

1 ghost gp left

when restocking on ship gunpowder storage GPS sometimes only contained gp

officers didn't get any ammo

officers didn't consume ammo when firing

officers could fire without ammo

officers ammo limits restored to 6 & 12

no ammo - no charge code didn't cover all cases

land enemies had no ammo (to loot)

restock on ship:ammo limits by pf/ap were not working at all, 3 cases

This was changed:

GPS amount of gp NOT dependent on cannon gp

I think it's too tough if you forget to buy cannon gp - it's bad enough.

Ammo as it is meant to work right now:

Only mainchar & officers use ammo, that is;

consume ammo when firing & check for enough ammo to recharge guns

land enemies only carry (some) ammo for looting reasons

all others don't use ammo, but we will not notice that

an advantage is that crewmembers on land not have to be given ammo (but weapons)

//JRH

RPG Style Itemtraders Mod:

What it does:

- 1) Item Traders will no longer sell something that is of higher level than the player.
- 2) Item Traders have a quality of their own, but if it is much higher than the player, they will scrounge up some low quality items for the player to purchase.
- 3) Wandering traders have better loot at lower prices.
- 4) Wandering traders have less loot.
- 5) If items are marked as really rare, they will not be sold, they must be found.
- 6) As the player progresses the higher level they become, the less stores will offer low quality items. Every 5 levels of the character, will reduce one quality level from weapons offered.
- 7) Traders won't carry excessive amounts of same weapons of varying qualities. They will only keep the two highest qualities per type of weapon that is attainable for the item trader's level and quality rating (granted the weapons are of a level that the character is allowed to buy).
- 8) Random items can be limited within a range above the player level (RARE_MAXLEVEL_ABOVE). By default, if an item's minimum level is 10 levels higher than the player's level, the item will not be picked for random placement in the player's location (box items do not follow this setting, as they are based off player level with luck alone).
- 9) Merchants now level up a bit quicker when you deal more items with them.
- 10) Merchants will have a base level they can be at depending on the players level. The higher the player progresses, the less the player will come across a merchant that is extremely low quality.

Originally, the game had a proper RPG style item purchase system in place. Over the years, and the excessive modding, somehow the root functionality of all that, got lost. This mod puts that back in.

If you are a modder, or have played the game a billion times already, then you can keep this mod OFF.

However new players are encouraged to play with the mod on, as that is how the original game intended the purchase of items to progress. It is silly to be able to buy the best weapon in the game, when you just start out.

Many items simply may never show up for purchase. That is why it is so important to explore, travel, and search for great treasures and items. All random items you can find in the game world are not solely restricted by character level. Only the purchase of such items.

Item traders update their inventory each day.

They refresh their inventory every 7 days when the town refreshes its quality (IT_UPD_TOWNQUAL_DAYS). If you don't talk to a particular trader within 30 days (IT_MAX_DAYS_TO_UPDATE), they will purge their entire list and create a new one.

Settings:

BuildSettings.h ->

IT_RPG_STYLE = 1 ON (toggles it completely on or off)

IT_RPG_STYLE = 0 OFF

InternalSettings.h ->

IT_WEAP_RARITY_CUTOFF 0.02 (do not sell any weapons rarer than this)

IT_WEAP_LOWQUAL_CUTOFF 2 (reduces duplicate weapons of same kind, but different quality)

IT_DROP_LOWQUAL_ITEMS 0 (toggle to have merchants not sell low junk to high level players)

RARE_RAND_RETRIES 5 (number of times a spawn spot will try to pick an item)

RARE_MAXLEVEL_ABOVE 12 (how far above player level an item minlevel can be before skipped)

IT_USE_MINLEVEL (this is an unused setting)

-TIH

RPG Style Shipyards Mod:

What it does:

- 1) Shipyards will restrict selling outclassed ships to low level players.
- 2) Ships for sale are ordered by low class to high class, and cost per class.
- 3) Ships you cannot buy become grayed out, but still viewable to see stats.
- 4) Selling a ship will add it to the shipyard until they update their list.
- 5) Buying a ship will remove it from the shipyard, as ships are fairly unique.
- 6) Stealing a ship at sea will cause the sell price to be dramatically reduced.

If you board and take a ship at sea as a prize, the cost will be reduced for selling it. This cost is based off a high and low "SELL_MULT" depending on the way you acquired the ship. If you buy a ship, then selling it will be at 80% of cost. If you take a ship by force, killing the captain, or taking them as prisoner, then the price to sell will be only 20% of cost.

Ships that are out classed for a low level character cannot be purchased. To buy ships, you must increase in level and experience. However, this does not stop you from going out and boarding any ship you want, and attempting to take them as a prize. Lower level characters would have a hard time with that as well, but not due to this mod.

You can now only buy one of a particular ship that is listed. This only seems right, since almost every ship is slightly different in their build. No shipwright built any two ships alike, as as such you should not be allowed to buy the 'exact' same ship more than once in a visit.

The shipyard may update its listing each day. Any sold ships will be lost during this update.

Settings:

BuildSettings.h ->

SY_RPG_STYLE = 1 ON (toggles it completely on or off)

SY_RPG_STYLE = 0 OFF

SHIPYARD_BOUGHTSHIP_SELL_MULT 0.80 (cost in percent the sale price for legit owner ships)

SHIPYARD_PIRATEDSHIP_SELL_MULT 0.20 (cost in percent the sale price for stolen ships)

SHIPYARD_RPG_LPC 3 (levels the player must progress to buy next class of ships)

SHIPYARD_SELL_ALL_CLASSES 0 (please leave this at ZERO if SY_RPG_STYLE is ON) -TIH

AXES from the SLiB Mod.

Ahoy there, mates.

I've taken the models and textures for axes from the SLiB mod and recoded them for Build 13 compatibility.

Thanks to the SLiB team for their great work.

They're blade items so they function just like swords. Sorry mates, no throwing.

The only peculiarities to mention are that they're worn just like a sword on the belt so the head faces down, and when drawn and used the slashing and chopping actions look fine but the thrusting looks a little "irregular" (you don't see too many people regularly thrusting with an axe now do you? ...although it's not unheard of.).

As far as I know there's no way to change the animations for the game, so we won't see them behaving other than as a sword does.

I guess this a relatively small price to pay to be able to include what was after all a very common and popular sailor's weapon.

They're priced fairly cheaply, although thanks to the impending return of leveled items they won't all be available immediately.

The "Hatchet" is level 1, basically available at the beginning of the game, and quite common.

I've put the "Axe" and the "Boarding Axe" further up in the levels, 6 and 9 respectively, and made them a little rarer (for balance).

I've tried to focus on game balance and also make them a bit unique. The melee stats attempt to suggest a powerful but unwieldy weapon with no real defensive value.

Damage is potentially quite strong but less consistent than swords, there being a much greater margin between min. and max. damage.

Piercing is a lot higher than swords of a similar level, however, blocking has been minimized for game balance (trying to make them unique).

Although they use different scaling, this is generally how the SLiB mod handles piercing and blocking for axes.

At this stage axes are not part of the weapon quality mod.

I've tweaked a little more and these are the current stats for this mod.

blade	rarity	level	price	minimum damage	Maximum damage	pierce	block
dagger	0.9	0	250	6	10	25	0
*hatchet	*0.90	1	250	5	18	20	0*
saber	0.9	1	500	10	15	10	10
rapier	0.9	1	500	10	12	15	10
cutlas	0.9	1	500	14	19	10	0
badelaire	0.9	1	500	12	16	10	5
yataghan	0.5	2	1000	15	20	15	5
schivona	0.5	2	1000	13	18	15	15
maltese knight	0.5	2	1000	18	23	15	10
needle	0.37	4	1500	16	18	25	20
highlander	0.37	4	1500	18	22	20	15
dragon's toungue	0.37	4	1500	16	21	20	20
piranha	0.37	4	1500	21	26	20	10
*axe	*0.37	6	750	8	26	40	0*
sharp's saber	0.25	6	3000	19	24	25	25
brazo del colon	0.25	6	3000	19	21	30	25
tizona	0.25	6	3000	21	25	25	20
falchion	0.25	6	3000	24	29	25	15
vagrant	0.15	8	5000	15	26	25	40
squall	0.15	8	5000	22	27	30	30
flamigera	0.15	8	5000	25	30	25	10
*boarding axe	*0.25	9	1000	10	30	50	5*
windmill slayer	0.05	9	6000	20	30	40	30
silver leaf	0.1	9	7500	24	32	45	45
conquistador	0.05	10	10000	15	20	20	90
corsair's pride	0.05	10	10000	10	20	90	20
cardinal's guard	0.02	12	20000	20	35	95	70
solingen rapier	0.02	12	20000	20	35	70	95
atwoods saber	0.02	12	20000	24	40	80	85
bosun's choice	0.02	12	20000	40	55	55	55

Cheers

Jack Davidson 17/8/06

VERY SIMPLE AMMO MOD

Works on current updates 18/6 on 11/6 on modpack 9/2 on build 12,1 full on POTC.
ammo mod to be on.

Intention: Simplify it!

- I like the features of visiting cabin, crew & deck. Also the new Gunpowder Storage GPS.
- The idea of a weapons officer to handle things (after a while that would be) is a way to not get bored with this stuff.
- I went down under Deck & there he was already - the Gunner, he always appears on the deck with the GPS whether it has guns or not.
- This simplified way of taking care of business is trying to give a purpose to one of those nice ship features AND the officer.

What have I changed?

- I have messed with the Gunpowder Storage:
- It will contain gp pb mb pg. The amounts are random & serve only as an illustration.
- The amount of pistol gp is not dependent on the cannon gp any longer.
- There is always enough pistol ammo on board. Even if you forgot to buy cannon gunpowder.
- I think that forgetting it is enough problem.
- I have left the Gunpowder Barrels as they are.
- I have left El RapiDOS ammo restock as it is.
- If I have interfered with anything I don't understand or is a coming mod it is unintentionally.

How it behaves:

Officers restock by themselves on the ship.

mc restock 3 situations:

1. You have no Gunner: Automatic restock when opening the Gunpowder Storage on Deck. [7 click](you have to do it yourself, it must be VERY early in game & unlikely not to have a gunner)
2. You have a Gunner: mc rank is < 6: Automatic restock when visiting the Deck. [4 click] (where the Gunner is & has everything ready for you).
3. mc rank is >= 6: Automatic restock on the ship. [no click]
(rank level reflects that gameplay has been going on for some time, easily tweaked)

Officers restock to 6/6.

- mc to 6/6 without any containers and to 12/12 with powderflask/ammopouch which are available from start.powderbarrel & ammobag are gone.
- when restocking is easier I think these limits may do.
- It is possible though to equip officers with pf/ap (12/12)

This is a very early version, so no toggle is prepared. It could be cleaned up here & there. Please try it out and get me your opinion!

I am well aware that this changes the Gunpowder Storage. Also that this mod may be strange side-by-side with El RapiDOS ammo restock. Let the discussion continue....

Also added "voluntary sailors". //JRH 28/6 - 06

11/04/06

Aaaaarrggghhh, mateys.

Fat Spanish galleons heavily laden with chests of gold and silver..... prime targets and mighty fine prizes for all buccaneers.

Wouldn't it be nice to board and take a ship and not just find loads of linen, cotton or even ebony, but chests of gold and silver too? Well maybe that's now a step closer...

I've got gold and silver working in my game as trade goods. I've still got much testing to do to get them balanced in-game...at the moment they're only normal trade goods and not defined as import, export or contraband for any islands yet. I'd also welcome any informed advice regarding trade balance (historical or not). I'm also hoping that if Maximus is around, being the resident interface expert, he might be able to create another couple of trade book interface slots to accommodate the new trade items.

I've also got bricks in-game as well. The intention for adding bricks as trade goods is that hopefully they may be incorporated into current and/or planned building type mods. CCC may find them useful for his mods. Build your own pirate colony has been mentioned as well.

The artwork and concept has come from the SLiB mod.

21/04/06

I've been testing these new goods a little more and have assigned import/export/contraband for all the islands. Everything seems to work well, no problems so far. The balance seems reasonable. Bricks are on the cheap end of the price range whilst gold and silver are the number one and two most expensive goods with ebony not far behind silver.

The only thing is that there aren't enough import/export/contraband slots (there's only four each) on the Trade Book interface to accommodate the new goods (without pushing out existing goods), although in a couple of instances they have occupied vacant slots. I'm going to have a look at this interface to see what I might be able to do, however, I think I might ask Maximus to come up with something here as he seems to be regularly working to improve all game interfaces and would have much more expertise than me.

25/04/06

This mod has now been made compatible with the latest Post Build Update 22/04/06.

Please let me know if there are any problems.

Cheers

Jack Davidson

Desmond Ray Beltrop Readme:

This readme has been prepared to assist people who would like to load the Desmond Ray Beltrop reskins into their POTC game. Skull provided the inspiration for creating these models, and Pieter Boelen has provided invaluable aid and support in this endeavor, my gratitude goes out to both of them, and I hope you enjoy these models. SCM

Consider permission granted to alter or use these models for mods or quests, no need to PM me, but I would certainly be pleased if you mentioned that Sir Christopher Mings altered these skins, if you happen to use them for a project.

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 2. LOADING BELTROP JR.
 3. LOADING BELTROP SR.
 4. LOADING "BULLY" BELTROP
 5. MANUALLY REPLACING CAMILO MACHADO WITH BELTROP SR. MODEL
-

1. INTRODUCTION

There should be five file folders, including the one with this readme, that contain the files for three figures; Beltrop Jr., Beltrop Sr., and "Bully" Beltrop, along with a folder that contains materials you can use to replace Camilo Machado, the leader of the smugglers on Conceicao, with one of the Beltrop models.

This readme will provide instructions for loading the three models into your game and also the directions for switching Machado with Beltrop Sr., should you choose to do so. Adding the files, and making any editing changes, will require that you do so manually because I am not so technically advanced that I can provide a download that will replace the files. Also, I am still using a Build 12 version of the game and I am uncertain of changes that exist in 12.1 that might be effected by my changes, so you're probably better off doing it this way anyway.

I have tried to provide step by step instructions to make these models available to everyone, technical expertise or no, let me know, either with a PM on PA, or in PA thread if you are having problems and either I, myself, will try to help you, or one of the other guys should be able to point you in the right direction to get it working. (In short, some of you will not need to refer to this readme, but I wrote it for people like me who appreciate some guidance and direction before they start altering files in their beloved copy of POTC.)

Truthfully, I cannot recall off hand if you can just paste the tga.tx. files into your game, or if you have to use the TX converter to do this, but if you do need a TX converter you can certainly find one on PA in the tutorial thread in POTC Modding.

I also can't recall if you have to start a new game to use these figures, or if they will appear in the tailor shops after a reinit. I'm fairly certain a reinit will bring them up, however, if you use one of the figures as a PC, by changing Characters_init.c, to replace Camilo Machado, you will definitely have to start a new game for the change to appear.

2. LOADING BELTROP JR.

Beltrop Jr. is a model using the Will_2.gm file, with the Desmond Ray Beltrop tga file from Sea Dogs. This was an experiment that turned out so nicely, that I tidied it up to make it available for use in POTC. It struck me as looking more like the son of Beltrop than Beltrop himself, hence the Jr., in his title.

In the folder you should find the following:

A folder labeled 64 that contains both the tga and tga.tx files for the interface portrait,
A folder labeled 128 that contains both the tga and tga.tx files for the interface portrait,
A folder labeled 256 that contains both the tga and tga.tx files for the interface portrait,
Beltro.gm,
Beltro.tga,
Beltro.tga.tx,
h_Beltro.ani,
h_Beltro.gm

To make this figure available to use as a PC, or to buy this outfit in the tailorshops, You will have to locate the following file: Pirates of the Caribbean\PROGRAM\Models\InitModels.c, and add the following text where indicated in the file;

```
makeref(model,Models[n]);  
model.description = "Now then, I must have an ounce or two of that malapert blood from you!";<--this can  
say whatever you want..  
model.model      = "Beltro";  
model.nation     = ENGLAND; <--- could be PIRATE  
model.price      = 1000; <---this can be any price you want.  
model.assigned   = true;  
n++;
```

Then, locate this file:

Pirates of the Caribbean\PROGRAM\Quests\facemaker.c

Go to the end of the file and add the following line after the last entry,

```
case "Beltro":                tempmodelnum = 158; break; //SCM
```

The number, "158" is the number for the figure in my game, your game may contain more figures, and in that case you should assign it a different number. Remember when you do this that you will have to change the "name" of each of the portrait files so that they match this number or they won't show up in your game.

That being done;

1. copy Beltro.gm, and paste it into,
Pirates of the Caribbean\RESOURCE\MODELS\Characters

2. copy h_Beltro.gm, and paste it into,
Pirates of the Caribbean\RESOURCE\MODELS\Heads

3. copy h_Beltro.ani, and paste it into,
Pirates of the Caribbean\RESOURCE\animation\Heads

4. copy Beltro.tga.tx, and paste it into,
Pirates of the Caribbean\RESOURCE\Textures\Characters

(Be certain you copy Beltro.tga.tx, and not Beltro.tga, because I have provided the tga files in case people want to work on, or alter the texture beyond what I have done, but the model won't show up if you paste the tga only.)

5. From folder 64 copy face_158.tgatx and paste it into,

(Remember to reassign the number to the same one in the facemaker.c file! Otherwise it will copy over another file.)

Pirates of the Caribbean\RESOURCE\Textures\INTERFACES\PORTRAITS\64

6. From folder 128 copy face_158.tgatx and paste it into,
(Remember to reassign the number to the same one in the facemaker.c file! Otherwise it will copy over another file.)

Pirates of the Caribbean\RESOURCE\Textures\INTERFACES\PORTRAITS\128

7. From folder 256 copy face_158.tgatx and paste it into,
(Remember to reassign the number to the same one in the facemaker.c file! Otherwise it will copy over another file.)

Pirates of the Caribbean\RESOURCE\Textures\INTERFACES\PORTRAITS\256

Now, go and indulge in the beverage of your choice, because anyone would need a drink after all that. You might also make a pit stop cause you've probably been sitting for a while

8. Test in the game, the model should appear in the English shops after you have done a reinit by pressing the "i" button.

Likewise, you could change the model id line in Characters_init.c and use as your PC in a new game.

9. Plunder the Caribbean!

10. Post on PA! that you got it to work.

3. LOADING BELTROP SR.

Beltrop Sr. is a model using the searcher.gm file with the tga file from Sea Dogs for Desmond Ray Beltrop. This model is the closest I could get to recreating the Beltrop model from Sea Dogs for POTC.

In the folder you should find the following:

A folder labeled 64 that contains both the tga and tga.tx files for the interface portrait,
A folder labeled 128 that contains both the tga and tga.tx files for the interface portrait,
A folder labeled 256 that contains both the tga and tga.tx files for the interface portrait,
Beltrop1.gm,
Beltrop1.tga,
Beltrop1.tga.tx,
h_Beltrop1.ani,
h_Beltrop1.gm

To make this figure available to use as a PC, or to buy this outfit in the tailorshops, You will have to locate the following file:

Pirates of the Caribbean\PROGRAM\Models\InitModels.c, and add the following text where indicated in the file;

```
makeref(model,Models[n]);  
model.description = "I'm gonna have yer guts for garters, Nicholas Sharpe!";  
model.model      = "Beltrop1";  
model.nation     = ENGLAND; <---again, you may want to change this to PIRATE  
model.price      = 1000;  
model.assigned   = true;  
n++;
```

Then, locate this file:

Pirates of the Caribbean\PROGRAM\Quests\facemaker.c

Go to the end of the file and add the following line after the last entry,

```
case "Beltrop1":          tempmodelnum = 159; break; //SCM
```

The number, "159" is the number for the figure in my game, your game may contain more figures, and in that case you should assign it a different number. Remember when you do this that you will have to change the "name" of each of the portrait files so that they match this number or they won't show up in your game.

That being done;

1. copy Beltrop1.gm, and paste it into,
Pirates of the Caribbean\RESOURCE\MODELS\Characters

2. copy h_Beltrop1.gm, and paste it into,
Pirates of the Caribbean\RESOURCE\MODELS\Heads

3. copy h_Beltrop1.ani, and paste it into,
Pirates of the Caribbean\RESOURCE\animation\Heads

4. copy Beltrop1.tga.tx, and paste it into,
Pirates of the Caribbean\RESOURCE\Textures\Characters

(Be certain you copy Beltrop1.tga.tx, and not Beltrop1.tga, because I have provided the tga files in case people want to work on, or alter the texture beyond what I have done, but the model won't show up if you paste the tga only.)

5. From folder 64 copy face_159.tgatx and paste it into,
(Remember to reassign the number to the same one in the facemaker.c file! Otherwise it will copy over another file.)

Pirates of the Caribbean\RESOURCE\Textures\INTERFACES\PORTRAITS\64

6. From folder 128 copy face_159.tgatx and paste it into,
(Remember to reassign the number to the same one in the facemaker.c file! Otherwise it will copy over another file.)

Pirates of the Caribbean\RESOURCE\Textures\INTERFACES\PORTRAITS\128

7. From folder 256 copy face_159.tgatx and paste it into,
(Remember to reassign the number to the same one in the facemaker.c file! Otherwise it will copy over another file.)

Pirates of the Caribbean\RESOURCE\Textures\INTERFACES\PORTRAITS\256

Now, go and indulge in the beverage of your choice, because anyone would need a drink after all that. Grab a family member and show them what you have accomplished!

8. Test in the game, the model should appear in the English shops after you have done a reinit by pressing the "i" button. Likewise, you could change the model id line in Characters_init.c and use as your PC in a new game.

9. Plunder the Caribbean!

10. Post on PA! that you got it to work. (or not...)

4. LOADING "BULLY" BELTROP

Beltrop Sr. is a model using the corsair1_1.gm, and a headswap with the searcher.gm file, (Thanks to Inez Dias and her wonderful TOOL!) along with the tga file from Sea Dogs for Desmond Ray Beltrop. The more I look at this model the less I like it, so I don't necessarily recommend using it. This model will not work correctly unless you have already loaded the Beltrop Sr. model, because this model uses the same textures for its head and portraits as the Beltrop Sr. model. That being said...

In the folder you should find the following:

```
Beltrop1Beltrop2_1.gm,  
Beltrop1Beltrop2_1.tga,  
Beltrop1Beltrop2_1.tga.tx,  
h_Beltrop1Beltrop2_1.ani,  
h_Beltrop1Beltrop2_1.gm
```

(This model uses the same portrait files as Beltrop Sr. because I was too lazy to make them. Remember you will still have to copy the files, with a different number, as above, for the portraits to appear.)

To make this figure available to use as a PC, or to buy this outfit in the tailorshops,
You will have to locate the following file:

Pirates of the Caribbean\PROGRAM\Models\InitModels.c

and add the following text where indicated in the file;

```
makeref(model,Models[n]);  
model.description = "Damn you Mings! You didn't give me a neck!";  
model.model      = "Beltrop1Beltrop2_1";  
model.nation     = ENGLAND; <---can also be PIRATE, just a notion ...  
model.price      = 1000;  
model.assigned   = true;  
n++;
```

Then, locate this file:

Pirates of the Caribbean\PROGRAM\Quests\facemaker.c

Go to the end of the file and add the following line after the last entry,

```
case "Beltrop1Beltrop2_1":      tempmodelnum = 160; break; //SCM
```

The number, "160" is the number for the figure in my game, your game may contain more figures, and in that case you should assign it a different number. Remember when you do this that you will have to change the "name" of each of the portrait files so that they match this number or they won't show up in your game.

That being done;

1. copy Beltrop1Beltrop2_1.gm, and paste it into,
Pirates of the Caribbean\RESOURCE\MODELS\Characters

2. copy h_Beltrop1Beltrop2_1.gm, and paste it into,
Pirates of the Caribbean\RESOURCE\MODELS\Heads

3. copy h_Beltrop1Beltrop2_1.ani, and paste it into,
Pirates of the Caribbean\RESOURCE\animation\Heads

4. copy Beltrop1Beltrop2_1.tga.tx, and paste it into,
Pirates of the Caribbean\RESOURCE\Textures\Characters

(Be certain you copy Beltrop1Beltrop2_1.tga.tx, and not Beltrop1Beltrop2_1.tga, because I have provided the tga files in case people want to work on, or alter the texture beyond what I have done, but the model won't show up if you paste the tga only.)

5. From folder 64 rename and copy face_159.tga.tx and paste it into,
(Remember to reassign the number to the same one in the facemaker.c file! Otherwise it will copy over another file.)

Pirates of the Caribbean\RESOURCE\Textures\INTERFACES\PORTRAITS\64

6. From folder 128 rename and copy face_159.tga.tx and paste it into,
(Remember to reassign the number to the same one in the facemaker.c file! Otherwise it will copy over another file.)

Pirates of the Caribbean\RESOURCE\Textures\INTERFACES\PORTRAITS\128

7. From folder 256 rename and copy face_159.tga.tx and paste it into,
(Remember to reassign the number to the same one in the facemaker.c file! Otherwise it will copy over another file.)

Pirates of the Caribbean\RESOURCE\Textures\INTERFACES\PORTRAITS\256

Now, go and indulge in the alcoholic beverage of your choice, because anyone would need a drink after all that. Time for a snack!

8. Test in the game, the model should appear in the English shops after you have done a reinit by pressing the "i" button.

Likewise, you could change the model id line in Characters_init.c and use as your PC in a new game.

9. Plunder the Caribbean!

10. Post on PA! that you got it to work. (and send me some money or booze, this is a long-ass readme...)

5. REPLACING CAMILO MACHADO WITH BELTROP SR. MODEL

Pleased with the Beltrop Sr. figure, I decided to put him to work and replace the Korsar model that is used for the head of the smugglers on Conceicao, Camilo Machado. You can either do this or not, but if you do, please make copies of all of the files that I list below, before you attempt any of the changes I direct. Things can happen and if you save your files prior to altering them you can always go back to square one if you either don't like the changes, or a mistake was made and you find that it's more trouble trying to identify the problem than just restoring the original files.

I have included the files from my game, which is a Build 12 version of the game, and you can simply replace the files in your game with them, but I issue the following caveat; I don't know if these files have been altered since Build 12,

and you may be cutting something out of your game by using these files. I did not provide a copy of the `quests_reaction.c` file because I am certain that there are major differences between my copy and Build 12.1, and I don't want anyone to mess up their game by using it.

One more caveat; I have only tested this as far as going to Beltrop in the game and initiating dialog with him, I have not played the main quest thru with this feature. I can't think of how these changes could mess up the main quest in any way, but consider this as another good reason for making back up copies of the files before you proceed.

I would strongly recommend that you make the changes to the files manually, again, keeping back ups of the original files, because there are not that many things that need to be changed that it will cause undue headaches. Some of the people who read these instructions will realize that not all of the steps that I have listed are necessary to make this switch work, however, I wanted to set up these instructions so that a person who is new to modding could use them, and attempting this exercise would be helpful to them for gaining a greater familiarity with the file locations and making changes to them. Who knows what creations this mod might inspire the next generation of modders to attempt? Hopefully this will be helpful to them.

Lastly, this change will only appear in a new game, a reinit will not make it appear in a previously saved game.

SWITCHING CAMILO MACHADO WITH DESMOND RAY BELTROP

1. Make backup copies of the following files:

Pirates of the Caribbean\PROGRAM\QUESTS\quests_reaction.c
Pirates of the Caribbean\PROGRAM\Locations\init\Conceicao.c
Pirates of the Caribbean\PROGRAM\DIALOGS\Camilo Machado_dialog.c
Pirates of the Caribbean\PROGRAM\DIALOGS\Camilo Machado_dialog.h
Pirates of the Caribbean\PROGRAM\DIALOGS\Ines Diaz_dialog.h
Pirates of the Caribbean\PROGRAM\DIALOGS\Duarte Correija_dialog.h
Pirates of the Caribbean\PROGRAM\DIALOGS\Quest_pirate_01_dialog.h
Pirates of the Caribbean\PROGRAM\DIALOGS\Quest_smuggler_01_dialog.h
Pirates of the Caribbean\RESOURCES\INI\ALIASES\Greetings_alias.ini

I am also providing you with a sound file from Sea Dogs of Beltrop's greeting; `Desmond Ray Beltrop.wav`

2. The first file you need to alter is; (and make a back up copy of!)

Pirates of the Caribbean\PROGRAM\Locations\init\Conceicao.c

and when the file is open do an edit-find for machado, then change the marked lines,

```
    makeref(ch,Characters[n]);          // Camilo Machado -- korsar 4/8/06 SCM Desmond Ray Beltrop <---
    ch.name      = "Desmond Ray"; <--
    ch.lastname = "Beltrop"; <--
    ch.id       = "Desmond Ray Beltrop"; <---
    ch.model    = "Beltrop1"; <---
    ch.sex      = "man";
    ch.sound_type = "Desmond Ray Beltrop"; <---
    GiveItem2Character(ch, "pistol5"); <--- I changed this, and some of the following lines, to give him some
fire power, but you can't fight him, so it isn't really necessary to do it.
    ch.equip.gun = "pistol5"; <---
    GiveItem2Character(ch, "blade27"); <---
    ch.equip.blade = "blade27"; <---
    ch.location   = "Smugglers_Residence";
    ch.location.group = "goto";
    ch.location.locator = "goto1";
    ch.Dialog.FileName = "Desmond Ray Beltrop_dialog.c"; <---
    ch.nation = PORTUGAL;
    ch.rank      = 30; <---
    ch.reputation = "None";
    ch.experience = "0";
    ch.skill.Leadership = "10"; <---
    ch.skill.Fencing = "10"; <---
    ch.skill.Sailing = "10"; <---
    ch.skill.Accuracy = "10"; <---
    ch.skill.Cannons = "10"; <---
    ch.skill.Grappling = "10"; <---
    ch.skill.Repair = "10"; <---
    ch.skill.Defence = "10"; <---
    ch.skill.Commerce = "10"; <---
    ch.skill.Sneak = "10"; <---
    ch.money = "0";
    LAi_SetMerchantType(ch);
    LAi_SetLoginTime(ch, 0.0, 24.0);
    LAi_SetHP(ch, 120.0, 120.0);
    LAi_group_MoveCharacter(ch, "SMUGGLERS_CITIZENS");
    ch.greeting = "Gr_Desmond Ray Beltrop"; <---
    n = n + 1;
```

3. Open this file, but if you are going to make a back up of any of the files, you should definitely do this one, it is the spinal chord of the game!

Pirates of the Caribbean\PROGRAM\QUESTS\quests_reaction.c

Do an edit-find for machado and replace each occurrence with Desmond Ray Beltrop.

4. I made a copy of the following two files; Camilo Machado_dialog.c and Camilo Machado.h, and renamed them Desmond Ray Beltrop .c and .h, and then with Desmond Ray Beltrop_dialog.c, I made the following change near the very top of the file;

```
#include "DIALOGS\Desmond Camilo Machado_dialog.h" <--- change to Desmond Ray Beltrop_dialog.h
```

```
void ProcessDialogEvent()
```

```
{
```

```
    ref NPChar;
```

```
    aref Link, NextDiag;
```

```
    yada yada yada... <---(don't code this in, I'm just indicating that the files goes on.)
```

You don't have to make any changes within Desmond Ray Beltrop_dialog.h, but I changed the first two lines to make

him say something funny about Skull. What Machado says also sounds just a little too prissy-fied to me...

5. For all the other dialog files, Inez, Duarte, the pirate and the smuggler, I just did edit-find searches for both "Camilo" and "Machado" (without quotation marks), because sometimes they use his surname and at others they use his personal name, and switched them to either Desmond or Beltrop. Surprisingly, Silehard never mentions Machado by name.

6. For the following file,

Pirates of the Caribbean\RESOURCES\INI\ALIASES\Greetings_alias.ini

I did an edit-find for Machado and changed this,

```
[Gr_camilo machado]
```

```
minDistance = 0.45
```

```
maxDistance = 50.0
```

```
volume = 1.0
```

```
name = VOICE\Por_m_b_061.wav
```

to this,

```
[Gr_Desmond Ray Beltrop] /replaced by SCM 4-10-06 to Beltrop from Camilo Machado
```

```
minDistance = 0.45
```

```
maxDistance = 50.0
```

```
volume = 1.0
```

```
name = VOICE\Desmond Ray Beltrop.wav
```

7. Lastly, I added the sound file,

Desmond Ray Beltrop.wav

to

Pirates of the Caribbean\RESOURCES\Sounds\VOICE\

So now when I encounter Beltrop he says, "There's nothing for you here, youngster!" in a sinister voice. With this, you should be all set! Fair Winds, Mateys!

Updated Mar16 06

I uploaded an update of this update on the PA FTP. Apart from several bugfixes it also includes the locations and characters for the island of Saint Martin (included them in this Buildingset cause that creates a lot of buildings there)

Saint Martin is a special island, as the locals will tell you:

[quote]

"St Martin is divided into a Dutch part around Philipsburg and a French part around Marigot, and there is constant fighting between the two. So if you try to get into or out of one of the towns you'll probably run into some battle, and the besiegers attack anyone who tries to cross the lines. To get trough you must sneak carefully past their sentries and artillery positions. Though.. there must also be some secret passage into this town, cause sometimes Dutch raiding parties suddenly appear right in the middle of this town."

[/quote]

I tried to make this update compatible with Pieter's latest modpack (Mar05)

Updated Feb23 06

The Buildingset has reached a new stage. Thanks to the cooperation of people from all over the world we have now Buildingmodels that can really change the looks of locations for good, so that it will be hard to recognize that e.g. Marigot on St Martin is made from the FdF model. Simply use these itemnames in the Buildingset commands:

"keep"

"bastion"

beautiful 17th century fortifications made by Captain Caceres (converted to GM by Chocolate Bill)

"tower"

"townwalls"

not so beautiful fortifications by me ;)

"jungle"

An idea by Screwface: a large stretch of forest that can be used to change the looks of outside locations (turns a rocky shore into a lush mangrove swamp).

"college"

"church"

"barracks"

"warehouse"

"shipyard"

"windmill"

Some very nice CR3 buildings that Maximus kindly submitted. They are big and distinct, ideal to change the looks of entire townquarters. The shipyard actually provides all shipyardservices if you talk to the shipwright in front of it.

"windmillfan"

is a furnishing for the "windmill" building(which is a milltower withOUT fan). Both must be built in one command like:

```
Build_at("Antigua_outskirts", "windmill", "windmillfan", -3.0, 6.0, 43.0, -3.0, "building");
```

Updated Jan09 to include Pieter's modpackupdate Jan06
Changed: Enc_officer_dialog.c and ccclocations.c

The Building Set for PotC **Settlement gameplay feature and landscape changing modtool**

Beta 1.0 01Jan06
by Couchcaptain Charles www.forum.piratesahoy.net

The negative aspects first: The looks of the buildings that this mod adds to the game are sometimes a bit odd. I am rather ignorant of modelling, only thanks to Ines Diaz' Tool could I cobble new building models together (from other model(part)s), and often that shows through.

The buildings are superimposed on the original locationmodel so that they look sometimes out of place. The inhabitants must be completely motionless cause the building is sort of tied to them. And there is no collision detection: characters can walk right through the walls like ghosts.

All modellers are highly welcome to improve that, or to add their own buildings.

Anyone who is willing to overlook odd looks can enjoy following features:

Building Set: the 'settlement' gameplay feature

The Building Set mod enables you to build houses, fortifications and other architecture elements during the running game. Those buildings can be erected anywhere you like them, you only need an officer, planks, gold and some sailors. So you can build yourself a townmansion, jungle hideout, privateerport or fortress. All can be dismantled again(by you or by hostile action) and they perform a gameplay function: you can go into the buildings and talk the inhabitants(i.e. your tenants, workers and soldiers) to use their various services or take their money or the goods they produce. The attached BuildingSetPic.JPG file shows an example.

The screenshot shows the formerly empty Octopus Bay where Nathaniel Hawk has recently built the new settlement "Hawk's Harbour". The town is a bit crammed cause I squeezed all buildingtypes into one screenshot. YOUR town will of course look better ;) cause you can position each building where it suits you best.

Inhabitable buildings

..provide shelter and healing for you, and you can chat and hear rumours in there. Furthermore different buildingtypes offer various services:

- The farm to the right produces food for your crew or coffee for export, the palms behind it (which you planted) yield planks or ebony.
- Left of the farm is a simple house which pays rent. The marketstalls in front turn it into a store with the usual trading possibilities. The merchants in the marketstalls pay taxes to you.
- The mansion in the center houses "Madame Monique's etablissement for gentlemen's entertainment". There you can throw a party for your hands to lift their morale, or crimp sailors for your crew.
- The tower to the left is an 'observatory' which serves as your administration center. There you meet producers of SWAK weapons, wannabe officers, foreign diplomats, tributary planters or merchants with convoyquests.

Workshops

Around the observatory you can see three wooden workshop shacks(with Alan Smithee's blacksmith as foreman). As you built them all their goods and services are for free. There are four types of workshops:

- shipyards produce sails and repair your ship.
- rum distilleries
- cannonball foundries
- mines yield jewels or precious minerals (if your miners are lucky and well motivated)

So you can develop a self sustaining 'economy' that provides all you and your ship need. A very simple economic model determines your income from rents, taxes and workshops: every day a building accumulates a certain amount of money or goods. If you visit your building you can take the savings and stores away. But if you do that too often (i.e. treat your subjects badly) your reputation plummets. And that will in turn make your subjects unruly, decrease their productivity, trigger riots. You can increase reputation and productivity by being a benevolent ruler and lowering taxes.

As I said, rather simple, and the balance of amounts is probably not to everyones liking. But you can easily tweak that to your liking.

Fortifications

Buildings which can be armed with cannon that shoot deadly grenades at enemy characters. You can erect fortifications to protect your settlement, and protection is really necessary: Your estate may be attacked by indians, rioting slaves, workers or doxies, conquistadores, mobs of depraved noblemen or fanatic monks... So you should make sure that you have enough fortifications at the right strategic positions.

You can also erect (field) fortifications anywhere in the game, whenever you want some enemies to be blasted away. E.g. you can sneak in a fort and position a cannon in some corner and then start the fight..

Devious minds can "build" mines, boxes boobytrapped with grenades which explode if ANYone steps on them.

You can see some cannon on the screenshot, behind the stockades beside the tradepost and in the stonefaced bastion left of the mansion.

The crenellated "keep" right of the mansion has an additional function: the keeper stores your money and items for you, and they are absolutely safe with him.

Building Set: the modding tool for mod newbies

Apart from creating new buildings you can also easily create dialogs for their inhabitants: I added blank slots to the dialogs where you can insert your own texts with any texteditor. You can also tweak the amounts of money and goods that you can earn, the chances/risks of un/pleasant events etc. The inhabitants will even give you modding hints :)

Believe me, anyone who can work with a texteditor is able to mod at this level. And as you'll work in a single selfcontained file only you can't do much harm ;)

Building Set: the modding tool for changing the landscape

Modders who would like to create locations that look different from the stock models can now add buildings and landscape elements(woods, rocks). As example what you can do I added some buildings to Oxbay port and the new suburbs of Oxbay and Greenford(now bugfree and really worth a visit :)) Buildings can also be erected or destroyed as part of a quest (e.g. Frogs build a fort to blockade Oxbay and you must destroy it)

Each building requires only a single line of code. E.g. this command..

```
Build_here(pchar, "mansion", "office", true);
```

..erects a mansion with office interior immediately in front of the player. This one..

```
Build_at("Oxbay_port", "forest", "distillery", 10.0, 2.8, 45.0, 0.2, LAI_GROUP_PLAYER);
```

..erects a 'building' at a certain position in a certain location.

I put examples of those functions into NK's fabulous console.c file so that you can experiment with it. All you have to do to create a new building is changing the variables and pressing F12 during the game.

To add buildings to a mod include one of those commands into any code, e.g. a quest or a dialog. Adding them to reinit.c will create those buildings upon reinitialization.

To create a new TYPE of building or landscape feature you only have to make a new item in items_init.c (Once you have found or made a fitting model)

Installation

1. If you have the latest! version of Pieter Boelen's modpack (Update 31Dec05) installed:

1.1 Download BuildingSet.zip from the FTP server at Piratesahaoy.net

1.2 Unzip BuildingSet.zip into your Pirates of the Caribbean folder

Gamestart

Pressing 'I' to reinit activates all buildingset functions. (Though I made a few minor improvements to the suburbs of Oxbay and Greenford that will only show up if you start a new game)

Hire an officer and order him to assemble a working party. He will explain how you can erect a building. The inhabitants of the new buildings will explain their functions and how you can tweak them.

Technical Details:

The Building Set does NOT change to the location model. All those "buildings" are actually items, of Gun_item_type or Blade_item_type. They appear in the game if they are being equipped/attached to characters, which will pose also as inhabitants (your loyal subjects)

Advantage of that seemingly weird method:

-buildings can be erected anytime anywhere

-they can also be destroyed, by dismantling or hostile attacks

-quests or other gameplay events can create buildings, i.e. truly random locations could have an ever changing architecture

-buildings can perform gameplay functions by means of character AI

-you can modify or influence them by means of a dialog based menu

-new building types can always be added just by defining a new item; new functions by editing AI or dialogs

Disadvantage:

-Buildings may look a bit out of place cause they are put "on top" of the location model, especially on uneven ground

- "Inhabitants" must remain motionless cause the buildings are attached to them

IMHO the disadvantages are petty cosmetics compared to the opportunities this mod offers, gameplaywise as well as for creating new locations.

All functions for erecting or deleting buildings are in CCCFunctions.c, with comments that explain how this works. Changes to existing program files are marked with "// ccc building kit" . Additional program files have a header "// ccc building kit, new file". The filenames for the new models in the ammo and character folder all begin with 'B_...!'

Have fun ;)





Build 12 Readme



This is the Readme for Build 12 of Pirates of the Caribbean; you should review this document prior to playing your game. **Note: If you're upgrading from a previous build you must reinitialize by pressing the "i" key after you load your saved game.**

Dedication

A quick review of the tables below will reveal that Kieron has contributed a large number of the mods that have been added to Build 12, but there have been an innumerable number of tweaks and fixes that have been made to the coding by Nathan Kell, in his ongoing endeavor to release the original game's full potential. Both Nathan Kell and Catalina the Pirate have devoted their time and energy in coordinating the creation of Build 12, and its release has been a cooperative effort by a multitude of the members of the Pirates Ahoy site, as well as from other websites in the POTC modding community, and is a true representation of the ideals expressed by Couch Captain Charles regarding the modding cooperation. Special acknowledgements must be made to DChaley for providing the CVS site to compile all of the new mods. Special acknowledgments also go to Mad Jack for setting up the installer program, and Fred Bob for coordinating the Build 12 testing.

How to Use This Readme

The Readme has been broken down into two main areas; first, a general overview of the changes made to the game by Build 12, and following the outlines, the Readme has been broken down into a set of tables that correspond to the following areas within the game:

1. Character & Crew, *(mods affecting your character and crew)*
2. Ships and Sailing, *(mods affecting ships in the game)*
3. Gameplay, *(mods and fixes affecting gameplay)*
4. **Content**, *(New Quests and fixes to Quests)*
5. Added Features & Fixes, *(mods and fixes that affect the game, but do not necessarily fall into the categories above)*

This has been done to enable players to locate the information that they want more quickly, and also to group together the Mods that affect different aspects of the game.

Note: The mods that can be toggled in BuildSettings.h have a "Y" in them, as opposed to the mods that cannot be toggled, which have an "N".

Outline of Changes

Added Things /

Things to be Aware of in Build 12:

Character and Crew

The Choose Outfits Interface has been updated, and along with this, the Nations Relations Interface has been changed to allow players to set their relations with the various powers to Neutral. When you have completed the Main Quest you can now dismiss either Danielle or Clement Aurentis and free up those valuable officer slots. *(See the table below for the directions for this.)*

Ships and Sailing

You now have the ability to berth four ships at each of the islands, except Khaal Roa, and you also have more sail types to choose from or modify. Ships now have an icon that indicates each ship's national origin, indicating thereby the characteristics unique to ships of each nation, and Skeleton Bob's Gunboat is now available for purchase in shipyards. Rafe Bligh's beautiful weathered skins for ships are now available in the game as well.

Gameplay

Quick Save / Quick Load keys have been added that allow you to save or load a game without having to stop the action and Khaal Roa has been enabled for availability during, and after the completion of, the Main Quest. Khaal Roa has also been expanded with new sections to explore. *(Note: players now have the ability to go into the Treasure Alcove at any point in the game, but if you do this you will not be able to get out again! Make certain that you have a saved game if you wish to do this. Going into the Treasure Alcove, while playing the Main Quest, will work as it did in the original game.)*

Content

Fred Bob has been added to the game as a playable character, and he brings with him an entirely new quest for players to complete.

Added Features and Fixes

A Blacksmith is now available to fix those tarnished swords you come across, as you make your way around the archipelago, and veteran players will notice that their inventories no longer hold on to the already used quest items that have served their purpose, so you no longer have to drag Rheim's journal, and other items, around with you once their usefulness has passed.

Tables

1. **Character & Crew**, *(mods affecting your character and crew)*
2. **Ships and Sailing**, *(mods affecting ships in the game)*
3. **Gameplay**, *(mods and fixes affecting gameplay)*
4. **Content**, *(New Quests and fixes to Quests)*
5. **Added Features & Fixes**, *(mods and fixes that affect the game, but do not necessarily fall into the categories above)*

1. Character & Crew

Mod Name	Contributing Modders	Description	Directions	Toggle y/n
Choose Outfit Interface	Kieron	Kieron has improved the Choose Out fit Interface.	Press F2 and click "Choose Outfit.", or open Character Sheet and scroll to the character whose outfit you wish to change and click Choose Outfit.	N
Change to nation-relation screen / Hoist any flag	Kieron	This Mod adds a button to 'international affairs' which allows you to raise a neutral flag which you can customize. It also allows you to hoist the colors of any nation you are at least neutral with, and shows each nation's relations with other nations.	NA	N
Danielle and Clement Fix	Catalina the Pirate	This Mod enables you to dismiss both Danielle and Clement after you have completed the main quest, take Clement to his Lighthouse home on Oxbay and then go to Rocky Shore on Redmond to talk to Danielle.	You MUST dismiss Clement after you leave KR - if you skip that part, you will not be able to dismiss him later. Danielle has the option of stay or go..	N
Character Sheet Fixes and Expansions	Stone-D, Viper, Admiral Westside, Taghmon, Kieron, Nathan Kell	These Mods allow you to see and adjust skill/abilities for all of your passengers, your companions, and their officers in the character screen; however you will be unable to change the skills and perks of those characters whose sheets you are simply viewing (i.e. officers before they are hired). Land and personal fortune are also shown, and for each skill, two levels are shown: the first is the natural skill; the second is the modified (by items) skill. Lastly, if enabled in BuildSettings.h, you can now increase a skill even if the current skill level is zero.	When Hiring and Officer you can ask to see his stats which opens Characterview.	Y

2. Ships and Sailing

Mod Name	Contributing Modders	Description	Directions	Toggle y/n
Multiple Ship Berthing Mod	Kieron	<p>This Mod allows you to berth four ships in each of the ports, with or without stripping them, at various prices, and there's a complete visual interface that allows you to view your berthed ships' information and to add to or retrieve the ships that you have berthed.</p> <p>There's also a new ship-to-ship transfer system that lets you transfer from companion to companion. <i>(Instead of only from player character to companion)</i>, and also between berthed ships in that port.</p>	Pressing F2 will bring up the Berthing Interface.	N
New Sails	Kieron	<p>This Mod allows you to select:</p> <ol style="list-style-type: none"> 1. whole or torn sails in any of the three colors; white , crimson or black sails, 2. Emblems; national emblems, pirates ahoy! logos or pirate emblems , 3. Custom sails; you can add an unlimited number of custom sails; <i>(Your custom sails appear in the list of 'pirate logos,' so you can even overwrite the original sails, or change the order by renaming the files.)</i> 4. Buyable sails; in addition to all the sails options above, the system now supports buyable sails, <i>(There is now a very simple system for adding buyable sails to the player, a player can un-select and re-select the buyable sail as much as they want.)</i> 	To choose sails you use the same interface as in the previous Builds, but Kieron has added improvements that enable you to see all of the variations available.	N
Icon indicating a ship's nation of origin	Kieron	This Mod allows you to identify a ship's nation of origin, since the capabilities of ships of different nations vary this will help you make a better determination of what kind of ship you are up against.	NA	N
Weathered Skins	Rafe Bligh	This Mod adds ships with weathered and more authentic looking features to the game	NA	N
Skeleton Bob's Gunboat	Skeleton Bob and Fred Bob	Skeleton Bob's Gunboat is now available for purchase in the shipyard. To date, there is no record of any pirate destroying the Black Pearl with a Gunboat, will you be the first?	NA	N

3. Gameplay

Mod Name	Contributing Modders	Description	Directions	Toggle y/n
Quicksave	DChaley	This Mod allows you to make a one keypress instant Quick Save, or a one keypress Quickload.	Press F5 to quicksave and F9 to quickload.	N
Devils Island	Screwface	Khael Roa has been enabled so you can land at the island at any point in the game. Screwface has also added a number of new areas upon the island itself for you to explore.	If you go into the Treasure Alcove prior to or after completing the Main Quest you will not be able to leave it. Do not go into the Treasure Alcove unless you are playing that part of the Main Quest or if you have a recent save game, or you will lose your game. It has been reported that the sidestep feature will enable you to get out, but just in case...	N

4. Content

Mod Name	Contributing Modders	Description	Directions	Toggle y/n
Fred Bob Quest	Catalina the Pirate	This Quest enables you to sign Fred Bob onto your crew, and not only do you receive Fred Bob's valuable insights, he has acquired this letter that promises a reward to the person who delivers it...	Talk with Orable Caron on the Falaise de Fleur Beach	N

5. Added Features and Fixes

Mod Name	Contributing Modders	Description	Directions	Toggle y/n
Main Quest Items Clearance	Catalina the Pirate	No longer will your inventory be cluttered with items from the Main Quest that have already served their purpose, now they disappear in an entirely inconspicuous manner.	NA	N
Blacksmith Mod	RobC	This Mod enables you to fix the damaged and lower quality swords that you obtain or find in the game. The model for the blacksmith is Nathaniel Hawk and he can be found wandering the streets of Douwesan.	Talking to him will enable you to obtain the Blacksmith's services.	N
Paying Off The Crew	OmegaRED Nathan Kell	Discharged crewmembers now go into the town's population when the ship is sold, or crewmembers are discharged.	NA	N
Sink or Swim	Couch Captain Charles Catalina the Pirate	This Mod enables you to rescue the crewmen of a sinking ship and add them to yours. Enemy ships can do this as well, so hurry or they'll get there first!	Pick up crewmembers the same way that you pick up floating cargo, sail over the sinking ship's wreckage.	N
Smaller Fonts	Couch Captain Charles Catalina the Pirate	This Mod makes the log message font smaller and has been relocated to enable faster scrolling.	The Default for this is OFF, to change it look in BuildSettings.h.	Y
Sacre Bleu! Ou est la pain?	Catalina the Pirate	Fix for main quest stolen French ship from Occupied Oxbay - now there is enough rum and wheat so the crew won't starve and die on the way to Redmond.	NA	N
Conceicao Trade Mission Bug	Emrep Catalina the Pirate	This Mod stops the CTD's that occur in Conceicao Trade missions	NA	N
Missing the Skellies?	Couch Captain Charles Catalina the Pirate	Tired of being chased by smugglers? Miss the old skeletons and the strange things they said while they tried to hack you to bits? This Mod enables you to bring the boney combatants back from the graveyard and into the game. <i>"You're gonna die here human..."</i>	Note: this will only replace the skeletons in the dungeons and not in the other island locations.	Y
Time Flies When You're Having Rum!	Nathan Kell	Fix to time acceleration behavior	NA	N

Mod Name	Contributing Modders	Description	Directions	Toggle y/n
How Much Can I Get For This Slightly Used Caravel?	Nathan Kell	Add SHIPMONEY_MULT	NA	N
It's About Time!	Nathan Kell	Fixed _BIG_RS_CalcSpeedScalar bug...oops.	NA	N
Don't Forget The Garrison!	Nathan Kell	Fix so fort gets checked on last target too.	NA	N
And There Was Much Rejoicing!	Nathan Kell	Fix so other ships get morale bonus too on enemy ship sink	NA	N
Once More Into the Breach!... You lot too! Ye swabs!	Nathan Kell	This fix makes sure that companion ship crew counts in fort assaults.	NA	N
Trust me, it makes the game better. <i>(Don't ask me, I just work here...)</i>	Nathan Kell	Add ship-style less crew damage when (less crew % of max) modifier.	NA	N
Don't Worry, Be Happy!	Nathan Kell	Change so tempmorale if there is changed too on up morale click.	NA	N
Didn't We Just Sack Falaise De Fleur?	Nathan Kell	Fix for GetLocationNation() to check townsack if there.	NA	N
Time Flies When You Hit The "g" Key!	Nathan Kell	Add time for fast travel, #defined in BS.h but multiplied sometimes.	NA	N
Tote Dat Barge, Lift Dat Bale, Ya Getta Little Drunk and...	Nathan Kell	Moving goods now takes time, tweakable in BS.h	NA	Y
Smoke Gets In Your Eyes..	Mehrune Nathan Kell	Add Mehrunes-style cannon flash, particle type "canfire". Also increase duration of cancloud and change that to post with 500msec delay.	NA	N
Thanks Postevent!	Nathan Kell	Add eventhandler CreateParticleSystemPost and function CreateParticleSystemEvent to handle it. Allows creation of particle system after a delay (thanks to postevent()).	NA	N

Mod Name	Contributing Modders	Description	Directions	Toggle y/n
We have to leave the boarding party now, that pirate is wearing the same outfit that I am!	Nathan Kell	Added check to gGetNewCharacter() to check if character already exists, and if so return existing one.	NA	N
Damn the Torpedoes! Break Out the Sweeps!	Nathan Kell	Add archarship.speedmult = mult applied to RS_CalcSpeedScalar to get speed (i.e. loading * speedperk * saildamage * speedrate)	NA	N
Are We There Yet?	Nathan Kell	Add GetTimeToSailDist(aref arship, float dist, float angle) returns time in seconds for ship (given as char.ship) to travel dist units at angle.	NA	N
Time and Tide Wait For No Pirate	Nathan Kell	Adds AddSeaTimeToCurrent() which updates time according to seotime.	NA	N
No More Playing On Tilt!	Nathan Kell	ClampAngle(float angle) returns angle clamped to 0 to 2Pi range	NA	N
There's Not A Moment To Be Lost!	Nathan Kell	String MakeTimeString (int time), takes a time in seconds and spits out a nice friendly string of hours, minutes, seconds.	NA	N
Either the Barometer is Falling Or My Watch Has Stopped!	Nathan Kell	Change Whr_UpdateWeather() to Whr_UpdateWeather(bool reinit_weather).	NA	N
Spring Forward – Fall Back, Pirate Savings Time Now In Effect.	Nathan Kell	Time change is now constant if not TIMEUPDATE_BLOCK_LAND, not jumps between locs.	NA	N
If we didn't have this before, how come they always used to blast me whenever I showed up?	Nathan Kell	Sailto now takes time.	NA	N
Because You Can Never Have Too Many Chains and Grapes.	Nathan Kell	Changed ammo defaults so there are always enough chain and grapes.	NA	N

Mod Name	Contributing Modders	Description	Directions	Toggle y/n
There must be one of these at my job.	Nathan Kell	Added timescalars for different environments.	NA	N
They Sure Looked Like Spaniards To Me!	Nathan Kell	Final fix to persistent groups. Now will split CR off to form new group if nation of cr != nation of group cmdr, etc. No more wrong-relation CRs.	NA	N
Alien Abductions and Probings	Mings the Merciless Khan, (The Wrath of...)	Just checking to see if you're paying attention or not.	Press F12; go on, I dare you...	Y
Watch This!	Nathan Kell	In condition "timer" added check for hour if exist.	NA	N
Zero Skillup Now Enable-able!	Cwineman Nathan Kell	Fixed my mod to enable skillup if zero. Sorry. Thanks to Cwineman.	NA	N
Realistic Sailing Rewiring.	Nathan Kell	Pulled some realistic sailing code out of UpdateParameters and put in separate funcs at the bottom of the file.	NA	N
Does This Galleon Make Me Look Fat?	Nathan Kell	Changed find ship weight from *19.7 to *10000/508 which is what the game uses	NA	N
Well How In The Heck Did That Happen?	Nathan Kell	Fixed perk assignment. Was using CheckAttr and not ! CheckAttr.	NA	N
Because Who Needs Bad Ammo?	Nathan Kell	Bugfix to make sure that CR's ammo type is not > goods_quantity (weird bug).	NA	N
Let's Do The Time Warp Again!	Nathan Kell	Changed default sidestep amount.	NA	N
Now I know why forts are harder to destroy than they used to be...	Nathan Kell	Changed fort troop number to track town, added fort_crewdamage_mult to tone down crew damage for forts (they're behind walls after all...)	NA	N
Darn clever these garrisons...	Nathan Kell	Added TROOPS_MULT_ON_BOARD for mult for fort commander crew when boarding (more people will come to fight than were in the fort)	NA	N
No Double Decrease on the Sack!	Nathan Kell	Fixed TownDistributeTroops, fixed TownUpdate to not decrease size twice on sack.	NA	N
Talk about holding a grudge! I only sacked their town a little!	Nathan Kell	Fix to AttackRMRelation to return relation after attack.	NA	N
Console Yourself	Nathan Kell	Console now has some of my various tools in it. Hope they help.	NA	N

Mod Name	Contributing Modders	Description	Directions	Toggle y/n
Weak Bladdered Pirates Rejoice!	Nathan Kell	Finally made change in alwaysrun to take effect immediately.	NA	N
It's Just a Step to the Right...	Nathan Kell	Implemented sidestep. WARNING! THIS HAS NO COLLISION DETECTION.	Size of step tweakable in BS.h	Y
Don't be surprised if you start sailing on the wrong side of the sea lanes, and add the letter "u" to a lot of wourds	Crimson Rhaine Nathan Kell	Thanks to Crimson_Rhaine, fixed lingering bug with England relations fix (should now be "Britain" due to nation name change).	NA	N
PGMUS Swim, Birds Gotta fly...	Nathan Kell	Changed music handling regarding PGMUS. Now we need but one ini file and the functions in sound.c append PGMUS if in PGMUS mode to the music name. Mainmenu needed a corrected music function to take advantage of this.	NA	N
Bombs Away!	Nathan Kell	Added DEFAULT_CHARGE, used instead of Bombs when pchar does not have a charge. So you don't always get reset to bombs.	NA	N
A Dose of Common Sense Applied to AI	Nathan Kell	Changed FindShipAttackingMe() to FindOurTarget(), as that's what it's really for. Redid it to check who ship last fired on and return that (i.e. assume last fired on ship will be next fired on ship, and thus choose ammo accordingly).	NA	N
A Larger Dose of Common Sense Applied to AI	Nathan Kell	Added morale change in sailing mode. New funcs: int FindClosestHostileShip(int idx, ref retdist) (takes that code out of FindOurTarget() and makes separate func that returns distance too). Void Ship_CheckMorale(int chridx) does all morale calcs. There's a load of #defines at the top of AIShip to tweak this. Will decrease morale if enemy near, fired/reloaded guns recently, or hit recently (extra if loss of crew). Will increase if they sunk an enemy. Will return to start-of-sea-mode morale over time when not in these situations. Transfer_main is to write the new base crew and base morale to ships.	Toggle in AIShip, not BuildSettings.h	Y

Mod Name	Contributing Modders	Description	Directions	Toggle y/n
Sailing Time Has Undergone a Sea-Change	Nathan Kell	Implemented a crude seconds-timer for seamode. GetSeaTime() returns time in seconds since launch sea mode; pchar.seatime is incremented once per second.	NA	N
"We're done for Cap'n, ... wait a minute! We're not quite dead yet!	Nathan Kell	 <p>Enemy ships can now use repair perks.</p>	NA	N
Nathan Kell's Ammo Boutique	Nathan Kell	Totally redid find new ammo for ships, added some functions. FindShipAttackingMe(int idx) will find nearest hostile ship to char idx. Ship_FindMinChargeRatio(a ref arship) will find and return the minimum charge level for the ship's cannons. Ship_AmmoUpdate(int iUs, int iThem) will update ammo for Us with Them as target. Will not change charge unless out of range for current charge or reloading barely begun.	NA	N
He's only <i>mostly</i> dead...er, now he's all dead.	Nathan Kell	Added Group_DelCharacter if cr is dead.	NA	N
Cannon Firing Fix	JMV575 Nathan Kell	Per JMV, changed so cannon damage is scaled down for less crew, rather than reload time scaled up. Morale still affects reload time.	NA	N

Mod Name	Contributing Modders	Description	Directions	Toggle y/n
Nathan Kell's Ammo Boutique	Nathan Kell	<p>Totally redid find new ammo for ships, added some functions.</p> <p>FindShipAttackingMe(int idx) will find nearest hostile ship to char idx.</p> <p>Ship_FindMinChargeRatio(a ref arship) will find and return the minimum charge level for the ship's cannons.</p> <p>Ship_AmmoUpdate(int iUs, int iThem) will update ammo for Us with Them as target. Will not change charge unless out of range for current charge or reloading barely begun.</p>	NA	N
Coast Traffic Fix	Nathan Kell	<p>Changed SetCoastTraffic to check for if CR characters exist for island and if not return; check to see if island.skipCR exist and true, if so return.</p> <p>Fixed SetCoastTraffic bug I introduced where shiptype = SHIP_NOTUSED.</p>	NA	N
If at first you don't succeed...	Nathan Kell	<p>Changed Force_GetShipType() to, if fail twice, clear nation and try again, then clear type too and try again, and last to use pchar ship.</p>	NA	N
Nathan Kell's Ammo Boutique	Nathan Kell	<p>Totally redid find new ammo for ships, added some functions.</p> <p>FindShipAttackingMe(int idx) will find nearest hostile ship to char idx.</p> <p>Ship_FindMinChargeRatio(a ref arship) will find and return the minimum charge level for the ship's cannons.</p> <p>Ship_AmmoUpdate(int iUs, int iThem) will update ammo for Us with Them as target. Will not change charge unless out of range for current charge or reloading barely begun.</p>	NA	N
Class Act	Nathan Kell	<p>Implemented MAX_CLASS and MIN_CLASS as defines rather than as 1, 7. Changed Force_GetShipType() to check and clamp classes passed to it.</p>	NA	N

Mod Name	Contributing Modders	Description	Directions	Toggle y/n
I said Launch, not Lunch!	Nathan Kell	Fixed mismatched minclass/maxclass args for <code>Fantom_GetShipType()</code> , both in that and in the above function (<code>GenEnc</code>). Finally, fixed crash on invalid ship type. Now, will gen new ship based on character's type (if exist; default to war or pirate if nation PIRATE), minclass pchar shipclass+1, maxclass pchar shipclass-1, nation character.nation, then run all the Set Up Fantom calls.	NA	N
No more getting stuck on the stairs heading to the poop!	Boocha Nathan Kell	Now you walk slower in first person view on the ship's deck.	NA	N
Where's my Thirsty-two Ouncer?	Nathan Kell	Changed drink potion key to use either largest or smallest potion.	Toggle via <code>USEMAXPOTIN_ONKEYPRESS</code> in BS.h.	Y
I say, when you have some leisure, mightn't we spend some time trying to sink one another?	Nathan Kell	Changed <code>SetCoastTraffic</code> to allow coasters persisting until <code>CR_PERSIST</code> days, and if dead not necessarily be regenerated immediately (chance for that <code>DEAD_GENNEW_CR</code> , and if not wait until <code>CR_PERSIST</code> days).	NA	N
Nathan Kell's Ammo Boutique	Nathan Kell	Totally redid find new ammo for ships, added some functions. <code>FindShipAttackingMe(int idx)</code> will find nearest hostile ship to char idx. <code>Ship_FindMinChargeRatio(a ref arship)</code> will find and return the minimum charge level for the ship's cannons. <code>Ship_AmmoUpdate(int iUs, int iThem)</code> will update ammo for Us with Them as target. Will not change charge unless out of range for current charge or reloading barely begun.	NA	N
In case you hadn't noticed that you broke the sound barrier...	Nathan Kell	Enabled time acceleration icon to show on land. Fixed 10x/30x time acceleration.	NA	N
"I think I'll try my Solingen Rapier and Two shot pistol on deck 3!"	Nathan Kell	Enable F2 menu while boarding, but only for charsheet and inventory.	NA	N

Mod Name	Contributing Modders	Description	Directions	Toggle y/n
Be Careful, or you'll get a reputation! Or even worse, you won't get a reputation!	Nathan Kell	Added GetCharacterReputation(ref chr); use this rather than a direct sti(chr.reputation) because it supports chr.reputation == "none" (as many default chars have that set).	NA	N
Do Unto Others, Then Split!	Nathan Kell	Tweaked GetFame() if nation passed is PIRATE, to check all ranks and crew share ratio.	NA	N
Because you can only listen to Keira Knightly relate the tale of the French invasion of Oxbay so many times...	Kieron Nathan Kell	Enable/Disable videos	NA	N
Hurray, hurray, for calibers array!	Nathan Kell	Added cannon calibers array.	NA	N
<i>"For to a vision so apparent, rumour cannot be mute!"</i> The Winters Tale, Shakespeare	Nathan Kell	Rumor bugfix; this fix makes the rumors work the way Nathan originally intended for them to, and not turn off at some point in the game. That's the rumor anyway....	NA	N
Me too!	Nathan Kell	Added func LogIt(string logstr) because I hate writing out Log_SetStringToLog() <i>Congratulations Nathan, this list represents an incredible achievement and a monumental effort on your part. I'm sure I speak for the entire community when I extend to you our heartfelt thanks for all of the you have put into this.</i> SCM	NA <i>These were a LOT of fun to redo! Thanks Nathan and SCM! :) -Thagarr</i>	N

*"When we mean to build, We first survey the plot, then draw the model;
And when we see the figure of the house, Then must we rate the cost of the erection;
Which if we find outweighs ability, What do we then but draw anew the model
In fewer offices, or at last desist To build at all? Much more, in this great work,—
Which is almost to pluck a kingdom down and set another up,"*

The Second Part of King Henry the Fourth

Act I. Scene III.

Build 12 Readme was compiled by Sir Christopher Mings.

*** Rapid_Raid by El Rapido for Post Build Mod 12 ***

INSTRUCTION:

Before you change anything, backup your files. I'm serious, man! :)

1. Open seadogs.c and add

```
#include "elrapido.c" // El Rapido
```

after all the other includes at the beginning of seadogs.c

Now you have implemented the Rapid_Raid function.
You are free to call it from anywhere you like,
maybe for a quest or on pressing a key, like it is shown here.

2. How to simply assign a Rapid_Raid to the NUMPAD_2 KEY:

Open seadogs.c and search for "Officer2Fake".

*** REPLACE

```
case "Officer2FakeLevelUp":
    rcPassengerID = GetOfficersIndex(mc, sti(2));
    if (sti(rcPassengerID) > -1)
    {
        rcPassenger = GetCharacter(sti(rcPassengerID));

        rcPassenger.skill.fre skill = sti(rcPassenger.skill.fre skill) + 2;
        rcPassenger.perks.FreePoints = sti(rcPassenger.perks.FreePoints) + 1;
        LAi_SetHP(rcPassenger, LAi_GetCharacterMaxHP(rcPassenger) +
5.0, LAi_GetCharacterMaxHP(rcPassenger) + 5.0);
        Log_SetStringToLog(LanguageConvertString(tmpLangFileID, "Fake Level
Up") + " " + XI_ConvertString("for") + " " + rcPassenger.name + " " + rcPassenger.lastname + "!");
    }
    else
    {
        Log_SetStringToLog(LanguageConvertString(tmpLangFileID, "Error
updating passenger, is passenger") + " 2 " + XI_ConvertString("missing?"));
    }
    break;
```

*** WITH THIS CODE:

```
case "Officer2FakeLevelUp": // changed by El Rapido to a rapid raid

    ref Pchar = GetMainCharacter();
    if(Pchar.nation != FRANCE)
    {
        Rapid_Raid("soldiers", 10, FRANCE, "friend", "enemy", "A French infantry unit
suddenly appears and attacks you!", "French Musketeer", 8, 4, 120, 360, 9, 7, 2, 0.8);
    }
    else
    {
        Rapid_Raid("soldiers", 12, SPAIN, "friend", "enemy", "Spanish Conquistadors
suddenly appear and attack you!", "Conquistador", 9, 5, 180, 400, 14, 6, 0, 1);
    }

    break;
```

```

/* OLD CODE:
        case "Officer2FakeLevelUp":
rcPassengerID = GetOfficersIndex(mc, sti(2));
if (sti(rcPassengerID) > -1)
{
        rcPassenger = GetCharacter(sti(rcPassengerID));

        rcPassenger.skill.freeskill = sti(rcPassenger.skill.freeskill) + 2;
rcPassenger.perks.FreePoints = sti(rcPassenger.perks.FreePoints) + 1;
LAI_SetHP(rcPassenger,LAI_GetCharacterMaxHP(rcPassenger) +
5.0,LAI_GetCharacterMaxHP(rcPassenger) + 5.0);
        Log_SetStringToLog(LanguageConvertString(tmpLangFileID,"Fake Level
Up") + " " + XI_ConvertString("for") + " " + rcPassenger.name + " " + rcPassenger.lastname + "!");
        }
        else
        {
                Log_SetStringToLog(LanguageConvertString(tmpLangFileID,"Error
updating passenger, is passenger") + " 2 " + XI_ConvertString("missing?"));
        }
        break;
*/

```

3. Make sure elrapido.c is in your "Pirates of the Caribbean\PROGRAM\" directory.

4. Make sure raid.wav is in your "Pirates of the Caribbean\RESOURCE\Sounds\OBJECTS\" directory, if you want to use it.

5. Have fun and just take a look at the tutorial in the comments of elrapido.c!

If you have feedback, comments, ideas or anything else you would like me to know, send me an E-Mail or PM me at the piratesahoy.net Forum.
My Nickname is... well, make a guess! :)

El Rapido
Mail: affenbauch@yahoo.de

KK Mod ver. 1.0

I made some changes to increase a freedom of movements which player can make. All of them might be set up in BuildSettings.h.

1. Opponents reaction when using different flags.

In a stock PotC, player couldn't use a flag of nation which relation to Nathaniel Hawk was hostile. I decided to change rules: the player can use any flag he wants, but reaction of opponents will be adequate to flag he's carrying during battle. The change of banner is blocked only during battle when entering the map is blocked. However, after the change ships which were hostile will be still enemy.

This mod might be turned off by setting ENABLE_FLAGS in BuildSettings.h to 0.

When NATIONS_ENEMY_TO_FLAG_ALWAYS_HOSTILE is set to 1, ships of every nation which is hostile to that of Nathaniel will be also hostile to him, even if he has a LoM (i.e., if he has british LoM and is sailing under french colors, when he meets british ships, they'll be hostile. Sinking them will cause a drop of RMRelation points, and when they drop below 0 LoM will be lost). If NATIONS_ENEMY_TO_FLAG_ALWAYS_HOSTILE = 0, vessels belonging to nations which Nathaniel has LoM with are friendly (in situation as in above example, british ships would be friendly).

Parameter CHANCE_DETECT_FALSE_FLAG defines probability that enemy nation will recognize Nathaniel and attack him. Only during escape from Oxbay at the beginning Nathaniel has 100% chance of remaining undetected. This parameter should be a float value in the range from 0 (Nathaniel is never recognized) to 1 (he'll be always recognized).

2. Capturing ships blocking Oxbay.

French have send a squadron of three ships (battleship Belette and frigates Cleopatre and Semillante) to guard captured colony of Oxbay. Their main role was to attack corvette Rivoli when her captain, Rabel Yverneau, defected to British. Originally they couldn't be boarded. But when ENABLE_CAPTURE_FRENCH_SQUADRON is 1, the possibility of boarding and capturing them exists. Those ships can be even taken during quest on Rivoli, because now only one officer is sent onboard Nathaniel's ship to Redmond, while the rest remains. Rabel might be removed from officer's slot and Rivoli might be sold or berthed, but not on Redmond. If Nathaniel have no officers, he can put Rabel in charge of commanding a ship, but unless it will be sold or berthed before arriving at Redmond this ship will be lost.

When value of ENABLE_RESTORE_OF_FRENCH_SQUADRON is 0, captured or sunk ships which were belonging to the squadron won't be replaced. If it's set to 1, any ship lost by the French will be replaced by another one of the same type during escape from Oxbay on Yverneau ship.

3. Merged with CCC's mod.

When Nathaniel uses HoistFlag command he will become pirate and can capture friendly or neutral ships. After entering the map he will use his previous flag and all relations will be restored. However, he may be recognized later when walking in the town.

4. Less important changes.

If ENABLE_FLAGS is enabled after leaving Oxbay for the first time Nathaniel goes to his ship and can enter map only when Enter Map icon is visible. When Nathaniel goes together with Tobias to shipyard he isn't attacked by French soldiers anymore, while before (in the pure Build 12 mod) he had to fight with many of them. I changed a french attitude toward Nathaniel that he is attacked by four soldiers guarding the entrance.

Nathaniel escapes from Oxbay under French colors, although french ships will attack him anyway - I assume that only complete fool could show british flag in similar circumstances.

KK mod ver. 1.1

Apart from cleaning some (all right, many) bugs from the previous version, I have added following features:

1. Boardable Black Pearl.

During the final battle near Khaal Roa "Black Pearl" might be captured, but only after use of artefact from the Temple. "Black Pearl" crewmembers will get killed from cannon fire only after use that artefact, although without it she will get damage and loose cannons. During boarding skeletons on "Black Pearl" will die like normal cutthroats.

To enable this feature set REALISTIC_BLACKPEARL to 1 in BuildSettings.h. Other switch, BARBOSSA_CAN_SURRENDER, is set to 0 by default. This means that he, together with cursed pirates, will fight until last skeleton get killed. Setting this to 1 will enable taking Barbossa as hostage to kill, ransom, release him or hire as officer later. This setting allows also adding to the crew some cursed pirates who survived boarding.

2. Nathaniel's own flag.

If RaiseFlag mod is used the "Neutral" button on International Affairs is changed to "N.H. Flag" (if someone have changed the name for main character, N.H. will change to his/her initials).

I have created a red flag with white eagle on it and that flag is similar to those used in Polish navy in first half of XVII century. In my wildest dreams it would become a Build standard. However, I'm sure that there would be some people who would want to create custom flag and sails emblem. This might be accomplished by making following changes:

- a) file RESOURCE\TEXTURES\flagall.tga.tx contains depiction of flags for various nations, which appears on masts. The last one should be overdrawn.
- b) file RESOURCE\TEXTURES\BATTLE_INTERFACE\all_nations.tga.tx contains flags displayed in spyglass and small flags on International Affairs interface (showing which colors Nathaniel is currently using). Again, the last one must be changed.
- c) flags in file RESOURCE\TEXTURES\BATTLE_INTEFACE\small_nations.tga.tx are painted over ships icons during 3D sailing when using "SailTo" or "GiveCommand" buttons. Nathaniel's flag is the last one, next to the grey square.
- d) to change emblem on sails, create emblemed sail, name it to sail_whole_white_nation10.tga.tx and place it in directory RESOURCE\TEXTURES\SHIPS.

3. Removed blocking of the food check.

At some point the check for wheat and rum consumed by crew was turned off and never switched back. I removed this completely and added wheat and rum cargo to ships on which Nathaniel would leave Douwesen. I have also removed this in case of lifeboats (when Nathaniel's ship is sunk), but I've added some wheat and rum in this case too.

4. Proper icons for ships during 3D sailing mode.

The Black Pearl is correctly displayed as 1st class ship, shnyavas and 20-gun brigs as 4th class and 16-gun brigs as 5th class. I only left Tartanas and Gunboats because "7" which I have drawn looked ugly.

5. Warships have 44 guns.

I have checked in textures for warships (RESOURCE\TEXTURES\warles?.tga.tx) that this class of ships carry 19 guns on each bort, 4 guns on stern and 2 guns on bow, which together is 44 cannons.

6. Improvements in CCC's boarding party.

I have added two new groups as boardingmodel: "soldier" and "boarder". With a "soldier" setting boarders will be soldiers of nation whose flag Nathaniel is currently using. Models for Nathaniel's flag can be set in NATHANIEL_BOARDER_1 to NATHANIEL_BOARDER_10 entries. BOARDER_INDEX decides if selection should be made randomly (-1), sequential (0 for NATHANIEL_BOARDER_1 to NATHANIEL_BOARDER_5 or 100 for NATHANIEL_BOARDER_6 to NATHANIEL_BOARDER_10), or it should be clones of the one character (1-99). If any of NATHANIEL_BOARDER_* is set to "", the stock default boarding character will be loaded. Parameters NATHANIEL_BOARDER_* are names of *.gm files from RESOURCE\models\characters directory with one additional letter at the end informing if character is man (M), woman (W) or skeleton (S).

7. Modifications in main plot.

a) After the storm, when Nathaniel lands on Douwsen without a ship, he must go to the Pirate Fort and talk with Anacleto Rui Sa Pinto. I have change his request from sailing to Oxbay to sailing to Isla Muelle, because it seems to obvious that he should go there (after escape from Greenford British hate him. Danielle is on Isla Muelle and he wants to meet her as fast as possible). During voyage Nathaniel observe the wrong course (he's a sea captain and must know at least basics of navigation). Now Nathaniel might select option of using Wilfred Bythesea ship in exchange for a favor of killing Ogarrio at Isla Muelle. Because the quest is unfinished I have only added a second entry for that mission informing that task was carried out and it's header is closed after arriving to Isla Muelle.

b) Before battle at Greenford to retrieve idol Nathaniel must fight in prison with commandant and two guards, but when he left the building it was peaceful. Now he must fight with guards until he reaches port.

c) In the main quest Danielle and Clement become officers and participate as officers in fight during boarding. It's reasonable to exclude Clement from boardings, as he is unarmed civilian. Danielle is immortal which makes winning of the fight easier. Switch DANIELLE_SITOUT_BOARDINGS from BuildSettings.h decides if Danielle should fight (set to 0) or not (set to 1). After finishing the quest, during "after final", this decision might be done by talking with her (like for hireable officers).

Any improvements or suggestions are welcome.

pirate_kk

For Post build 12 last update..

Here is the list of the stuff who have been created or improved in the pack :

- if a crewmember is killed on land, he's not reincarned on the next location.
- In jungles or shores, you can wait for night or day by talking with a crewmember.
- in towns and taverns there are sailors you can directly hire for you ship by talking with them. You can hire them and they can follow you directly if you want. Like that you can increase the number of crew men who follow you on land without returning in crew quarters. But sailors can refuse to work for you if you are in an enemy town and can attack you.
- There are soldiers patrol in towns led by an officer who can reconise and attack you if you are a pirate or an ennemy of their nation and if your leadership is high.
- You can also meet some compact pirates groups in towns and talk with them could be dangerous !
- In taverns, you can meet some captains. They can propose you to sell smuggling goods to their colony with a cheap price. In exchange of that, you can increase your relation with their crown. But they can also recognized you as an enemy and wait for you on sea..

Reactions of other groups is based on the good KK relation mod like in sea mod...

With all theses new peoples, citizens are more important in towns and taverns !

You can also said to one crewmember only to return to ship. Like that you can decrease the number of crewmembers who are following you without disabling the mod.

If you disabled the crewmember on shore mod (by talking with a crewmember and said all the men must return to ship), all the stuffs who are described above are disabled too and the game is stock game.

- I have also wrote a method to generate items traders in free merchant locators. Like that, there are item traders on new islands town but the method doesn't work in every new towns because of the name of the locators....

- Now, you have smugglers in all islands but they walk in towns or in taverns.

This update is made for last pieter modpack and update !

I hope you will enjoy it !

This update to ammo mod is based on Build 12 + modpack 21/11-05 + update 28/12-05.

#1 Ammo mod does work now for all qualitys (weapon mode on). Thanks to Pieter Boelen for that.

#2 If you're trying to shoot without ammo there is a louder click & a small red flash, if aiming at an enemy.

Also a string log. No unequip/re-equip.

#3 Fast equip F-button now equips the pf & ap.

#4 Ammo mod may be toggled on/off in BulidSettings.h.

Jack Rackham on my birthday 26 dec 2005.

This mod is based on Build 12 + modpack 2/10-05 + update 24/10-05.

You can always carry 6 gunpowder and 6 shots.
Shots are pistolbullets, pistolgrapes & musketbullets.

Equipping the powderflask and/or the ammopouch allows you to have 12 gp resp 12 shots and speeds up the reload times a little.

If you later add the powderbarrel or the ammobag (not equipable) you can have 24 gp resp 24 shots.

(Musketbullets 3, 6, 12)

		shots		
	gp	pb	pg	mb
mket	2			1
mtoon, bbuss	2		2	
grapeshotpistol		1		1
all other pistols	1	1		

When out of ammo (of any kind) your gun will be unequipped. Getting new ammo will re-equip the best matching gun you have.

If anyone somehow succeeds in equipping a gun without the appropriate ammo there is a louder click & a small red flash, if aiming at an enemy. (Just in case)

Traders of all types sell ammo sometimes. The amount is based on your rank. Not so much ammo at gamestart, more further on.

The flask & the pouch shows up after a while and the barrel & the bag later on.

Officers you hire have ammo if they got a gun.

Boarding crew gets ammo if equipped with guns from the weapons locker.

Enemies with a gun just 1 or 2 shots each.

I have not been able to do anything to the white smoke when firing at the jungle. The sell ammo system is a terrible amateurish hack.

I will of course listen to any comments on this mod but will not redo it completely again (at least not before Christmas).

Jack Rackham 6 nov 2005.

Greater Oxbay

Update Dec 05

-The optical effects can now be tweaked for those who have performance problems. Use the USE_PARTICLES setting which is already in Buildsettings.h for seabattle effects. 0 sets the abbey effects to minimum, 2 or higher to maximum.

-Two treasurespot locators moved to places with proper "burial ground".

-Fix for an older problem: Houseowners should become hostile when you touch their treasurechests. A few months ago the AI group of the houseowners was changed, which messed up that alarming. Fixed now.

Update Nov 05

The Haunted Maltese Abbey

The dungeon with a difference

I have turned the "Abbey of the Maltese Order" in the new Greenford suburb into a haunted abbey. Basically a dungeon, but there are quite some differences to the usual "smugglercaves":

-The looks of location and characters differ from the usual

-New effects, traps and events spice up monster killing and treasure digging

-If you want a change from the straightforward killing of one monster behind the other, here you can play in a sneaky style: most enemies are a bit shortsighted(the background story will tell you why) So you can sneak around them in the mazelike locations, wage hit and run attacks or lure single enemies into quiet corners to dispatch them one by one

-Three "levels": to get to the crypt where the rich grandmasters of the Maltese order (and their treasures!) are buried you have to fight yourself through other locations

-The central level is much more rewarding. Digging for treasure there will yield more loot than the usual boxes(and a few surprises) If you loot all enemies and dig up all treasure you should be able to buy a fine new ship. (If you get out alive without being looted yourself) So an abbeytour is just the thing to start your career

-occasional "bossmonsters" which are stronger than average (sometimes you'd better run..)

-thieves that run with your money (you think that's a pointless feature? Then try to chase a running thief through a maze full of traps and ghosts..)

Sounds a bit like a boasting advertisement, eh? Well, all this is of course only on amateurmod level. The locations use existing models with only slight modifications, in the long run the events may not be so surprising anymore, and with the effects I may have done too much :wink (Feel free to say so, I can easily tune them a bit down)

Apart from the Abbey action the update contains some bugfixes

-Missing locatorfiles added, all Greater Oxbay and Random locations should work now.

-Fix for dialogs that just refuse to open (fix by now limited to Abbey, please post if you encounter dialogproblems elsewhere)

-several functions connected with NPC grouprelations changed so that there are less "amok runs"

Apr 05

Greater Oxbay locations

Currently this mod contains several new locations in Oxbay and Greenford: suburbs, some new houses, a "Maltese Abbey" with crypt and undercroft, and forts that you can access and raid from the landside.

Furthermore there are a few secret passages between the various dungeons and mines.

I plan to add locationspecific encounters as well, i.e. according to the locationtype (bedroom, study, armory) you'll meet different NPCs who will "give" you different miniquests. So far this is finished only for the forts.

You can sneak into the forts, but expect some fierce opposition as they are supposed to be out of bounds for all civilians, even English privateers. Apart from the garrison there are certain keycharacters. If you capture one of those you may coax some reward out of them. And if you capture the "Royal envoy" you can force him to surrender the town to you.

Several locations have got additional treasurespots, so it pays to search them carefully.

Couchcaptain Charles www.forum.piratesahoy.net

New islands update : 19 November 2005.

Compatibility for last postbuild 12 Version and last new islands mod update : 24 October 2005

New stuffs :

This update is a small update for new islands mod with :

Permanent crewmembers on shore with nathaniel

To activate this mod, go on crew quarters (ship) and told a crewmember that you want men with you on shore. You can choose the number of crewmembers you want with you (10 men max it depends of your ship crew quantity).

You will have to equip each crewmember in weapons just one time (by talking with him).

If a crew member is killed on shore, your crew quantity will be decreased and the dead crewmember will be respawn on next location.

To deactivate this mod, you just have to talk to one of your following crewmembers on shore and told them to return to the ship.

BEWARE : The archipelago is more dangerous with the crewmember on shore mod, now you can have military raid in jungles

or ambush (pirates, natives, escaped slaves) on jungles and Shores !

New stuff : random treasure quest generator has been improved and now you could have to fight small or larger group of pirates on destination island !

BUG FIXES :

I THINK I HAVE FIXED THE CTD OF GUADELOUPE AND ANTIGUA (Check that to confirm please)

Companions go in cabin with you

Russian talking crewmember in crew deck fix

IMPORTANT : IF YOU INSTALL THIS UPDATE, YOU WILL HAVE TO RESTART A NEW GAME AGAIN AND YOU COULDN'T PROBABLY CONTINUE TO PLAY WITH YOUR OLD SAVE GAMES (CTD ON THE NEXT SAVE IF YOU CONTINUE TO PLAY WITH YOUR OLD SAVE GAMES).

Screwface.

*******Jack Sparrow - Reworked - V 1.1*******

-----A Pirates of the Carribean mod by Daede-----

****(Originally Based on Kodo Boon's Jack Sparrow and Original Game Artwork.)****

This mod is a collection of 9 different outfits all sharing a Jack Sparrow[esque] face. The original intention was to allow choosing of Jack as your character model and offer different outfits as you progress through the game and your character becomes wiser and older.

The first outfit, titled Buccaneer Jack, is meant to represent a young roguish. The second outfit, titled Privateer Jack is meant to represent a more professional and perhaps even well to do Jack. The third outfit is meant to represent a swarthy experienced Pirate Captain Jack. The fourth outfit, titled Officer Jack is meant to represent an experienced well paid commissioned officer. This fourth outfit is then repeated with different textures for each of the 5 countries represented in POTC changing the colour of Jacks cout to the appropriate colour for the country. Please note the colours are not based upon historical accuracy, though I tried to remain accurate in most cases the colours have been modified to look appealing as well. As such England is represented with Red, France with Blue, Holland with Green, Portugal with Purple and finally Spain with Yellow.

If you wish to use or alter these textures in anywsay please feel free to do so, credit and an email letting me know would be nice but is not a condition of use. However if you are going to retexture these I would be happy to share the layered Photoshop files for them, just give me an email letting me know where to send 'em.

Cheers and Enjoy,

Daede.

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Realistic Waves

Hello Everyone.

Since you have downloaded this, you must agree with me that the waves in this game are unrealistic. This is now almost the final version of my little tiny tweak. I'm no modder, and neither am I a programmer. It's beyond me to make extreme changes, I just tweak values. Hopefully you will like this.

Installation is easy. Just un-rar this package to a temporary folder, then copy the "PROGRAM" folder to the folder where you installed the game. IMPORTANT!!! PLEASE RE-INITIALIZE YOUR GAME (by pressing the "I" key while in-game) AFTER INSTALLING A NEW VERSION OF THIS MOD.

Note to people who can barely run the game as it is: You may experience a performance hit. I'm not sure though, since I don't have a low-spec machine, but in theory the game now has to process about twice the amount of waves then in the original game.

FEATURES

- Waves are realistic (or as close as I can make them). They are flat when there is little wind, and tall in storms or during high winds.
- Big changes in waves, their behaviour and frequencies. Realism ahoy!

Changes in 1.1

- Further tweaks to the frequency, height and speed of waves. See the .c files in the Init folder in PROGRAM\Weather\

Changes in 1.0 BETA

- Further tweaks to the height of waves
- The frequency of waves has been increased to reflect real waves, instead of "swells" in the original game. THIS IS STILL UNDER TESTING. IF YOU FIND BUGS OR HAVE IDEAS ON IMPROVEMENT, PLEASE SEND ME A MESSAGE!!!

Changes in 0.5

- Storms-at-day removed. It looked weird.

This may be the last version of this tweak.

Known Issues

- Sometimes you can see big waves during 15 knot winds, and smaller waves during 25 knot winds. Nothing I can do about that.
 - Some graphical glitches MAY or may not occur, depending on the situation. They are not major and are easily ignored. I would get rid of them if I could, but hey, everything comes at a price.
 - It's still in testing. I'm only one guy with one system and limited time. I can't test all possible situations. If you experience problems or are a single female, please drop me a line at Georg.B@gmail.com. Thank you for downloading my little tweak. More versions coming soon.
-
-

Location Generator :

Note: Because this mod may be helpful to all who currently make new locations or islands I have uploaded a work-in-progress version of this mod. It basically works (at least on my codebase) but there may be loose ends and many dialogs and miniquests are still missing. Please do not use this preliminary mod if you want your game to be perfect ! I will resume working on this in a few weeks, I hope.

To ensure compatability with other Post Build12 modpacks I renamed the tweaks for my latest mods and moved them into BuildsettingsCCC.h . Only those take effect!

By now we have the knowledge to enlarge the PotC gameworld with new locations, locationtypes, towns and even new islands. But it would be a lot of work and probably a heavy tax on the program to make dozens of individual houses/junglelocations for each new town/island. A possible solution would be a generator that creates RANDOM locations to fill the empty spaces automatically. Random means that you can't tell in advance which location you will find after an exit, and the location will also not be permanent. That means that using ONLY random locations doesn't make much sense. But one could compose a town out of a few permanent questlocations (and maybe the stores) and many random locations.

(BTW, the same is valid for townpopulations: as soon as you create a location of the type "town" or "house" the VC mod will fill it automatically with citizens and occupants. I plan to add generated tavernkeepers and merchants etc. as well, so that as soon as someone makes a town it will automatically be populated, and only a few individual keycharacters need to be created)

Here is a first raw experimental housegenerator that connects EVERY unused door in a town with a house (so that you will never stand in front of closed doors anymore if you need help, shelter or plunder :))

In the file characters\characters_events.c you find the function void chrCharacterEntryToLocator(), which runs whenever a character steps on a locator. If the player steps on a locator of the "reload" type (exits) that has NO connection with another location this code displays the "closed padlock" icon:

```
case "reload":
    chrWaitReloadIsNoLink = false;
    ....
    if(result != 1)
    {
        chrWaitReloadIsNoLink = true;
        if(result == 0) Log_SetActiveAction("Closed");
        break;
    }
    ....
```

To make the player aware that the formerly closed door leads now to a random location we display some screenmessage like:

```
chrWaitReloadIsNoLink = true;
if(result == 0) Log_SetActiveAction("Closed");

logit("You could pry this door open, but you never know what's waiting behind!"); //
ccc random locs

break;
```


But for a simple start, and because we have no random locations made in locations\init yet, we'll just teleport the player to a random house in Oxbay:

```
void GoToRandomLoc() // ccc random locs
{
    string randloc = "Oxbay_HouseInsideR"+(7+rand(2)); // selects a house in Oxbay (R7, R8 or R9) as
randloc

    DoQuestReloadToLocation(randloc, "reload", "reload1", ""); // teleport to randloc

    Log_SetActiveAction("Nothing"); // deletes padlock icon
}
```

Rather pointless (and in house R9 you even get stuck cause there is no "reload1" locator, Akella really has a talent for unsystematic work).

But it proves that the principle works. If we make a new set of houselocations, e.g. "random_house0" - "random_house20" and change the randloc selection to

```
string randloc = "random_house"+rand(20);
```

it will work fine. And if we use for those random locations some bigger houses, residences, shops etc. the random towns will even be more interesting than Akella's little huts.

So every formerly unused door now leads to some location. So can you imagine what will happen if you try to leave one of those new random locations? Right, because the doors of those can not be connected to any "normal" location (which one?) you will get to the next randloc, and from there to the next... Kind of an open ended game , but surely not really what we want. In order to allow the player to return from the random locations to the "normal" location he came from we must find a way to store from where he entered. The solution, as so often, are attributes. We add the names of the location and locator where the player entered as attributes ".lastlocation" and ".lastlocator" to the maincharacter.

Remember that we added the "pry open" screenmessage in void chrCharacterEntryToLocator() ? Well, I messed with that function not only for that message but because it already determines all the data we need: the maincharacter "mc", the locatorname "locator" and the location ID "loc.id". We save all that as attributes to the player mc , also the townsack attribute for townbased functions.

```
if(result != 1)
{
    chrWaitReloadIsNoLink = true;
    if(result == 0) Log_SetActiveAction("Closed");
    logit("You could pry this door open, but you never know what's waiting behind!");
    if(!CheckAttribute(loc, "randloc")) // not in random locations
    {
        mc.lastlocation = loc.id; // last "normal" location before random loc
        mc.lastlocator = locator; // last locator in "normal" loc
        if(CheckAttribute(loc, "townsack") ) mc.lasttownsack = loc.townsack;
    }
    break;
}
```

So we have now stored from where we entered the randlocs. Now we need to make a returnprocedure. For that I made an assumption. Please check it carefully in case I made a mistake there, which is quite possible. (If you are not in the mood for checking my twisted logic skip the next two paragraphs)

Assumption:

1. If a location has a locator with the name "reload1" it is usually the main entry. Therefore there will be almost no unconnected "reload1" locators in the "normal" locations.
 2. For random locations, which WE create, we can ensure that "reload1" WILL always be the first entry point.
 3. The first ENTRYpoint is also the point where one would expect the EXIT back to the former "normal" location.
- 1+2+3: An unconnected "reload1" is usually a locator from where the player wants to return to to a normal location.

Does that make sense? Well, never mind, a bit of playtesting is better than any theorizing. Should I be wrong we'll just relabel one locator in each random location as "return_spot"

BTW, you may wonder why I make so much fuss about the right return spot. Well, if you have as random location only a shabby hut it's easy: the one and only door is the return spot. But this shall also work for vast mansions with one room after the other. Or for the jungles of Cuba, where your buccaneer expedition marches through a dozen junglelocations before reaching some inland town, goldmine or palace/temple. So the random teleport procedure must somehow determine whether the player wants to march further inland(i.e. yet another randloc) or if he wants to abort his expedition(back to last normal loc, which will be in one leap the way I write it, no marching through all the locs again)

Whatever, i wrote my "return to normal" procedure so that it is triggered if you step on a UNCONNECTED "reload1" locator. It will then teleport you back to the stored ".lastlocation":

```
if(chrWaitReloadLocator != "")
{
    // ccc random locs PlayStereoSound("knock");

    if(chrWaitReloadLocator != "reload1") { GoToRandomLoc(); } // ccc random locs
    else { DoQuestReloadToLocation(mc.lastlocation, "reload", mc.lastlocator, ""); }
}
```

Semi-random locations

I presume that every new town we will make shall have a tavern and a shop. Therefore I included an "inn" and a "tradepost" in the preliminary loactiongenerator. The owners will be generated by the new VC version as well. These locations will appear at random occasionally "Welcome to my new tavern. I have just opened up in these rooms."

But the player will expect the tavern/shop behind the door under the tavern/shop sign. So we must ensure that whenever a player activates this door the tavern/shop will be used and not another random location.

Which is easy if we tell the location generator which locator in which townmodel shall lead to a tavern/shop. E.g. in the Oxbay townmodel the locator "reload13" leads to the tavern. So we can include a command that tells the generator "if the current model is town_Oxbay AND the locator is reload13 then teleport to tavern".

Point to point marches via random locations

What this system so far can not provide is travelling between two normal, defined locations via randlocs. But with some tricks, which i'll (try to) eplain another day (worn out now) this will be possible too. E.g. we make the island of Cuba with only two defined locations, Santiago and Havanna, and you march from Santiago through some random jungles(with a few surprise settlements or forts) in order to reach Havanna finally and surprise its defences from the landside.

The Captains Challenge Mods

The Captain's Challenge mods add a few features that IMHO make shipmanagement a bit more realistic and challenging. But as many players will find that more annoying than entertaining you can of course switch all those features off in Buildsettings.h

Boardingparty

Boarders will attack in a compact formation, and you can select common outfits and weapons for your party. I did this for three reasons:

1. It's sometimes difficult to distinguish your sailors from pirates, and it would be nice if YOU could determine their outfit. Now you can choose that in buildsettings.h by entering up to four filenames of charactermodels:

```
#define BOARDERMODEL "marine" // model for your boarders, choose filename from
resource\models\characters
// OR select one of these groups: "marine", "corsair", "masked", "skeleton",
"girl"
// set to "" to toggle
#define BOARDERMODEL2 "will" // additional modeloptions, take effect only if
BOARDERMODEL is not "" or one of the groupnames
#define BOARDERMODEL3 "admiral"
#define BOARDERMODEL4 "korsar"
```

2. I personally don't like it that the bordingscene jumpstarts with you and your men spread evenly over two ships, each one locked in exactly one duel with exactly one enemy. It would IMHO be more realistic if each crew starts on their own ship and starts to attack as one more or less closed swarm. "Boardingparty" positions the enemycrew in one compact swarm on the opposite ship, and the two swarms attack each other in a nice melee. Apart from looking much more realistic this allows you to apply some battle tactics like attacking the enemy"formation" from the rear or blocking the attack at the "gangway" plank.

3. You usually capture so many weapons that they are no real reward anymore. Now there is an incentive to collect weapons: you can equip your boarding party with them. A "Weaponslocker" has been added to your cabin, beside the desk where the weapons hang. Any weapon you put into this will be used by your boarders. You can choose if they shall keep the weapons, which will quickly consume all the weapons that formerly clogged your inventory and force you to hunt for resupply. Or they will be handed back to YOU after the fight so that you can fill the locker again. If the locker is empty your boarders will get a default "spareweapon". Currently they get only a dagger, but you can choose a type for yourself in buildsettings.h

```
#define WEAPONSLOCKER 1 // 1 = boarders will take swords AND guns out of the new
weaponslocker in your cabin
#define BORDER_SPAREBLADE "blade5" // sword your boarders will get if the weaponslocker is empty,
choose itemID from Items\initItems.c
#define GET_WEAPONS_BACK 1 // 1 = boarders will give weapons back to you after fight; 0 = you
need new weapons for every boarding
```

Information for coders

The whole code for this feature is in Loc_AILAI_boarding.c

Prisoner Ransom Options

In the original game you can get ransom money for your prisoners as soon as you capture them, even at sea. That's IMHO a bit too easy and unrealistic. In reality you would have to make contact to some relative or neutral negotiator and deliver the prisoner before getting money.

The ransomoptionsmod tries to simulate that challenge. In the Buildsettings you can choose two options:

1. You can define at which type of location you must be to cash in the ransom. E.g. you could say that the church is the neutral, humanitarian institution that takes care of hostages, so you can set the ransomlocation to "church". Or to "residence" if you think that it should be conducted by government officials. Or to "jungle" for clandestine or "tavern" for comfortable negotiations.

At all other locations the "Ransom Captive" interface is deactivated.

2. As additional challenge and inducement for some voyages you can activate the "Ransom at home only" option. In that case you can ransom a prisoner only at his nation's island.

To add these options insert the following lines into the BuildSettings.h file:

```
// PRISONER RANSOM OPTIONS, added Oct17 04. Based on code by Stone-D and Nathan Kell, all credit and thanks to them :)
```

```
// You can't get ransom for your prisoners at sea anymore but at certain landlocations only. Choose ONE locationtype from the list. Can be changed during saved games.
```

```
#define RANSOMSITE "town" //You can overwrite "town" with "jungle", "dungeon", "residence", "church" or "tavern".
```

```
#define RANSOM_AT_HOME 1 // If you set this option to 1 you must take the prisoner to his "homeisland" to get ransom (i.e. the island with the prisoners nation)
```

The actual mod consists of a few lines in interface\passengers.c (the actual changes are the lines with the comment "// ccc ransom..." behind)

```
    if(prisonFlag==true)
    {
        SetShowMode(ISHOW_MODE_CAPTIVE);
        // ccc ransom options added Oct17 04. Based on code by Stone-D and Nathan Kell, all credit and
        thanks to them :)
        //ccc if(true) // NK - if(GetRemovable(chPsgn)) //if( GetRemovable(chPsgn) &&
        CheckAttribute(chPsgn,"nation") && chPsgn.nation==curLocNation )
        if(CheckAttribute(loadedLocation,"type") && loadedLocation.type== RANSOMSITE ) // ccc
        ransom only at loc as defined in Buildsettings
        {
            SetCharacterRemovable(&chPsgn, true);
            SetSelectable("RELEASE_CAPTIVE",true);

            if( RANSOM_AT_HOME==1 && CheckAttribute(chPsgn,"nation") && chPsgn.nation!
            =Islands[GetCharacterCurrentIsland(_refCh)].smuggling_nation) //ccc ransom at home option
            {SetSelectable("RELEASE_CAPTIVE",false);} //ccc ransom only at homeisland of
        captive
            // ccc ransom options end. Last lines are a bit crude coding but that way its more clear what
        I've messed up ;)
        }
        else
        {
            SetSelectable("RELEASE_CAPTIVE",false);
        }
    }
```

Firedrill

I like the feature that some bombhits start fires on ships, but IMHO the developers have (again) failed to exploit all the gameplay possibilities that this offers.

In the Age of Sail fire was one of the most feared disasters. On a wooden ship with tarred rigging fire was difficult to contain and often meant the loss of vessel, stores AND lifeboats.

To reflect this a little more in PotC I increased the damage and especially the burntime of the fires. This can be a tactical ADVANTAGE for you cause only you can extinguish fires by letting your crew perform a "firedrill". You must have the "Basic shipdefense" ability for that. Once an enemybomb has started a fire on your ship you must only press the "C" potioneuse key to extinguish THAT fire. If there are several fires repeat the drill for each one.

During each firedrill the sails will be furled and the charges of your guns will be dumped (optional).

Such a feature is surely not to everyone's liking ;) , so you can customize or disable the effect of the fires in Buildsettings.h:

```
#define FIRETIME          10    // Stock burningtime of shipfires is multiplied by this factor. 1 = original
                             // value, 0 = no fires.
#define FIREDAMAGE        2     // Stock firedamage is multiplied by this. 1 = original value, 0 = no fires.
#define GUN_DOUSING       1     // Set to 0 and gun cartridges will NOT be jettisoned during firedrill
```

Or you mod the mod until it works to your liking. Here are the details of the modcode:

Information for coders

To increase the damage and the burntime of the fires one just has to add two factors in Sea_ai\AIShip.c, one for the burntime here
code:

```
-----
float Ship_GetTotalFireTime(ref rCharacter)
{
    int iRepairSkill = MakeInt(stf(rCharacter.TmpSkill.Repair) * 10.0);
    return MakeFloat(5 + 3 * (10 - iRepairSkill)) * FIRETIME;    // ccc firedrill
}
-----
```

and one for the damage here

code:

```
-----
void Ship_FireDamage()
{
    ....
    int iSClass = GetCharacterShipClass(rOurCharacter);

    float fHP = (8 - iSClass) * (0.5 + frnd() * 0.5) * 2; // ccc added " *2 " for more firedamage

    int iTime = 1000 + rand(500);
    ....
}
-----
```

The size of the factors is of course a matter of taste. As above they mean that if you manage to set a ship ablaze it will die slowly, like a mammoth bleeding to death from a caveman's spear(s). That has quite an effect on battletactics: it allows you to destroy superior ships by means of hit-and-run bombattacks.

Of course your own ship will suffer the same damage from fire, and it would be very frustrating to watch helplessly as your ship slowly smolders away. So I added the "firedrill" feature that allows the player to extinguish fires on his own ship.

To activate that I "abused" the "Use potion" / "C" key that the legendary AlexisB has made for us (much thanks again) As it was hitting "c" at sea would also consume a potion, but it would be wasted without effect in shipview mode. So I think it makes sense and doesn't diminish AB's mod if in seaview mode I let the "C" key heal the ship instead of nothing

That can be done in seadogs.c . I inserted a section into AB's mod which remains otherwise untouched:

code:

```
-----  
  
// boal -->  
switch(ControlName)  
{  
  case "BOAL_UsePotion":  
    ref mch = GetMainCharacter();  
  
    // ccc firedrill  
    if( bSeaActive && !bAbordageStarted ) // checks if you are in sailing mode  
    {  
      mch.firedrill = 1;    // adds attribute to player as "marker" that firedrill is ordered  
    }  
    else  
    // ccc firedrill end, original potionuse mod continues  
  
    {  
      aref arItm;  
      int itmIdx;  
      itmIdx = FindPotionFromChr(mch, &arItm, 0);  
    }  
}
```

It looks of course much better if we add some effects and make the "shipdefense" perk a requirement:

code:

```
-----  
  
// boal -->  
switch(ControlName)  
{  
  case "BOAL_UsePotion":  
    ref mch = GetMainCharacter();  
  
    // ccc firedrill  
    if( bSeaActive && !bAbordageStarted ) // checks if you are in sailing mode  
    {  
      Log_SetStringToLog("All hands execute fire drill ! NOW !!"); // just a screenmessage  
      if(CheckOfficersPerk(mch,"BasicBattleState")) // starts firedrill only if you have shipdefense ability  
      {  
        mch.firedrill = 1;    // adds attribute to player as "marker" that firedrill is ordered  
      }  
    }  
}
```

```

PlaySound("clear_for_action"); // just soundeffect
PlaySound("objects\abordage\abordage_loosing.wav");
}
else
{
Log_SetStringToLog("?? Captain, what's a firedrawl?"); // just a screenmessage
Log_SetStringToLog("Your crew seems to lack SHIPDEFENSE ability..."); // just a screenmessage
PlaySound("voice\Eng_m_a_022.wav"); // just soundeffect
}
}
else
// ccc firedrill end, original potionuse mod continues

{
aref arItm;
int itmIdx;
itmIdx = FindPotionFromChr(mch, &arItm, 0);

```

That was the code for ORDERING firedrill. To execute it we must make a few additions to the Ship_FireDamage() function in AIShip.c :

code:

```

-----
void Ship_FireDamage()
{
int iOurCharacterIndex = GetEventData();
.....
fTotalFireTime = fTotalFireTime - MakeFloat(iTime) / 1000.0;
}

// ccc firedrill
if(CheckAttribute(rOurCharacter,"firedrill")) //checks marker if "C" key has been hit
{
fTotalFireTime = 0.0; // for code below
DeleteParticles(); // stops firegraphics, albeit ALL :(
InitParticles(); // reinit firegraphics
PostEvent(SHIP_FIRE_DAMAGE, iTime, "lllf", iOurCharacterIndex, iBallCharacterIndex,
iFirePlaceIndex, 0.0);
// Stopps application of firedamagecode for THIS particular fireplace
}
// ccc firedrill end

if (fTotalFireTime > 0.0)
{
PostEvent(SHIP_FIRE_DAMAGE, iTime, "lllf", iOurCharacterIndex, iBallCharacterIndex,
iFirePlaceIndex, fTotalFireTime);
}
}
-----

```

That stops the fires alright. But in order to make it look like a fullfledged gameplay feature it needs to be expanded a little. First, it should come at a cost and a risk, otherwise it would be boring or cheatlike. The player should be forced to take a decision with strings attached: if he wants to stop his ship from smoldering away he must withdraw the whole crew from their battlestations, dump the guncharges and cut the sails away to contain the fire. That leaves him at a momentary disadvantage in a battle, so he'd better choose the right tactical moment to order the firedrill.

And in order to visualize the firefighting a couple of graphics and soundeffects create a cacophony of waterspouts, smoke, yells and orders. That gives the impression of going through real desperate emergency drills, so it's small wonder that a few hands may get burnt in the effort (no risk, no gameplayfun ;)

So the full mo(d)nty looks like this:
code:

```
-----  
void Ship_FireDamage()  
{  
    int iOurCharacterIndex = GetEventData();  
    .....  
    fTotalFireTime = fTotalFireTime - MakeFloat(iTime) / 1000.0;  
}  
  
// ccc firedrill  
    //get ship coords for graphic effects  
    float fX, fY, fZ;  
    fX = 0; fY = 0; fZ = 0;  
    fX=stf(rOurCharacter.Ship.pos.x);  
    fY=stf(rOurCharacter.Ship.pos.y);  
    fZ=stf(rOurCharacter.Ship.pos.z);  
  
    if(CheckAttribute(rOurCharacter,"firedrill")) //checks marker if "C" key has been hit  
    {  
        DeleteAttribute(rOurCharacter,"firedrill"); // so that only ONE fireplace is doused  
        Ship_SetSailState(iOurCharacterIndex, 0.0); // smoldering sails jettisoned  
        Ship_ChangeCharge(rOurCharacter, sti(rOurCharacter.Ship.Cannons.Charge.Type)); // cartridges  
jettisoned  
        int casualties = makeint(sti(rOurCharacter.Ship.Crew.Quantity)* rand(5)/100 ); // a few firefighters may  
die  
        rOurCharacter.Ship.Crew.Quantity = sti(rOurCharacter.Ship.Crew.Quantity)- casualties; //well, nothing  
in a game should be for free  
  
        fTotalFireTime = 0.0; // for code below  
        DeleteParticles(); // stops firegraphics, albeit ALL :(  
        InitParticles(); // reinits firegraphics  
        PostEvent(SHIP_FIRE_DAMAGE, iTime, "lllf", iOurCharacterIndex, iBallCharacterIndex,  
iFirePlaceIndex, 0.0);  
        // Stopps application of firedamagecode for THIS particular fireplace  
  
        // Soundeffects, nice graphics for firefighting and messages  
        PlaySound("objects\shipcharge\ship_bow.wav");  
        PlaySound("ambient\shipyard\axe.wav");
```

```

CreateParticleSystemX("ball_splash",fx-2, fy+5, fz, 3.0, 7.0, 0.0, 0);
CreateParticleSystemX("ball_splash",fx+2, fy+6, fz, 0.0, 7.0, 3.0, 0);
CreateParticleSystemX("ball_splash",fx, fy+7, fz+2, -2.0, 8.0, 0.0, 0);
CreateParticleSystemX("ball_splash",fx, fy+5, fz-2, 0.0, 9.0, -3.0, 0);
CreateParticleSystemX("gunfire",fx-3, fy+3, fz-1, 6.0, 4.0, 0.0, 0);

CreateParticleSystemX("gunfire",fx+3, fy+4, fz+1, 0.0, 4.0, 7.0, 0);
CreateParticleSystemX("gunfire",fx-1, fy+5, fz+3, -6.0, 5.0, 0.0, 0);
CreateParticleSystemX("gunfire",fx+1, fy+3, fz-3, 0.0, 5.0, -7.0, 0);

    Log_SetStringToLog("Sails and cartridges jettisoned.");
    Log_SetStringToLog("ONE fire doused! "+ sti(casualties) +" men burnt..");

}
// ccc firedrill end

if (fTotalFireTime > 0.0)
{
    PostEvent(SHIP_FIRE_DAMAGE, iTime, "lllf", iOurCharacterIndex, iBallCharacterIndex,
iFirePlaceIndex, fTotalFireTime);

    if(sti(rOurCharacter.Index) == GetMainCharacterIndex()) {Log_SetStringToLog("This fire still burning!
C!");} //ccc firedrill
    CreateParticleSystem("blast_inv", fx, fy, fz, 0.0, 0.0, 0.0, 0); // ccc some smoke if fireparticle was deleted
above
}
}

```

One thing remains to be done. As I said, hitting "C" attaches the markerattribute "firedrill" to the playercharacter. As long as this is there every fire is being doused. So we must delete that attribute somewhere so that you must go through the firedrill anew for every fire. The place to do that is where the bombhit starts the fire, in the Ship_ActivateFirePlace() function:

code:

```

-----
void Ship_ActivateFirePlace()
{
    aref arShipObject = GetEventData();
    ....
    SendMessage(arShipObject, "llssl", MSG_SHIP_ACTIVATE_FIRE_PLACE, iFirePlaceIndex,
"ship_smoke", "ship_fire", iSoundID, fFireTime);

    // ccc firedrill
    if(sti(arCharacter.Index) == GetMainCharacterIndex()) // so this runs only for the player
    {
        Log_SetStringToLog("Fire! Press C to order firedrill to all hands!"); // infomessage
        DeleteAttribute(arCharacter,"firedrill"); // deletes the markerattribute that starts firedrill
        PlaySound("objects\shipcharge\_Abandon3.wav"); // soundeffect
    }
    // ccc firedrill end
}
}
-----

```

There is one thing in this mod that I am not really happy with. I "extinguish" the graphic effects for the fire in a rather crude way:

code:

```
-----  
DeleteParticles(); // stops firegraphics, albeit ALL :(  
InitParticles(); // reinits firegraphics  
-----
```

That stops and reinitializes ALL particles (i.e. fire, explosions, smoke, waterspouts) on ALL ships. Doesn't affect the gameplay, but it irks me that i haven't found a more elegant solution.

The problem is that this line

```
SendMessage(arShipObject, "lsslf", MSG_SHIP_ACTIVATE_FIRE_PLACE, iFirePlaceIndex, "ship_smoke",  
"ship_fire", iSoundID, fFireTime);
```

starts a fire which burns on and on for a given time, "iFireTime", and it keeps burning even if the code for Ship_FireDamage() has been stopped. I tried to cancel that out by sending the same message with "iFireTime" = 0 , but the error log keeps telling me that it "can't getEventData for arShipObject" anymore.

----- Realistic Shiprepairtime -----

There have been -justified- complaints that you ALWAYS spend two days in the shipyard if you open the menu, no matter if you order any work or how extensive that is.

Well, i wrote that rather crude "feature" in connection with the survival mod. I never improved it because other people had announced their own plans for the shipyard interface, and I always TRY not to anticipate or blunder into other people's mods. As Duke Suraknar correctly uses to say: "It's a matter of respect." . So if any of these Shipyard projects should surface one day they shall have priority, but in the meantime i propose following fix for the repairtime:

To delete the current two-day-waiting:

1. Find all eight SHIPWRIGHT_dialog.c files, e.g. Oweyn McDorey_dialog.c (search (F3) for the text " within two days" to find them all)
2. Change the text referring to " within two days" like this:

```
case "shipyard":  
    Dialog.snd = "voice\OWMC\OWMC006";  
    //ccc delete this: d.Text = "Alright, my dock beside the fort is available for you. If  
you want I'll tell my dockmaster to tow your ship in there, and then I can guarantee that all work will be  
completed within two days." + DLG_TEXT[24]; // ccc Survival  
    d.Text = "Alright, my dock beside the fort is available for you. If you want I'll tell  
my dockmaster to tow your ship in there. Only then can I survey the damage and tell you how much time and  
money it'll take." + DLG_TEXT[24]; // ccc 15oct04 shipyard waiting  
    Link.19 = "DOCK BESIDE THE FORT?? Uhh... I just remember that I have... eeh...  
another pressing business I must attend to first. Goodbye."; // ccc
```

3. Where the shiprepair interface is being started delete the two commands referring to waiting:

```
DialogExit();
// ccc 15oct04 DELETE: shipyard waiting WaitDate("", 0,0,2,0,0);
//ccc Survival
setCharacterShipLocation(pchar,"Oxbay_port"); //ccc survival
// ccc 15oct04 DELETE: shipyard waiting Log_SetStringToLog("You get your ship back
two days later."); //ccc survival
LaunchShipyard(Npchar);
```

4. Do the same for the cannon interface:

```
DialogExit();
// ccc 15oct04 shipyard waiting DELETE: WaitDate("", 0,0,2,0,0);
//ccc Survival
setCharacterShipLocation(pchar,"Oxbay_port"); //ccc survival
// ccc 15oct04 shipyard waiting DELETE: Log_SetStringToLog("You get your ship back
two days later."); //ccc survival
LaunchCannons();
```

No more waiting for that sleazy chips folk :)

But basically the idea that you have to wait some time is appealing to me. It is very unrealistic that you can have your MOW rebuild in seconds, and IMHO it improves the gameplay if you have worry a little about keeping your crew fed while your ship is beached for refitting (that is of course a matter of taste and playstyle). So I would make a waiting time based on the amount of work the shipwright does for you:

1. The amount of repairwork is equivalent to the money you pay, so that is a good basis for a calculation. I just divided the money by 1000, and took the square root of that so that you don't have to wait weeks for the repair of really big ships. That way you need about three days to rebuild an almost totally destroyed Luger, and 10 days for a wrecked battleship.

(Now that is of course UNrealistic, but hell, one has to balance realism and gameplay somehow. Again, a matter of taste)

2. We can easily apply the repairedelay at the same spot where you pay the repairbill, in Interface\shipyard.c . Here for sailrepairs :

```
void DoSailRepairToPercent(ref chref,int toPerc)
{
    ref mchref = GetMainCharacter();
    .....
    AddMoneyToCharacter(mchref,-sailRepairCost);

    // ccc 15oct04 shipyard waiting
    WaitDate("", 0,0, 1+makeint(sqrt(sailRepairCost/1000)),0,0);
    PlaySound("ambient\shipyard\axe.wav"); //just earcandy :)
    PlaySound("ambient\shipyard\vehicle.wav");
    Log_SetStringToLog("You get your ship back several days later.");
    // ccc end

    // NK -->
    nStoreMoney += sailRepairCost;
    .....
```

3. and here for the hull:

```
void DoHullRepairToPercent(ref chref,int toPerc)
{
    ref mchref = GetMainCharacter();
    .....
    AddMoneyToCharacter(mchref,-hullRepairCost);

    // ccc 15oct04 shipyard waiting
    WaitDate("", 0,0, 1+makeint(sqrt(hullRepairCost/1000)),0,0);
    PlaySound("ambient\shipyard\hammer.wav");
    PlaySound("ambient\shipyard\saw.wav");
    Log_SetStringToLog("You get your ship back several days later.");
    // ccc end

    // NK -->
    nStoreMoney += hullRepairCost;
    .....
```

Speaking of repair and realism, another feature that is not quite to my taste is the "Instant repair" ability. IMHO that is no ability but a cheat: press a button in the midst of a battle and by magic your damage disappears within seconds.

On the other hand it is nice to have a feature that allows you let your own crew do repairs. Age-of-sail mariners often had to do that, especially pirates with no access to shipyards. But apart from minor maintenance they couldn't do that while sailing (let alone fighting), but only in a sheltered port or bay.

As I am always trying to import such Age-of-Sail "logistical problems" into PotC (surely to the annoyance of more "actionminded" people ;)) I rewrote the "instant repair" perk so that you can use it only if the "Go ashore" option is available, i.e. only if you are at a SAFE anchorage. That can easily be done in `Battle_interface\BattleInterface.c` :

```
bool CheckInstantRepairCondition(ref chref)
{
//boal -->
    //if(!GetCharacterPerkUsing(chref,"InstantRepair")) return false;

//ccc repair at anchorage only->
    if(!bCanEnterToLand)
    {
        Log_SetStringToLog("You need a sheltered anchorage for repairs!");
        return false;
    }
//ccc repair end

    bool retRepair = GetCharacterPerkUsing(chref,"InstantRepair");
    .....
```

You see, there are lots of possibilities to make PotC more longwinded ;)

Additional functions for modders

I have added several functions to program\situations.c, where they can be called from any part of the game. So you can easily use them for your own mods.

```
void Explosion (ref chr, int damage) // Explosion hurts character "chr" with "damage" hp
```

can be used for boobytraps or bombs, or if you want to simulate artilleryhits in landfights.

```
void ChangeTownNation (string townsk, int nat) // functioncall must include townname, i.e. townsack  
attribute, and nationindex
```

will change the nation of a town, including the models of the townguards. E.g. for capturing of towns or political events.

```
void Ambush(string model, int bmax, string mainrel, string nprel) // horde of attackers appears  
// bmax is number of chr, mainrel relation to player, nprel to NPCs
```

will let a horde of temporary "fantom" characters appear at the entry of a location. That way you can create ambushes or let a horde of indians or raiders attack a town.

```
string FindLockerItemByGroup(ref chref, string groupID)
```

checks the content of your weaponslocker, and

```
void EquipFromLocker(ref chref)
```

equips a character with that content. So you can provide not only your boarders with arms but also other characters, e.g. the above mentioned tribes.

Attributeviewer for debugging

In order to find a bug it is often helpful to know which attribute has been assigned to a character. E.g. if a character doesn't talk to you he may have been attributed with the wrong dialogfile or node, or he may be hostile. I inserted this section into seadogs.c as a tool to view characterattributes. It is based on the mod that displays a character's name and HP on screen if you press T (by Nathan Kell & AlexisB, thanks!):

```
// ccc Attributeviewer for debugging: displays attributes of a chr if you press T  
// uncomment one of these lines or insert another attribute or variable  
// Log_SetStringToLog(findCh.equip.blade + " sword equipped");  
// Log_SetStringToLog(findCh.equip.gun + " gun equipped");  
// Log_SetStringToLog("dialogfile: " + findCh.dialog.filename);  
// Log_SetStringToLog("node: " + findCh.dialog.CurrentNode);  
// if(LAi_group_IsEnemy(Pchar, findCh) ) Log_SetStringToLog("Hostile ");  
  
// Positionviewer: uncomment the next three lines to get your coords in game  
//float mcx,mcy,mcz;  
//GetCharacterPos(GetMainCharacter(), &mcx, &mcy, &mcz);  
//Log_SetStringToLog("Mypos: " + mcx+" "+mcy+" "+mcz );  
// ccc infos end
```

Any modcode written by me is meant for public use by the WHOLE modcommunity. Feel free to use or change it for your own mods. Improvements welcome. No strings attached :)

Mods can only be as good as the feedback of the players. Please report any observations on the "PotC modding" forum at www.piratesahoy.net . Please include a detailed bugdescription, and if possible the errorlog.

Couchcaptain Charles Mar05

Sorry that this post is rather elaborate, but it contains all the information that you need to create YOUR OWN special weapons. After all, that is the main intention of this mod.

The Special Weapon Assembling Kit

featuring "The Big Beautiful Blunderbuss" model by Duke Suraknar and several ideas, weaponmodels and pictures by Alan Smithee. Thank's a lot :)

The " Special Weapon Assembling Kit" contains not only several new weapons with unique new functions. It also makes it easy for everybody to assemble special weapons his own weapons by combining features from a given set. You must only clone one of the existing weapons in the Items/initItems.c file, change the weaponstats to your liking and add the attributes for those special weaponfeatures that you want.

Already included are weapons like grenades, gasbombs, poisoned blades and several clandestine thieftools. You get a selection of them whenever you start a new game and skip the tutorial. All these weapons can not be bought but must be plundered from chests or other people. (the readmefile tells you how to change that)

-----Installation-----

Please keep in mind that this mod is a private amateur venture, and therefore there is just not enough manpower to test it to perfection. So do make a back up of your old files first. Easiest way would be to make a copy of the entire "Pirates of the Caribbean\program" folder.

After that unzip the "SWAK&stormystart.zip" file into the "Pirates of the Caribbean" folder. That .zip pack also contains the Stormy Start mod, but that runs only if you choose a certain dialog option. A "SWAK_readme.txt" file with elaborate documentation will be copied into the "Pirates of the Caribbean" folder as well.

This mod is based on PotC Build12. Most features should work in older savegames after reinitialization (press "I"). To make the Instant Equip keys work reset your controls to "default setting" and close and restart PotC.

----- How to use the weapons -----

The close combat weapons or thieftools are codewise blades. The bladefunction is defined by the line
`itm.groupID = BLADE_ITEM_TYPE;`

If you equip them you will carry them instead of a sword, and use them in the same way: if you hit the "attack" key they will do the damage that you defined to the target and perform the special functions according to the attributes that you included.

All distanceweapons are codewise pistolvariants "`itm.groupID = GUN_ITEM_TYPE;`", i.e. they are being equipped and worn instead of pistols, and you "throw" them by pressing the "fire gun" key. You aim them like you "aim" all the guns in PotC : by looking at your target. The person closest to your center of view is the initial target, and those that are near to that person will suffer from the "sideeffects" of grenadesplinters, poisongas or shrapnells.

Not very accurate, I admit. But I remember from my military training that in reality grenadethrowing isn't very accurate either (at least mine wasn't ;)

-----Features-----

Here is the set of optional (!) features, with examples how they must be written into the code (more on that later):

Soundeffect

```
itm.sound = "OBJECTS\SHIPCHARGE\cannon_fire3.wav";
```

You can choose which sound your weapon will make when used, e.g. a roaring boom for explosives, firecrackling for combustibles, a stealthy hiss for a throwing knife etc.

Enter the full filename of a soundfile from the resource\sounds folder.

Optical effects

```
itm.effect1 = "blast";
```

```
itm.effect1.time = 2;
```

Choose from the already existing effects (particles) of PotC: fireballs for grenades, fire and smoke for combustibles, spray or fog for a gasbomb...

You can define up to two particles. Enter first a particlename from resource\ini\particles\ and then the duration in sec of this effect. The duration sometimes doesn't take effect because some particles have a fixed displaytime. But you MUST enter some .time value for each particle you use.

Stealth weapon

```
itm.stealth = 1;
```

If you use silent weapons, like throwing knives or sandbags, your victim and his comrades will not realize who started the attack. So you will not provoke a counterattack.

Poison

```
itm.poison = 1;
```

will poison the victim (like a monkeybite). For e.g. gasbombs or poisoned knives.

Stun

```
itm.stun = 1;
```

The weapon will knock the victim out for about 100 seconds. During that time you can rob the stunned victim.

Steal

```
itm.steal = 1;
```

The weapon, or rather a kind of thief's tool, will allow you to take the target's money and weapons.

The next features work only for distance weapons (itm.groupID = GUN_ITEM_TYPE;):

Throwing weapon

```
itm.throw = 1;
```

Weapons that you throw, like grenades or throwing knives, can of course be used only once. They will be unequiped and deleted from the inventory after use.

Damage on several characters

```
itm.multidmg = 1;
```

Activate this and the weapon will not only hurt the initial targetperson but also people close to the initial target. For e.g. grenades or shotguns. Player and officers suffer NO damage unless you insert .selfdamage (see below)

Damage on yourself ;)

```
itm.selfdmg = 1;
```

You will get hurt as well if you are too close to the initial target (For grenades, gasbombs...)

Misfire & explosion

```
itm.misfire = 5;
```

Weapon may occasionally misfire and blow up into your face. The number determines the chance for that in percent.

----- Possible feature combinations -----

Apart from those new options you can also define the usual stats like model, picture, damage stats, price etc. The different combination of these options creates unique weapons. Here are a few examples of what you CAN assemble (not all should really be implemented ;)) :

A Grenade is being made by combining:

ExplosionBOOM sound, fireball, a little scorching fire on the ground, high damage, to everyone nearby, including you, thrown away.

Blunderbuss

Boomsound, moderate damage, to everyone nearby, misfire

Poisoned throwing knife

Hissing sound, light damage, thrown away, stealthy, poisoning

Gasbomb

"Spray/ Bowwave" sound and graphic effect, light damage, to everyone nearby, including you, thrown away, poisoning.

"Hitman" pistol with silencer ;)

Plop sound, stealthy

Flamethrower ;) ;)

Firesound, fire and smoke, high damage, to everyone nearby.

Lasergun

Teleportersound, "artifact" corona effect

Well, one must be careful not to become TOO unrealistic or cheating ;)

-----An example: how to make a Blunderbuss -----

My intention is to convince you that modding is easy and that you can do it too ;) , so I'll start with an easy-to-make weapon, the blunderbuss. First we make the gun itself, i.e. add an itemdefinition in items\initItems.c . I copied the "grapeshot pistol" section for that.

All the special weapons are NOT subject to Scheffnow's weaponsmod (didn't want to mess up my fellowmodder's great work), so insert the copy of the "Grapeshot pistol" section NOT between the other weapons but e.g. at the end of the itemslist, after:

```
// End GreatZen Items Mod
```

```
// NK cursed coins moved to quest item section.
```

After inserting the copy of the "Grapeshot pistol" section you must rename the Item ID from "pistol3" to e.g. "pistolbbuss", and you must change the references to itm.name and itm.describe accordingly. .name and .describe are the texts that you see in the item interfaces (more on that later)

Now you have made a new item, which is by now an exact copy of the grapeshotpistol. To turn it in a blunderbuss you must add the attributes for the special functions, .multidmg and .sound, like this:

```
// End GreatZen Items Mod
```

```
// NK cursed coins moved to quest item section.
```

```
// ccc special weapon assembly kit start
```

```
  // ccc Blunderbuss
```

```
    makeref(itm,Items[n]);
```

```
    itm.id = "pistolbbuss";      // new item ID
```

```
    itm.multidmg = 1;          // new attribute, does multiple damage
```

```
    itm.sound = "OBJECTS\SHIPCHARGE\cannon_fire3.wav"; // soundfile played when used
```

```
  // NK -->
```

```
    itm.skiptrade = false;
```

```
    itm.skiprand = false;
```

```
    itm.skipequip = false;
```

```
  // NK <--
```

```
    itm.groupID = GUN_ITEM_TYPE;
```

```
    itm.name = "itmname_pistolbbuss"; // new item ID
```

```
    itm.describe = "itmdescr_pistolbbuss"; // new item ID
```

```
    itm.folder = "ammo";
```

```
    itm.model = "pistol3";
```

```
    itm.picIndex = 3;
```

```
    itm.picTexture = "ITEMS_6";
```

```
    itm.price = 4000;
```

```
    itm.chargeQ = 1;
```

```
    itm.chargespeed = 40;
```

```
    itm.dmg_min = 30.0;
```

```
    itm.dmg_max = 40.0;
```

```
    itm.accuracy = 80;
```

```
    itm.rare = 0.37;
```

```
    n++;
```

You can of course change all other stats as you like. If you want to use models (itm.model) other than the stock ones you must copy the models into the resource\models\ammo folder, and the texture for that into resource\texures\ammo.

The texts that .name and .describe refer to are in resource\ini\texs\english\ItemsDescribe.c . Just add the text somewhere like this:

```
// ccc Special weapons assembly kit start
```

```
itmname_pistolbbuss      {Blunderbuss}
```

```
itmdescr_pistolbbuss
```

```
{
```

```
Blasts nasty shrapnel splinters into EVERYONE near you.
```

```
}
```

That's all. After reinitialization(!) a Blunderbuss that hurts scores of enemies with one big boom will be available in the game.

A poisoned rapier

To make a close combat weapon or tool clone a blade. This "Borgiablade" is a clone of the rapier, which will become a poisoned blade after four changes:

```
//Borgiablade
makeref(itm,Items[n]);
itm.id = "bladeX1";           // new ID
    itm.poison = 1;           // new attribute: poisons targets
// NK -->
itm.skiptrade = true; // TRUE means weapon can not be bought
itm.skiprand = false;
itm.skipequip = false;
// NK <--
itm.groupID = BLADE_ITEM_TYPE;
itm.name = "itmname_bladeX1"; // reference to new text
itm.describe = "itmdescr_bladeX1"; // reference to new text
itm.folder = "ammo";
itm.model = "blade2";
itm.picIndex = 10;
itm.picTexture = "ITEMS_6";
itm.price = 500;
itm.dmg_min = 10.0;
itm.dmg_max = 12.0;
itm.piercing = 15;
itm.minlevel = 0;
itm.rare = 0.9;
itm.block = 10;
itm.param.time = 0.1;
itm.param.colorstart = argb(64, 64, 64, 64);
itm.param.colorend = argb(0, 32, 32, 32);
n++;
```

-----And the text for resource\ini\texts\english\ItemsDescribe.c -----

```
itmname_bladeX1  {Borgiablade }
itmdescr_bladeX1
{
Looks like a flashy ceremonial blade, but the tip is poisoned with Belladonna. Even the slightest scratch will
cause the victim's slow but certain death.
}
-----
```

----- Information for coders -----

Feel free to use anything of this mod for your own projects.

The code to make all the special weapons attributes work is mainly in the "void LAi_CharacterAttack()" and "void LAi_CharacterFire()" functions in Loc_AI\LAi_events.c. I'm afraid it has become too long to explain it all in detail here. But I have added lots of comments (//) to the code, so that it should be rather self-explanatory.

The big advantage of this mod is that it is basically a chain of independent little blocks. Each block contains the featurecode for one special weapons attribute, and it lies dormant until a weapon with one of the new attributes is being used. So those attributes are the trigger, and as long as they are not being used nothing else in the program is being affected.

The only major code additions apart from those blocks in LAi_events are connected with the "stun" feature. If you stun a character he is being set to LAi_poor type, and the time when he was stunned is being stored as characterattribute. Loc_AI\types\LAi_poor.c got a codesection that by means of this attribute checks if a character of that LAi type is a real beggar or a stunned person. Stunned persons are being "reawakened" 100 seconds after the moment they were stunned. The reawakening is being done by setting the character to LAi_citizen type. That type seems to work fine for all kinds of characters, even merchants, so it is IMHO not necessary to store and reset the original LAI type of the stunvictim (though it could be done by yet another characterattribute)

While the victim is stunned it gets the temporary "stunned_dialog". By means of that dialog you can either plunder the helpless victim, or revive it, which could be helpful if you stunned the wrong person. The temporary dialog never stores any dialognodes, so that after reawekening the original dialog continues as if nothing has happened.

All other files in the .zip pack are cosmetics "only": itempictures and models by Alan Smithee (except the Blunderbuss that Duke Suraknar and Boochoa made), and replacements for pistolsounds that sometimes sounded odd in connection with the new weapons. (Backups of the original soundfiles are already included)

-----Instant equip keys-----

After an idea by Alan Smithee

It would be an advantage if you could reequip "throwaway" weapons like grenades by means of a hotkey, instead of being forced to sheath your sword and open the Inventory interface.

Here is the code for that. In my usual stingy and minimalistic way I used code of my fellowmodders. The keys are the "shipgun ammochange" controls "1"- "4" , cause that function is IMHO related and these keys were still unused on land. The code for processing the controls can easily be inserted into the ProcessControls function in seadogs.c, just below dchaley's controls for quicksave:

```
// dchaley -->
    switch ( ControlName )
    {
        case "DCH_Quicksave": ProcessQuicksave(); break;
        case "DCH_Quickload": ProcessQuickload(); break;
    }
// dchaley <--

// ccc special weapons, equip by hotkeys 1-4

    if(!bSeaActive)        // works only on land, at sea these are ammocontrols
    {
        switch(ControlName)
        {
            case "BI_ChargeCannonballs":    // if you press key "1"...
                Log_SetStringToLog("Cobblestone");    // ..you get a screenmessage
                EquipCharacterbyItem(PChar, "pistolrock");    // .. and a "cobblestone" becomes your
distanceweapon
                break;

            case "BI_ChargeGrapes":
                Log_SetStringToLog("Stinkpot");
                EquipCharacterbyItem(PChar, "pistolstink");
                break;
```

```

    case "BI_ChargeKnippels":
        Log_SetStringToLog("Etherbottle");
        EquipCharacterbyItem(PChar, "pistolgas");
        break;

    case "BI_ChargeBombs":
        Log_SetStringToLog("Grenade");
        EquipCharacterbyItem(PChar, "pistolgrenade");
        break;
    }
}
// ccc end

```

```

if(bSeaActive && !bAbordageStarted)
{

```

That already works fine, the EquipCharacterbyItem function checks if you really possess the desired weapon, and then exchanges it with the weapon you had equipped before. The only "inconvenience" is that the weapons are being equipped UNcharged, so that you have to sheath your sword and wait till the weapon is charged. That's being caused by a "LAI_GunSetUnload" command at the end of the EquipCharacterByItem function in characters\CharacterUtilite.c :

```

void EquipCharacterByItem(ref chref, string itemID)
{
    aref arItm;
    ....
    ....
    SetEquippedItemToCharacter(chref, groupName, itemID);
}

if(groupName==GUN_ITEM_TYPE && sti(chref.index)==GetMainCharacterIndex())
{
    LAi_GunSetUnload(chref);
}
}

```

That nuisance can easily be disabled by putting that code between comment markers:

```

void EquipCharacterByItem(ref chref, string itemID)
{
    aref arItm;
    ....
    ....
    SetEquippedItemToCharacter(chref, groupName, itemID);
}
/* ccc special weapons, so that distanceweapons are charged if equipped
if(groupName==GUN_ITEM_TYPE && sti(chref.index)==GetMainCharacterIndex())
{
    LAi_GunSetUnload(chref);
}
*/
}

```

In the published SWAK version you are able to toggle that "instantcharge" ability and to customize the instantequip keys in the buildsettings2.h file.

----- Possible interferences -----

I tried to avoid interferences with other program parts and quests, but it will take a lot more playtesting to make sure of that. After all, this is a just-for-fun private amateur venture, and as such it just can not be perfect.

It can of course mess up your quests if you poison, stun or disarm a quest actor or key character. But that can be said of attacks with "normal" weapons as well. So be careful whom you mug or blow up :)

Mods can only be as good as the feedback of the players. Please report any observations on the "PotC modding" forum at www.piratesahoy.net. Please include a detailed bug description, and if possible the error log.

Have fun

Couchcaptain Charles, Feb 2005

For a change and a challenge: The Stormy Start Mod

Tired of starting the game at always the same place, of always listening to Malcolm's prattling, of always buying a spyglass and selling leather for a start? Not to mention seeing the French invasion for the umpteenth time. Well, I was, so I made this mod so that every start of the game will be a fresh challenge under different conditions.

Stormy Start adds an OPTION to Malcolm's initial dialog: you can cut him short and order to leave Oxbay port right away. As there is supposed to be storm raging which you have to ride out you will be driven to some desolate and possibly hostile beach with a possibly damaged ship and crew. As compensation you will have an (always changing) inventory of weapons and gadgets, and a cargo of contraband goods. Smugglers and those formerly only pesky highwaymen may help you out of your dilemma.

So after every game start you will be at a different place with different problems and different means. Instead of being taken by the hand by Malcolm you must take stock of your situation and decide how to get out of it: is your ship still sound enough to sail or should you repair it first? Can you do that with your own means or do you sneak into some (possibly hostile) town? Do you have enough men to capture ships or must you earn your living by thievery or swordfighting? Smugglers and those formerly only pesky highwaymen may help you out of your dilemma (the encounters with junglemuggers, smugglers and coastguards got additional options and variations).

This does not keep you from pursuing the main quest. As soon as you sail near Oxbay for the first time the French invasion will be triggered.

Apart from gameplay variety there is another reason why I post this mod: it is the ideal tutorial mod cause it contains in a nutshell everything that you need to write quests: dialog options that trigger events, various events that affect characters, the adding and taking of items and goods, relocating characters and ships etc. If you analyze this mod, especially the section in `quests\both_reaction.c`, you'll get all the know-how that you need to write huge campaigns. I plan to write a tutorial about quest coding based on this mod, and post it at the PotC Wiki site

<http://robotsdontbleed.com/wacko/wakka.php?wakka=POTCwiki>

in March 05.

-----Installation-----

Please keep in mind that this mod is a private amateur venture, and therefore there is just not enough manpower to test it to perfection. So do make a back up of your old files first. Easiest way would be to make a copy of the entire "Pirates of the Caribbean\program" folder.

After that unzip the "SWAK&stormystart.zip" file into the "Pirates of the Caribbean" folder. That .zip pack also contains the Special Weapons Assembly Kit.

This mod is based on PotC Build12.

Fellow modders, feel free to use anything of this mod for your own projects.

Mods can only be as good as the feedback of the players. Please report any observations on the "PotC modding" forum at www.piratesahoy.net . Please include a detailed bugdescription, and if possible the errorlog.

Have fun

Couchcaptain Charles, Feb 2005

Documentation for Crew Morale/Divide the Plunder

This MOD updates your crew's morale daily based on the quantity of food and rum and their respective rations, and, if you've signed articles, the size of each crewman's share of the loot, modified by the current length of the expedition (See Crew Morale, below, for specifics). It also implements a new feature, Dividing the Plunder, which makes a distinction between party wealth and personal wealth. (see Dividing the Plunder, below).

***Overview:

Crew morale for pirate ships was based on such mundane concerns as the quantity of food (and rum!) available, and the length of the expedition, but also on the uniquely piratical concern of share size. Pirate ships were run like cooperatives; the plunder taken by the entire party was placed in a central pool, to be divided at the end of the expedition. Officers had fixed share sizes, and often some portion (10% in this implementation) was set aside as the starting capital for the next voyage, but the major portion of the plunder was divided equally among all the crewmen. Thus the crew's morale was directly tied to how large they perceived their shares of the plunder to be (cargo wasn't counted). As the length of the expedition increased, the crew became increasingly anxious to divide the plunder (and then have some downtime to spend their newly-won wealth!)

Note that now there are two gold amounts tracked: the party's plunder, seen on the Ships report and when trading (but NOT on the character sheet), and the character's private wealth, seen only on the character sheet and added to only when dividing the plunder.

You can choose to either be a normal trader / naval captain, paying your crew a salary, or a privateer, paying your crew with shares of the plunder at the end of the expedition. The latter will give you a crew with higher morale, the former more consistent morale.

Simply talk to an officer you've hired from a tavern and choose "Let's sign articles", and you and your crew will sign. But some may desert, depending on how good a leader you are. Once you've chosen to sign articles, however, you must divide the plunder before you can switch back to paying a salary. A note on salary: officer salaries, and the salary of the player, are now included. Active officers charge you 1/5 of their signing bonus per month; officers serving as captains up their rate to 1/2 their signing bonus. The player is payed like a captain: $(10 + \text{his/her level}) \times 50$. The player is only payed if there is enough money to do so, however.

***Share Size:

This mod calculates current share size and "average share size" as follows, and then calculates the ratio as $\text{Current} / \text{Average}$. Note that crew number is the total number of crew in your squadron (if you have more than one ship).

The formulae are:

{Difficulty Scale = $0.5 + \text{Difficulty}/4.0$ } where Difficulty is 1-4.

{ Current share size = $(\text{Party's gold}) \times (1.0 - (0.1 + 0.1 \times \text{DiffScale})) / (\text{number of crew})$ }

{ Average Share Size = $400 \times (\text{the square root of the player's level}) \times \text{DiffScale}$ }

The ratio is then clamped between 0 and 2 as follows: for values of 1 or less the ratio is unchanged; for any value greater than 1, the ratio is changed to:

{ new ratio = $2 - (1 / \text{ratio})$ }

At the beginning of the expedition, the share size from the last time you divided the plunder counts (even more than the current share size), but gradually as time passes counts less and less.

**Examples:

Difficulty Level - Player Level - Number of Crew = Base Crew share - Total Loot Required.

DL	PL	NC	Base	Total
1	1	57	= 300	- 17,100
1	7	152	= 794	- 120,646
2	5	114	= 894	- 101,965
2	10	400	= 1,265	- 505,964
3	3	120	= 866	- 103,923
3	12	-600	= 1,732	- 1,039,230
4	1	57	= 600	- 34,200
4	15	950	= 2,324	- 2,207,601

Note that at the highest difficulty level, the gold required is twice what it was for the lowest.

***Dividing the Plunder

Once you want to end the expedition--or must, if forced by crew morale--you can talk to any loanshark and choose to divide the plunder. You will have a chance to confirm or abort the division. NOTE: It is best to sell all your cargo and excess ships first, as well as withdrawing all money deposited with loansharks and grabbing the gold stored in your cabin (if any). Gold in any of the above things/places will not be "seen" by the plunder division.

The loanshark will guess at how pleased the crew will be with their portions, as well as at the size of your own; if you're satisfied, you can confirm and the plunder will be divided. The following events will occur:

**First, 7.5% to 15% in 2.5% chunks depending on your difficulty level, is deducted from the party's gold and added to your personal wealth. However, if you've used officers during the expedition, they may get a chunk of this as well (dependent on for how long you've used them). Other captains in your fleet count as officers though they get a higher share.

**Second, 10% of the plunder is set aside for use as the starting capital of the next expedition.

**Third, the remaining portion of the plunder (82.5% through 75%, per above) is distributed evenly among the crewmen of your ship (and fleet, if you have one).

**Fourth, the length of the expedition in days will be reset to zero.

**Lastly, much of your crew will run off to spend their newfound wealth. The portion remaining is based on how large the shares were and your party's leadership skill.

***Crew Morale:

Crew morale is dependent on five things.

* The input morale (based on yesterday's update, any fighting today, etc.) This is what the Daily Crew Update starts with.

* The status of food (full rations, half rations, or none)

* The status of rum (double rations, normal rations, or none)

* (If you've signed articles) the size of each crewman's share of the plunder, modified by the current length of the expedition (how many days it's been since you last divided the plunder).

Note that all changes are modified by your leadership and luck skills and by the presence of the Iron Will perk. You can check the status of, and change the rations for, rum and food by speaking to a quartermaster officer. These five factors scale each other; then the output morale is checked against the current morale to determine to where, and how quickly, the current morale changes.

**Consumables:

Currently Wheat is used as food (and rum as rum), and you can buy them in stores or plunder them from ships. Food and rum are consumed at the following rate:

{ Units of good consumed = (Total number of crewmen) x 0.01 / (current rations) }

where current rations is a divisor (1 for full and 2 for half for food, and 2 for normal and 1 for double for rum).

*Food:

If your crew is on full food rations, there is no change to morale. If your crew is on half food rations, morale is scaled by 3/4, but you consume food half as fast. If your crew is out of food, morale starts at 1/4 normal and then is further scaled by the number of days without food, and each day there is a chance of crew dying off (more when there have been more days starving).

***Rum:**

If your crew is on normal rum rations, morale is scaled 1.1x and you consume rum at half the normal rate. If your crew is on double rum rations you consume rum as fast as food, and one of two things can happen: either your output morale is scaled by 1.25, or your crew's morale takes a really big hit (a drunken brawl). The selection is random, but is modified by your leadership and luck skills and the presence of the Iron Will perk. If your crew is out of rum, morale is scaled by 9/10.

****Share Size:**

The Share Size ratio is calculated as above, and then modified based on expedition length. Early on in the expedition, a little gold goes a long way--up to 10x as much as it would normally. Expeditions have a normal length of about 180-200 days (and a maximum of 240 or so, but expect trouble); the multiplier hits 1.0 about three quarters of the way in (135 days or so), and drops to 1/10 about 240 days in.

POTC Mod Team and Guest Modders:

AlexusB, BoochA, Captain Hammered, Catalina the Pirate, Clutch Marauder, CouchCaptain Charles, Duke Surak'nar, Greydog, Grumblepunk, Hayreddin Barbarossa, Hosehead, Inez Dias, Kieron, Lady Eliza Jane, Mehrunes, Mithrandir, Moetman, NathanKell, Sailor Al, Scheffnow, Verruckt, von Reinhart

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GreyDog, proprietor of PiratesCrossroads (<http://www.piratescrossroads.com>); Taghmon; Draksen; Vice Admiral Wallace, Pirates Ahoy! (<http://www.piratesahoy.net>); Ellaybe Island Community (<http://www.thelib.com>)

Everyone who contributed and has previously contributed--mods, testing, ideas--to the build!

If you have a question or problem, please read the Readme (especially Section II!) and the FAQ first--your question may have already been answered! If not, or if you have comments or ideas about the build, feel free to stop by either forum and fire away!

This archive is all you need to get playing POTC with the latest mods!

Suggestion: make a backup of ENGINE.EXE, your PROGRAM folder, and the INI and QUESTSTEXT folders in RESOURCE, before you install this build.

I. Installation Instructions:

Note: These instructions apply whether you are installing a build for the first time OR upgrading from a previous build. However, see the file Changelog.txt; you may be able to keep your old save games if you are upgrading. If so, do NOT delete the files in the SAVE folder. If you want to be safe, however, you should delete the savegames and start a new game even if the changelog says you don't have to.

1. Open your POTC folder
2. Open SAVE and delete all files you see there (but see note above if upgrading!)
3. Switch back to your POTC folder.
4. Rename the PROGRAM folder to something like PROGRAM.old.
5. Find where you saved the build archive and double-click the EXE (Build11-something.exe).
6. Follow the instructions of the installation program. Installation instructions are available at the download locations of the build.
7. After the installation switch back to your POTC folder.
8. Make sure file "Buildinfo.txt" is there; if it is, that means the build was installed correctly.
9. If you forgot to select the "localised version" during setup, simply restart the installation package and choose only this component. Alternatively you can open the new Tools folder in your POTC folder, and run the POTC Mod Helper. Anyway, please make sure that localization (i.e. European Version) options are set correctly.
10. You can open file BuildSettings.h in the PROGRAM folder and tweak settings to taste, but it's suggested that you play with the default settings until you are familiar with the build.
11. Run POTC!

Note that if you are upgrading from a previous version of the build, you may or may not have to start a new game, only re-initialize (see the Changelog for more details).

BEFORE PLAYING PLEASE READ THE README
ESPECIALLY SECTION II.

II. Info and New Features

Please see the attached file FAQ.txt for a list of frequently asked questions and their answers.

Please see attached file Docs for Crew Morale - Divide the Plunder for documentation for that mod. Even if you're already familiar with it, please read that documentation!

Please see attached file Quests Added.txt for all the re-enabled quests and their walkthroughs. Please see attached file Changelog.txt for a list of what's changed since the last build, and the current date of this build.

Note: Difficulty levels have now been implemented!

New Commands:

F2: The F2 menu has changed greatly. New options included are: donate personal wealth to the party fund (see below), ship-to-ship transfer to allow transfer goods/crew/officers on land.

C: Drink a potion

H: Activate Rush perk (if available)

L: Toggles various logs on/off (the character-appear logs, the XP logs, etc.)

K: Toggles Always Run on/off (you must change the area to "refresh" the always run state, i.e. walk somewhere and make the scene change, or enter/exit your cabin)

I: Reinitialize. You MUST do this at least once after adding items/ships/rumors, or changing prices/stats, i.e. if you're upgrading from a previous build. See the Changelog for more details.

N: Change your name. This resets your name to the name entered in the BuildSettings.h file in the PROGRAM folder in your POTC folder. You can edit it with notepad and change the name listed; then just load the game and press N, and your name will update. Please see the end of Section II.

T: Shows the name, fencing skill, and HP of the character in front of you.

R: Toggles 1x/3x time acceleration.

G: If time is 1x, sets to 10x; otherwise sets to 30x (press R to go back to 1x).

From the Quick Commands interface (press ENTER) at sea, you can choose to enter your ship's cabin. Once in the cabin, hit ENTER again and choose exit cabin to exit your cabin.

ALSO: If you attempt to board your ship from land, and the game crashes, reload and press T and then try again. If it still crashes, drop us a note at one of the forums.

Overview

In general, the world of POTC is now more dynamic and fuller. You can vary the difficulty of the game between four presets: Apprentice, Journeyman, Adventurer, and Swashbuckler. Towns--and their garrisons, goods available, and gold--may grow and shrink over time; your relationship with the various nations can be anywhere from hostile through wary, neutral, friendly, or even ranked or titled. You may even, if very successful, be awarded estates in Europe, and have the chance to court and marry a relative of a local governor. You can turn colors easily in true swashbuckling style: you can buy amnesty from governors or agents, and raise or lower flags. The weapons you find may be of varying quality, and items may increase (or decrease!) your skills (or others, if you give them said items). You can now buy different clothes for yourself--and your officers--and even armor. You may even be able to survive near-fatal experiences, waking up days later or casting off in a lifeboat, and if you agree to playing without saves you may be granted great powers. If you or your officers succeed in hacking down an opponent, you are rewarded with his sword and pistol and perhaps some gold he was carrying. While doing your hacking, however, remember that you can't reload your pistol; doing so requires both hands (thus you must sheath your sword first). The streets of towns are filled with transients and even bandits; the waters around islands are likewise filled with the transients and bandits of the sea. Houses have residents, with whom you can gossip, trade, or even threaten; they may be able to help if you're wounded or hunted by the guards. Your crew now has daily needs in wheat and rum, and, if you've signed articles with them, their morale will be linked to how much gold your part has and how long it's been since you divided the plunder. You can knock over opponents' masts; your opponents' crews also have minds of their own; they may surrender, giving up their captain for ransom or execution. The longer you keep a captain prisoner, the higher the ransom; but he may escape...

In addition, a variety of quests have been enabled (which were included with the game but disabled); see *Quests Added.txt* for information and walkthroughs (if needed). Further, many quests (and other things!) included with the game have been fixed or enhanced.

Graphics have been enhanced as well, with a new weather system and new characters, ships, and items.

Relations Mod

The relations system from *Pirates! Gold* has been implemented. You can now buy Letters of Marque (if the nation is neutral or better towards you), buy amnesty if they're wary or worse, be promoted and gain land, renounce service, etc. Talk to a governor, and check your relations screen, for more. Note that merchants and shipwrights may not deal with you, depending on your relation with their nation and your reputation. When you leave the service of a nation / become hostile to a nation, your reputation is checked; if above a minimum, and you were in the service of that nation, your old rank is recorded and you can resume your career after buying amnesty and a Letter of Marque. If it's below the minimum, or if you attack a friendly ship with no warning / hoist the Jolly Roger near a friendly ship, land given to you by that country is confiscated and that country's soldiers will attack you. In addition, on leaving service, if your flag is that nation's, a new flag is chosen (the flag of the nation with whom you have the best relations; or, if you have wary or worse relations with every nation, pirate colors).

Your score is also displayed on the relations screen, at the bottom ("You are known as...")

Once you attain rank 3 or above, the governor may introduce you to certain relations of his, whom you can court and--if charming and famous enough--marry. But be warned: you may have to fight another of her suitors for her hand! And if you're particularly charming, she may not even care to go through all the bother of marriage first...

Much thanks to Sailor AI for the excellent dialogs

You now have the ability to raise and lower flags at will. Speak to a tavern-hired officer and choose to change your colors. Note that this will NOT change your relation with nations, just the flag your ship is flying.

Dynamic Towns

Towns now have populations, which can increase or decrease over time, depending on the amount of food available. A chunk of the population is killed / leaves town, when you sack the town. Troops in forts, and crew available for hire in taverns, and goods available in stores, are based on town size. Goods' prices are based on the quantity of the good vs. the size of the town, and price updates for each unit of goods purchased. Note: goods price calculations take time--if your game looks like it's frozen up, give it a minute; it's just calculating cost. The town now also has a set amount of gold, which changes based on population size and in trading with the merchant and shipwright; if they don't have enough money, you can't sell...this gold is also used to find how much booty you take when you sack the town (and that gold is then subtracted from the town's gold). XP on sacking is based on number of troops; after sacking a town, population decreases (as does number of troops), and then slowly grows back.

Town gold is displayed on the right side of the "gold bar" when trading with merchants or shipwrights; your party's gold is on the left. When buying and selling goods, the current price to buy or sell a unit of that good is displayed in the center of the bar. The average price per unit is displayed in parentheses after the total price to buy/sell.

Ask a citizen in the streets about the colony; they'll tell you the population.

If town size or goods get screwed up, press I to reset towns to default population, goods, and gold.

Difficulty Level

You can now change the difficulty level. Talk to a hired encounter officer (one you get from a tavern, not from a quest) and say you feel you don't fit in. Then choose your new difficulty level. The difficulty level defaults to Apprentice, the easiest. As the difficulty level increases:

1. Enemies get generated with higher ranks and /much/ more HP per rank (3 vs 12 or so).
2. Friends (at the moment, only officers and boarding crew count as "friends" for generation purposes) get lower ranks and /much/ less HP per rank.
3. Captains are more likely to have officers helping them, and are more likely to be higher level, above and beyond the normal increase to rank based on difficulty. At Swashbuckler level, captains' ranks are "uncapped" from ship class, so you'll see someone ranked higher than you even captaining a lugger.
4. Encountered ships start with less random damage.
5. Your crew gets mad faster and wants more gold if you've signed articles and thus give your crew shares; and salary is higher than normal, if you haven't. On the other hand, you get more gold too...
6. Characters are more likely to be generated with better equipment at higher difficulty levels. i.e. at Apprentice, minimum level required for swords is 2x normal, rarity for swords is normal, and guns are never given. At Swashbuckler, minimum level for swords is normal, swords are twice as likely to be given (i.e. 1/2 as rare); min level for guns is 1.33x normal, and they are 0.44x as rare.
7. The damage you do is increased at low levels, and damage done to you decreased; at high levels, damage done by you is decreased, and damage done to you is increased.
8. Less crew available for hire at taverns, and their morale is lower.
9. More troops in forts

You can also choose whether or not the classes of ships encountered are capped based on the class of your own ship. The officer will tell you whether that's on or off when he tells you your current difficulty level, and you can toggle it by choosing choice 5.

Crew Morale / Divide the Plunder Mod

You can change from being a normal captain to a privateer, and back again, the same way; choose the option "Let's sign articles" if you want to be a privateer and pay your crew shares of the plunder (and have share size increase/decrease morale); once you've done that you can change back again, but only on the same day you divide the plunder.

This also adds a distinction between wealth--your personal store of gold--and the party's money. You use the party's money for buying and selling ships, goods, etc. You can only gain wealth from your salary (if in salary mode) or by dividing the plunder (if in share mode), but you also get a bit of wealth each day from income from

your lands (if you've been given any land). Wealth is one way to "keep score" in POTC, but it also helps determine your fame--and famous captains can recruit more sailors.

You can donate some, or all, of your personal wealth to the party if times are lean; just hit F2 then click donate and choose the amount. Note that once you donate, you can't get it back (at least until you're paid for that month, or you divide the plunder). Note that difficulty level, as above, increases the size of your salary or the size of your share, a small recompense for a harder game.

Each day, your crew's morale is modified based on wheat and rum available (if you run out of rum they'll become unhappy fast; if you run out of wheat, they'll start dieing of starvation), and, if you've signed articles, by the party's treasure and the time since you last divided the plunder.

You can change the rations for food and rum by talking to a quartermaster you've hired from a tavern. Doing so will also tell you how many days of food and rum are left at current rations. Choose "What's the status of our provisions?" Rations can be half or full for wheat (half decreases morale slightly but will eke out a small supply), and normal or double for rum (double rum rations can either make the crew very happy indeed...or lead to a drunken brawl and a sharp decrease in morale).

See the separate documentation for the CM/DP mod for more details.

Surrender Mod

When you board a ship, and each time you move to a new deck, there is a chance the enemy will surrender, based on a variety of factors. If they do, the captain surrenders to your custody. If you take a captain prisoner, you can ransom him; go to the Passengers view and scroll over to him, then click Release. You can also execute him, for XP but a hit to reputation. If you continue to hold him, the ransom will increase but he may escape...

Minimum Crew Enforced

Minimum crew is now enforced for ships. This means that you cannot take a ship as a prize unless you give it sufficient crew first, and you can't swap ships unless you have enough crew to man your new one. Once you own a ship--whether your own, or a newly-taken prize, you can only reduce its crew to minimum by transferring crew, no more. If the conditions aren't met, you'll hear a knocking sound and a warning will flash. Just add more crew and then it should let you do whatever you want to do. The minimum crew for each ship is shown at the bottom of the transfer screen.

Laying up of Ships

You can now beach your ship temporarily and sail another; on land, talk to a tavern-hired officer. You can store your ship (if none is stored), or launch the stored one (if you have none currently) or swap (if you have both a current one and a stored one).

Tailor Mod

You can now buy new suits of clothes from tailors on the various islands. Once bought, you can put the clothes on or assign them to your officers. Note that you only need to buy one of each set of clothing. Also note that sets of clothing include heads and faces. If you want to wear armor (see below) you need a set of clothing with armor. Lastly, if you want to buy a uniform, you must either have a letter of marque for the soldier uniform, or be an officer of at least the correct rank for the officers' uniforms (currently only Britain has uniforms for each rank).

Armor

You can now wear armor. Each suit of armor has five values: its coverage (the chance that a hit will be affected by armor), the chance a hit will be stopped by armor (for sword cuts and bullets) and the percent the damage will be reduced to if the hit is not stopped (for sword cuts and bullets). But be warned: some armor may be so heavy it will make you clumsy!

Weapons and Items Mod

Weapons come in varying qualities, and their stats are increased or decreased accordingly. Items can now give bonuses (or penalties!) to skills. Two numbers are listed on your character sheet--your personal skill and the skill you have with items taken into account, in that order. The bonuses or penalties of each item are shown in its info tab.

Store Mod

Two new buttons are added to the store interface, Sell All and AutoBuy. Sell All sells all goods on the ship. AutoBuy sells all goods but ammunition, repair goods, and wheat and rum. It then either sells or buys, as necessary, to achieve the right quantity of those goods. (you can change these quantities; see editing BuildSettings.h, below).

Mods by CouchCaptain Charles

The "Survival" mod

Lets you (sometimes) survive the sinking of your ship in a "lifeboat" and after a lost swordfight you are sometimes "rescued by your shipmates and nursed to health again by a taverngirl". Sounds like a cheat, but isn't: you are still alive but face a new challenge because you are reduced to a down-and-out status. In the "sinking" case you loose your ship, and in the "swordfight" case you loose your weapons, 10% of your MAX healthpts and a random proportion of money, crew and hullpoints.

The chance of survival can be tweaked from always to never in the Build_Settings file.

The Vice City MOD

Turns the formerly peaceful POTC towns into settings for a 17th century "cloak and dagger" adventure. If you roam the towns now you will encounter not only the always-the-same citizens but an ever changing amount of friendly or hostile people. And you have the free choice how you deal with them. You can assume the role of a fighter or that of a sneaking thief.

NEW FEATURES

1. Cutthroats and hired assassins roam the streets and hunt you.
2. Drunken sailors may start tavernbrawls of the bloody sort.
3. Smugglers haunt caves and dungeons, and savages the jungles (instead of fantasyskeletons) .
4. Many formerly empty houses are now occupied by residents. These will stay permanent for some time so that you can visit them again. They offer several gameplay features so that they are really worth a visit (provided your reputation is not too low, they'll throw you out then):
 - you can ask the resident to bribe the townguards in order to fix your relationship to them (if they are hostile to you or you want their protection)
 - you can spend time till "dawn" or "dusk" with them and gain rumours and some EXP by that.
 - they will heal your health and even increase your max HP. The price for that: you must stay a full 24hrs and there is a risk that your wounds may turn gangrenous. In that case you must act quickly and find the right remedy together with the resident, or sacrifice an antidote bottle.
 - you may be offered a job as bodyguard: You'll have to guard the house overnight, and -depending on your luck and rank- one or more burglars may appear
 - you can try to extort protection money from the resident. Which may take some convincing, and MAY destroy your reputation.
5. In addition to the always-the-same local citizens a lot of travellers populate the streets. Some are vagabonds, others traders or wealthy people who offer real advice to you.
 - they sometimes steal your money if you talk to them. Which is not as bad as it sounds: you'll get a veiled warning and you can recover your money by using the right arguments or threats. You may even gain ADDITIONAL money, items, EXP and REP points, so the theft may turn into a gain for you. It's a little gamble: the higher the risk you take the higher the possible gain. And if you loose you can still recover your money by killing the thief. (TWEAKABLE)
 - sometimes YOU will get the tempting opportunity to do some pickpocketing. (TWEAKABLE) And you can always rob travellers with brutal force.
6. Treasure chests are now "locked" and you may even hurt yourself when trying to pick the lock. Or they may be boobytrapped. If a resident is around he will become hostile and attack you if armed. (TWEAKABLE)
7. For the features 4-6 skills like leadership, defense and especially LUCK play a large role. Luck has somehow become a kind of "thieves" or "rouge" skill. So this skill has been renamed "Streetsmart" to underline its new role.

THE BEHAVIOUR OF THE TOWNGUARDS

"The townguards are nothing but a bunch of idlers and corrupt cowards. Only the worst scum of the European armies volunteers for service in these godforsaken colonies. They usually turn a blind eye if there is a fight, they only interfere if some influential citizen is being attacked. But if they feel threatened they strike back in blind fear, and attack anyone wielding a blade, often confusing friend and foe in their panic."

So don't be surprised if they do not support you initially. In their eyes you are only some unimportant foreign privateer. If you want their support you can bribe them. (see FEATURE 4.)

Coastraiders & Coasttraders

I have always wondered why Akella left the beautiful sea around the beautiful islands totally devoid of shiptraffic. What a waste! Well, now you can sail around the islands and chase the local merchants into port, scout the coves for hidden pirates and lure them into the deadly fire of the forts.

"Coastraiders & Coasttraders" generates up to six ships around every island. A random function selects pirates or merchants, who have different behaviour and strenght. You can tweak the ratio between pirates and merchants.

The shiptypes vary widely to add some variety to the game. But your rank is taken into account, so you won't have to face a MOW with a lugger.

There are two options how the appearance of the Coastal ships is being triggered:

The "Autocreate" option creates the coastships every time you leave or approach an island, which is more like the random encounters. But unlike the random encounters there is more variety in shiptypes and AI tasks, and -most important to me- the shipgroups are positioned around the islands so that you can really SAIL around and scout the coves and cliffs before having an encounter.

If you disable Autocreate you must first "gather intelligence", i.e. talk to people ashore till someone tells you something about the local shiptraffic. That adds a little twist: if you want to raid the coastal shipping of a hostile island it is not enough just to sail there but you must also sneak ashore to spy.

This way hunting coastal traffic is more like a wellplanned privateer expediton. You have to gather intelligence, and the ships stay around the island until being sunk. So you can e.g. wage a campaign against a certain pirate group, sink some of them, return to port to resupply and hunt and sink the rest one by one.

And without Autocreate you can choose if and when you want ships around an island. You can retrigger this generation whenever you want, e.g. if all enemyships have been sunk or if you don't like the current set of ships anymore.

BuildSettings.h Tweaks

There are many changeable parameters in the file PROGRAM\ BuildSettings.h . Open it with notepad to edit it. All items have comments (the text following the //) by them that describe what they do and the default.

There are a number of things included, and all have comments near them that describe them:

You can change your name by editing the names given in that file, and then, during the game, pressing N, which will set your name to what you entered in that file. Other parameters in the file take effect either immediately or after a re-init (see above to reinitialize).

You can change the quantities used by Autobuy.

You can change the maximum class of ships used by pirates, coast guards, and escortable merchants.

You can change the scalars used by Arcade Mode.

You can change the chance of Fog.

You can tweak parameters used by the Vice City mod (setting probabilities to 0 will turn it off).

You can tweak the parameters of the Survival mod

You can tweak the parameters of the Coastraiders mod.

You can toggle on or off various mods, including:

Food and Rum

Cannot reload pistol while fighting

Loot from dead enemies

Pirates! Gold music (requires separate download)

Tailor Mod

No Save Mod

Weapons Mod

New Compass graphic

III. Legacy Mods Info

Old Listing: Here are the mods included, in the order installed, and their descriptions. You must start a new game anyway, so disregard any instructions about prerequisites or restarting the game.

1. Scumdog's soundpack.
2. Blue French uniforms from the French Corsair modpack.
3. Stone-D's mods, including More Random Officers, Surrender Mod, Character Sheet, Sell All. Note that the SM has been tweaked so you can ransom captives anywhere.
4. Viper - AdmiralWestside - Stone-D's Character Sheet Enhancement v2.0 Revamped Description=This MOD, originally by Stone-D allows you to see and adjust skills/abilities for ALL of your passengers in the character screen, instead of just your captains and companions. AdmiralWestside made some modifications to allow you to also see the crewmembers on other vessels, instead of just the captain. I recently reworked the order of the officers to make things more organized. I also fixed the 'error_error' officer bug that was in the original versions.
5. Viper - Pre-req for adding new ships Description=This MOD modifies the variable structure used by the ships.h file to make it much easier for modders to distribute their new ships to the end-users.
6. Mithrandir - Weather Mod
7. ALexusB - Additions to Officer Dialog Description=Gives three new options in dialog with you random officers: a "come with me on boarding/sit out boarding" toggle, "Follow me," and "Stay here."
8. ALexusB - Always Run Description=This MOD makes you run unless you hold the RUN key (default = Shift), then it allows you to walk :).
9. ALexusB - Bugfix - Officers not equipping 4x pistol Description=This MOD fixes a bug in the game where an officer with Professional Gunman ability refuses to equip a 4x pistol, because the game is checking whether the Main Character has the ability instead of the officer in question...
10. ALexusB - Charge cannon with keyboard Description=This MOD allows you to change cannon ammo types using the numbers 1-4 on your keyboard to select between Balls, Grapes, Knippels, and Bombs, respectively. Note that if you load a savegame that was saved before installing this mod, you will need to reset your controls to default in the options menu to fix the control interface.
11. ALexusB - Crew / Cannon Recharge Description=This MOD makes cannon recharge time based on crew amount and morale.
12. ALexusB - Minimum Crew Enforced Description=This MOD enforces the minimum crew of vessels--they can't be taken with less than minimum crew.
13. ALexusB - Timescale and Show Names (edit by NK) Description=This MOD allows you to change the timescale anywhere, and shows the name of the person you're looking at. Edited by NK: Now includes 1x/2x time (*, only at sea), 1x/3x time (R), and 10x/30x time (G). Name/Skill is set to T. Note: With timescale at 1x, press G once for 10x time, and once again for 30x time. Once at 30x time, press R to go back to 1x time.
14. ALexusB - Quest Bugfixes / Larrouse Description=Bugfixes to a couple quests, and the Clair Larrouse quest is reenabled.
15. ALexusB - Sail Ho Description=This MOD changes the worldmap interface to allow you to sometimes skip encounters. Translation and lil' bitty tweak by NK.
16. ALexusB - Saved Games Dated Description=This MOD adds the date to the saved games' titles.
17. ALexusB - See Distance Description=This MOD lets you see the distance to a ship with the best spyglass.
18. ALexusB - Set ON perk InstantRepair if officer has it Description=This MOD allows the game to also check sub-officers of ships for the Instant Repair ability, instead of just the Main Character or captains.
19. ALexusB - MOD-Ship can fire with all ammo Description=This allows enemy ships to switch to other ammo types depending on range, instead of always just using bombs.
20. Amokachi - Goods Quantity Description=This MOD gives stores more goods (x10) to allow for trade fleets.
21. Amokachi - Hoist Pirate Flag Description=Places a new ability icon when at sea that allows you to hoist the pirate flag. Raising a pirate flag via the battle interface will make you hostile only with those nations that are present at that time and can see you do it.
22. Draksen - 40 Save Slots Description=This MOD lets you save 40 times instead of 20.

23. Keemo - Remove Undead Description=This mod removes the undead from random encounters.
24. Keemo - See Crew on Deck in First-Person Description=This MOD lets you see your crew on deck in First-Person mode. (also including the high-rez crew mod)
25. KFleshman - Play Past Ending Description=This MOD allows you to keep playing after completion of the main quest.
26. kobuk/NK - Larger Fleets Description=This MOD adds more, larger fleets to encounter. Per kobuk, modified by NK so they're somewhat smaller and called in addition to the normal encounters, and so the total number of ships possible in an engagement is "uncapped." Also added is a global variable, MAXPIRATECLASS, that determines the best class of ships pirates get (currently set to 2). Version 3.
27. NK - Buy Men o'War Description=This MOD lets you buy Men o'War in yards. Per Rafe Bligh. Recommended to also set MoW encounterable in the Ships_init file.
28. NK - Encounter Distance Description=This MOD makes battles start 6x further away.
29. NK - Tweak Experience from swordfighting and Give Dead's Blade Description=This MOD changes the experience so it's not just based on the difference between skills but the average of the skills as well, and sometimes gives you the blade of the fallen enemy.
30. NK - Fix Artois Quest Description=This MOD fixes the Artois Voysey quest so it doesn't half-restart every time you visit Conceicao.
31. NK - Fix Cannons v5 Description=This Mod changes the cannon. The ranges have been scaled to the best of my knowledge, 1/6 normal range: 12=640, 16=775, 24=920, 32=1100, 12cul=800, 16cul=970, 24cul=1150. 32s have been re-enabled, and their damage has been scaled up (from 3 to 9, vs. a 24's 4). Also, cannon reload rates have been doubled and their damage tweaked, as was the different ammos' damage.
32. NK - Fix Tutorial Description=This MOD fixes the bugs in the tutorial (which appear if you change your starting condition), as well as turning off Malcom Hatcher's invulnerability.
33. NK - Merchant Ship Mods v3 Description=This MOD fills merchant ships' holds, reduces their crew, lowers their morale, and gives them 12pdr cannon only. Also, it slows them down on the world map a little. You now get a calculated (but somewhat random) amount of money when you successfully board a ship, lots for merchants, some for warships (MoW with a really good captain gives about the same money as a Galleon with a good captain), and a very random amount for pirates (from not very much to even more than the above Galleon). Also, the ransom you're payed when you release captives is changed, so it's based on the character's rank, old ship's weight and class, and a random scalar. This REQUIRES Stone-D's Surrender Mod. If you have a previous version of this, please uninstall it first!
34. NK - Pre-Req for New Items Description=This MOD is like Viper's Pre-Req for New Ships mod, but for items. Thanks to Viper for thinking up this way of doing it. Note: You must install this before any mod that includes new items (i.e. my Swords and Items mod or Verruckt's QC Brothel mod).
35. NK - Random Officers Chance Description=This MOD makes random officers appear more often (50% vs. 20%).
36. NK - Reinitialize Stats Description=This MOD allows you reinitialize various arrays, thus updating them without requiring you to start a new game. Included at the moment are: items, ships, goods, cannon, weather, sea encounters, nations, and rumors. If they work, locations will be added. Note that for the update to take effect, you may have to "refresh" whatever you changed, i.e. for items go to inventory and un-equip; go back to normal play; go to inventory and re-equip. You'll probably have to do this for your officers too (and thus you'd need Viper's Force Officers to De-Equip mod). Ships seem to refresh automatically. Probably a good idea to force a scene change before assuming the various reinitilizations will take effect. Lastly, this may break your game. I haven't seen that happen, but it's possible. So be careful. Instructions: If you apply this mod and then load a game, you probably need to go to options->controls->reset defaults. Then go back to the game. If you start a new game, it should be keyed in automatically. Usage: Press the I key during the game.
37. NK - Rumours v2 Description=This MOD changes the Rumour function and the various rumours to be more random, reflect the current island, and give quest pointers, and opens up the possibility of using rumours as a way to add pointers to new quests. With thanks to Donalbane for the trade rumors!
38. NK - Sail Damage Bugfix Description=This fixes a bug in the sail damage routine where the attack character, not the defending character, is checked to see whether they have defense perks.

39. NK - Swords and Items Description=This MOD does two things. First, it changes some swords: upgrades a sword, the Silverleaf, to a new 7500-level price. It's now 24/32, 45/45. It also tweaks the Vagrant slightly, increasing pierce (it is, after all, a rapier). Second, it totally rewrites the function that gives swords, pistols, and glasses to traders, and the one that gives them to characters (the former function in the game seems to have been slapped together with many items skipped and no reference made to rarity or min level in the init file, the latter based on hard-coded choices irrespective of min-levels in the init). The rarity for blades was rewritten, with the starting blades at .9, the expensive blades at .5, the more expensive blades at .37, the very expensive at .25, the hyper-expensive at .1, and the most-expensive (i.e. Corsair's Pride, Conq, Windmill) at .05. Also comments were added to items_init to name the blades. The new functions also support any number of added blades/pistols/glasses for traders and any number of added blades for characters. **THIS MOD REQUIRES THE PRE-REQ FOR NEW ITEMS MOD TO BE INSTALLED FIRST.** Assuming you have that installed, start a new game or just use the reinitialize mod to make these changes take effect. Updated to sort blades for enemy encounters.
40. Verruckt - Become a Pirate Ingame
41. Verruckt - Quebradas Costillas Shipyard mod Description=This MOD adds a pirate shipyard in the town of Quebradas Costillas. Also, tweaked by NK so Gregor in Oxbay Port has every sword and pistol. Use him sparingly though, half the fun is finding them...
42. Verruckt - Quebradas Costillas Brothel MOD for Pre-Req New Items Description=Adds a brothel near the back of town, sleep with loose women, buy drinks, all in good fun!
43. Viper - Emblemed Sails v2.5 Full Description=This MOD adds a few new pirate sails, as well as an interface to allow you to pick your sails. To activate the interface, talk to any shipyard owner and tell him you need to use his services. The 3rd option will be "I would like to change my ships' sails." After choosing that option, you will then exit the dialog and press ENTER to bring up the interface. NOTE: To install this mod you first have to uninstall any previous versions of the Emblemed Sails Mod. You will also need to have Verruckt's QC Shipyard Mod installed, as well as v1.06 or better of the MOD-Patcher.
44. Viper's Fix for Missing Children Quest Description=This fix allows the Greenford Tavern Keeper to give you access to the 'teacher' being held in the prison, in the event that you've killed the warden
45. Officers De-Equip Things Description=This MOD forces officers to de-equip items before the exchange interface, so you can take things and force them to switch.
46. Viper - Reinstate Rapers Description=This MOD turns the 'Rapers' encounters back on, since Akella scrapped them when Disney took over. Major thanks goes out to skeletor9000 for providing the translated dialog files, and also some of the original .c files (i didn't back mine up first, DOH!) for comparison.
47. ALexusB / NK - Kill-Pirate Quests for VMM Description=This MOD allows the governors to offer you kill-pirate quests. Code, idea, and work by ALexusB, with rough translation and a bit of tweaking by NathanKell, as well as rewriting the ship and skill functions to be compatible with any and all new ships, a max class for pirates (assigned in the encounters mod), and a slight tweak to the gold reward.
48. Duke Suraknar - Xebec Barbarossa - Ship (at QC Shipyard) Description=This Mod adds a new (retextured) ship in to PotC.
49. NK - Pirate Frigate Description=This MOD adds a pirate frigate, because I hate how the Mephisto looks. Buy it, and the Manowar Guber, and the Fearless, at the QC Shipyard.
50. Kell-Mudd Sailing for Professional Scalawags Mod Description=This MOD features the Improved Ship Stats of HarcourtFentonMudd for both Realistic Sailing Mode and Arcade Sailing Mode, and the realistic sailing code of NathanKell for the Realistic Sailing Mode. You **MUST** have the Reinitialize mod installed, and in order to activate this mod you **MUST** reinitialize at least once after starting a new game or loading a game that was saved before this mod was enabled. Also, if you switch Sailing Mode you must reinitialize for the ship stats changes to take effect. Note that if you're sailing in Realistic mode you must install NK - Fix Cannons v3 or v4, and NK - Merchant Ship Mods v2, for best effect.

51. ALexusB - Cabin at Sea Description=This MOD adds a cabin option to the F2 menu while at sea. There is one trunk in the cabin and things placed in it do not disappear (and there are no random items). Officers on your officers list (not passengers) appear there with you, and you can exchange items and talk with them (best with the New Officer Dialogs mod). This mod does NOT require a restart! Notes: If you canceled the tutorial in the cabin, the bosun will reappear every time you enter the cabin. You can kill him, but that won't give you the Windmill Slayer, and he'll reappear the next time you visit the cabin. If you ended the tutorial anywhere else, this bug will not appear. Fixing this bug requires starting a new game (but you only need to if you have this bug and mind it.)
52. ALexusB - NK Quest Bugfixes and Reenabling v1.2 Please see attached file Quests Added.txt for all the re-enabled quests.
53. NK - Items and Ship Prices Description=This changes swords' and guns' prices to $10 \times (\text{old price} / 100)^{1.5}$, multiplies goods prices by 5 and ship buy prices by 2, and divides ship sell prices by 12 (i.e. now 1/6 stock price, 1/12 new buy price). This mod requires the Reinitialize mod, and you must reinitialize at least once (and then save, and only load saves from after that...) for the changes to take effect.
54. Taghmon - Fix Character Sheet Bug Description= Returning from Perkview always opened Characterview for Mainchar. This Patch fixes that.
55. Taghmon - Random Officers Mod with NK Officer Models Mod Description=This Mod enhances the creation of Random Officers. They now get Skill/Perkpoints the same way as the main character and allocate their skills and points according to their type (First Mate, Boatswain, etc.). When hiring an officer, you can ask to see his stats, which opens Characterview only for them. A bit by NathanKell to combine with his officers mod which selects officers by model. This mod REQUIRES Additional Officer Dialogs by ALexusB and Character_Fix by Taghmon. NK Officer Models: this switches a couple crew models out (so crew models are distinct from officer models) and adds 19 new officer models, and makes the officer role dependent on the model (basically, tough blokes are bosuns, slightly less shabby folks are gunners, spiffier--but sometimes fat or...spindly--people are navigators and/or quartermasters, and snazzy professional-looking people are first mates). You MUST reinitialize once if you wish to play with this mod on and don't want to restart.
56. Amokachi/NK - Boatswain Ship Sounds v3 Description=Included voices: loading ammo type, more/less sails, anchor, boarding, sinking, cargo aboard, sail ho, land ho, clear for action, ship ahoy. By Amokachi and NathanKell. This mod REQUIRES ALexusB - Sail Ho!
57. Taghmon - Add Video Options and various control options from the German Version.
58. NK - Fix Forts Bug Description=This MOD fixes the bug where forts will still fire on you even after you fix relations. Also, it fixes the bug where the game doesn't register you've met a relation agent.
59. NK - Fix Tutorial Description=This MOD fixes the bugs in the tutorial (which appear if you change your starting condition), as well as turning off Malcom Hatcher's invulnerability. It also now sets your HP based on rank so starting at higher ranks gives you the appropriate HP.
60. Verruckt - Fragster - NK - Adding Portraits Description=Adds portraits for: pirat10, pirat4, admiral, bocman4, depp, fatman, fatman2, fatman2_1, and will. And fixes bocman's portrait.
61. NK - Toggles Description=This mod toggles Always Run with the K key and logs with the L key. It requires Always Run and Stone-D's Shared Experience Mod be installed. Note that AlwaysRun will ONLY update when the game switches areas/reloads, it will NOT update immediately.
62. NK - Take All Mod Description=This MOD changes the Take All function so it takes the most expensive goods first.
63. NK - Rep Changes Description=This MOD changes the way reputation increases work so you get more of a boost from quest increases/decreases, and it also increases the cost of Priests and makes it based on your rank and current reputation. The donate choices are now, based on a neutral rep: 1 rep point, 5 rep points, and 10 rep points. Don't be scared by the high prices, just do some quests! Also, the penalty for firing on a friendly ship has increased.
64. NK - Fix SDSM Fort Bug Description=This MOD fixes the bug in Stone-D's Surrender Mod where you can get stuck taking forts. It thus requires Stone-D's Surrender Mod. Thanks to Jopieseethoek for the line! It also has a temporary fix to give forts their normal crew.

65. NK - Worldmap Ships Description=This MOD hides the nationality of ships on the world map. You won't know their colors until the lookout tells you! For now, pirates are still visible. o compensate, you have a far better chance of having "No" available on the "Engage?" screen, and the chance for it being available is now based not only on sailing skill and luck but also on sailing perks and your speed vs. the encounter's speed.
66. Sailor AI - NK - New Swords v2 Description= This MOD adds four new blades, the Atwood F100, the Cardinal's Guard, the Solingen Rapier, and the Bosun's Choice. It also changes the Windmill Slayer to better fit its description.
67. Two new models by Lord_Kosmos, a Royal Navy captain and admiral.
68. Jack Sparrow is in-game, thanks to Kodo_Boon and ALexusB.
69. NK - Fix Trade Quest Bug Description= This MOD fixes the bug where the wrong colony is show in the questlog.
70. Wardrobe v3 Description= ****NEW MODELS AND PORTRAITS BY LORD_KOSMOS, KODO_BOON, VERRUCKT, FRAGSTER, AND NK**** This MOD allows you to choose your model when you talk to Malcolm right at the start; if you end the tutorial in port you can talk to him there and choose "Change clothes," and you can change clothes by talking to any random-officer you've hired from the taverns. With thanks to Sailor AI for some great ideas and lines! Now includes five new models: Jack Sparrow, Will (by Akella and Kodo_Boon), a Royal Navy Captain and Admiral (by Lord_Kosmos), and a black captain based off the Corsairs by me. Also included are twelve new portraits by Verruckt and fragster. Now it changes your model immediately! Note that you MUST uninstall any previous version of this mod first!
71. Captain Gull - Bug Fix Loan Shark infinite money Description=This is a fix to the bug where loans in the game are infinite
72. NK - Morale and Divide the Plunder Description=This MOD updates your crew's morale daily based on the quantity of food and rum and their respective rations, the size of each crewman's share of the loot, and the current length of the expedition. With food at half-rations it lasts twice as long but the crew takes a -2 morale hit each day. With no food, the crew may start dying! With normal rum rations the crew gets +1 morale each day (-1 if no rum left), with double rations the crew gets a big bonus...but every once in a while, a big hit to morale. That depends on chance, leadership, luck, and your Will. Food is currently Wheat, and rum is...rum. The goods are eaten at a rate of 1/100 of a unit per crewman per day, and appear on other ships...so if you're running low, take a prize! The current size of the crewman's share, and, if early in the expedition, the size of the last expedition's shares, also affects morale, as does the length of the voyage. Currently there's a lot of log text so you know what's going on. When you want to end an expedition, go to a loan shark and ask to divide the plunder (If the option doesn't show up, exit the dialog and re-enter it. He has to get to know you first.) Dividing the plunder gives the crew shares of the gold, adds 10% of the plunder to your permanent wealth, and leaves 10% to start the next expedition. NOTE THAT ALMOST ALL VALUES CAN BE TWEAKED! Look in the file DailyCrewUpdate.c in the folder PROGRAM/WorldMap. Please give feedback if you think the values are wrong!
73. NK - Fix Artois-Animists Bug Description=This MOD fixes a conflict in the Artois quest and Animists quest, and the bug in the Artois quest that results in this.
74. NK - Tweak to Rapers ModDescription=This MOD gives back the rep boost: if your rep is under 80, 1/2 the time you get +1 rep instead of the gold. This mod REQUIRES the Rapers mod to be installed first.
75. NK - New English Governor Description=This gives Redmond a new governor after you kill or capture Silehard. I'll let you find out who! Note that even though this adds a new character, you do NOT need to start a new game!
76. pythagoras - replace main menu POTC logo with SD2 logo
77. Viper - Fast Travel to Port MOD Description=This MOD changes the spawn location when using Fast Travel to get back to the Port in any city. Instead of appearing at the gates, you now appear at the landing, so you can just get back on your ship w/o walking a mile.
78. NK - Taghmon - Redo Character Generation Code: This mod recodes all random character generation to use Taghmon's officer code with a new Random Enemy officer type, and to correctly equip the characters (with no blade if they shouldn't have one, and not just a saber if they should); this includes the respawning soldiers, who now are based on your rank. Also, chargen for ship captains is now totally redone; and they can now have "virtual" officers, giving them skill bonuses at sea; and it adds a difficulty scalar. Talk to an Encounter (aka Random) Officer and tell him you don't fit in right to change it.

79. NK - Give Other Captains Virtual Officers: increases the skills--but only while at sea--for captains who are not companions, by giving them "virtual" officers, i.e. increasing their skills by a multiplier semi-randomly based on how many officers the player has enabled and the class of the captain's ship.
80. NK - Difficulty levels: There are now four difficulty levels. When you start the game, you start on the easiest; hire an officer from a tavern and talk to him to change your difficulty level (if you're not starting a new game, just talk to a hired tavern officer). This scales, on generation, enemy character ranks and HP; officer ranks and HP (inverse of the difficulty), chance for characters to be generated with better blades, and the chance of ship captains having "virtual" officers, to increase their skills.
81. NK - Make Enc Rank based on Ship Class: checks to see if, for encounter generation purposes, your rank is greater than (8-ship class) * 2 and if so makes rank (8-ship class) * 2. Note that this applies to Pirate Hunting quest enemy generation too.
82. NK - Items: now harder for enemy characters to get good blades, and in addition scaled based on difficulty. Also, thanks to MareX, you now get gold too.
83. Surak'nar - Add crew-on-deck for Fearless.
84. Viper - Add Cargo Value to Ship Sale Price Description=This saves you from having to unload the holds of a prize ship before selling it to the shipyard. Bear in mind, however, that when performing a 'trade-in', the cargo is retained and transferred over to your new ship, so the 'trade-in' value is generally much less than the stated selling price.
85. Sailor AI - Quest Log Text for New Quests: for now, only the Blacques, Patric Cardone, and Thomas O'Reily's delivery quest are covered, but coming soon there will be Quest text for all re-enabled quests.
86. NK - Luck in fighting: Luck, and difficulty level, now affects the amount of damage you do.
87. NK - Shared Experience: My version of a Shared Experience mod. When party XP is added, half of full XP goes to each passenger--all if the party has the SXP perk; if the passenger is an officer (or the player), he/she gets the full XP. When personal XP is added, half goes to each officer (including the player), or the full if SXP.
88. Walker - Falling Masts
89. MareX - Exchange gold in 100gp lots
90. NK - Raise flag: Ability to raise and lower flags at will; speak to a tavern-hired officer. Note that this will NOT change your relation with nations! (Note you must be neutral or better with a nation to raise its flag--but you can always raise the Jolly Roger.)
91. NK - Relations Mod: With thanks to Verruckt for the idea and much programming and legwork. The relations system from Pirates! Gold is added to POTC. You can now buy letters of marque, your relation with nations is tracked, and you can buy amnesty if they hate you. You can also leave service; but if your reputation is too low, you may not get out alive...Merchants and shipwrights may not trade with you, depending on your reputation and your relations with said merchant/shipwright's country.
92. GreatZen and NK: Added land to character and charsheet. It is given with promotions from governors. Land also returns a profit.
93. Change to prisoners: Execution now hurts the player's reputation, but awards XP equal to the ransom.
94. Dynamic towns: Towns now have populations, gold supply, and dynamic supply/demand goods and prices. See Added Things, above, for more details.
95. When an encounter is created, ships of the correct nation are assigned (though there is a slight chance that a ship not of that nation may be assigned, to keep things interesting).
96. GreatZen: Fast Travel to Loansharks and QC Port.
97. Fearless is now "warship" and non-quest Black Pearl is now "lineship". Both have stats tweaked, are now Class 2. There are now two each per nation (one each for pirates).
98. SIX new ships! Textures by Morgan and Akella. Pirate Frigate and Corvette, two new Fearless skins, and one new Black Pearl skin (and one copy of that, recolored, by me).
99. Stone-D's Sell All split into two buttons (see Added Things, above).
100. Fixed problem with Artois, Nigel, and Lucas not becoming officers.
101. GreatZen: donate money to crew and transfer interface, both available from the Select (F2) menu. THIS REQUIRES A RESTART AFTER INSTALLING
102. Rewrote Shipwrights so they now support any number of added ships, without further changes (i.e. like the Items mod, above). Shipwrights now have, as the pool of possible ships, all ships of their nation plus all ships with no nation (i.e. tartana, etc.), though of course higher-class ships are rarer. Also, they may have two versions of the same ship, since there are two separate models for most ships. Ships also may be "out of order".

103. Fort characters are now generated like other fantoms, and XP from destroying a fort is now based on the fort commander's rank.
104. The finest spyglass now shows morale too (in a log line, like distance).
105. Agents (diplomats) now cost more than talking to the governor.
106. Titles changed to be more realistic (both in those used, and the rankings). Thanks to Heyreddin Barbarossa and Duke Surak'nar.
107. Various changes to fame (and also then crew-available) calcs, as well as adding a score (based on average fame from all nations).
108. Score-title now shown on relations screen.
109. Now, when you leave the service of a nation / become hostile to a nation, your reputation is checked; if above a minimum, your old rank is recorded and you can resume your career after buying amnesty and a LoM. If it's below the minimum, or if you attack a friendly ship with no warning / hoist the Jolly Roger near a friendly ship, land given to you by that country is confiscated and that country's soldiers will attack you. In addition, on leaving service, if your flag is that nation's, a new flag is chosen (the flag of the nation with whom you have the best relations; or, if you have wary or worse relations with every nation, pirate colors).
110. Mast bug with bought ships fixed.
111. Hire crew bug fixed by ALexusB (with thanks to Gray Angel)
112. Pre-Req for Ships v2.0: Ship calls are now based on ID, not index. In the process, ship assignment for coast guard officers is redone to use Pirate Hunting Quest ship assignment code. Same for trade escort ships.
113. Added Potion use on press of C key by ALexusB
114. GreatZen – Items and Armor, and NK - Pre-req for Items v2: Adds new items, many items now affect skills; added support for armor and three armor types. PRI2: Changed random items code to use all non-quest items (now supports any and all added items); Changed Itemtraders code again, now supports any and all added items.
115. Changed schooners to use the sloop's mast as their mainmast (foremast unchanged).
116. NK/Sailor AI: Marriage! (See above)
117. Changed time greetings
118. ALexusB: cannon reload times v2
119. ALexusB: Islands appear again during encounters
120. ALexusB: Improved AI during land battles
121. ALexusB: Improved AI ammo selection
122. Couch Captain Charles: Vice City Mod (see above)
123. Generated Trade missions will now not assign consumables.
124. Morgan: Musket Volley works
125. Beaching ships (see above).
126. Kieron: Corrections v1.0: This mod makes a lot of minor changes to POTC to make it a little more accurate - mainly spellings (with foreign characters!!!) and more accurate flags. The game starting year is changed to 1690 (originally 1630) for historical accuracy (for example, as was pointed out on the piratesahoy.net forums, the Dutch were actually under Spanish control until 1640... This mod also sorts out a mini problem with nation-icons on the battle interface (if relation=neutral there was no glow at all; sometimes the icon would not show at all if it had no 'glow' and was at the end of a row of icons - so i have simply created a third 'grey' glow for neutral relations and all is resolved ^_^). ***** PLEASE NOTE in order for French, Castilian and Portuguese characters to be displayed correctly, this mod makes the game use the EUROPEAN fonts, and not the RUSSIAN fonts that the American version of POTC uses by default (dunno why they used the Russian font in the American version, but they did).
127. dHerblay / NK: cannot reload while sword is drawn.
128. Moved start parameters from characters_init.c to BuildSettings.h
129. Ship pictures for Fearless/BP added from Russian Patch.
130. Verruckt: New skin, black-haired Barbossa.
131. Sailor AI: Many new portraits
132. CCC: Massive updates to VC, see above
133. New officer price-haggling system
134. Sailor AI: More questtext additions
135. Skull: Fix for Nigel Blythe quest

136. Scheffnow/ SailorAI: No Save Mod--gives powerful artifact if you agree to not save the game.
137. Scheffnow: Reset Stats Mod--at a price, you can reset your stats. See Father Bernard on Redmond.
138. Fixed save-game pictures.
139. CCC: Survival mod
140. Boocho: Boarding sounds mod
141. Scheffnow / Sailor AI: Tailor Mod
142. Scheffnow / Sailor AI: Weapons Mod
143. CCC: Coast Raiders mod
144. Catalina: Two new ships, the Xebec CT and Lugger CT.

IV. Info for Modders

Coding tags

NK - NathanKell (though occasionally coding for other people)

RM - Relations Mod

PS - Prereq for Ships v2

PSX - as above, but exception to normal entries (i.e. a ship ID that doesn't fit ship name + ship nation)

QF - quotefix. Added a " to the end of each line that had a \" which tricked my editor into thinking the string continued. Purely cosmetic.

Others are the coder's name: ALexusB (aka boal), Stone-D, GreatZen, Viper, Taghmon, scheffnow, CCC, etc.

Ships:

Pre-Req for Ships v2 has been implemented.

This switches the ship backend from using indices (i.e. direct calls to the ShipsTypes[] array) to IDs, like how items and characters are dealt with (i.e. "Lugger1_0").

It works like this:

Each ship is given a unique ID (shipstypes[].id = string ID). The char.ship.type attribute now stores the ship ID, not its index. This is to allow for on-the-fly reordering of the ShipsTypes[] array, so that if new ships are added a character's ship type is not screwed up. This also means, however, that one can't thus directly call ShipsTypes[sti(char.ship.type)]; instead, one must use the functions in ships.h (int GetShipIndex, ref GetShipByID) and CharacterUtilite.c (GetCharacterShipType, GetCharacterShipID) to get the ship index or ID. If you have the index and not the ID, you can call GetShipID(int idx) or simply check ShipsTypes[idx].id. You can check the file ships_init.c to see each ship's ID; however, for the stock ships, this is the form I've followed: modelname_nationnumber, i.e. Lugger1_0 (or, in code, "Lugger1_"+ENGLAND, since ENGLAND is defined as 0). This is given in ships_init.c as given as refship.name + "_" + refship.nation so I could just paste that instead of writing the whole ID out for each ship.

For ships without a nation, both the trailing digit and the underscore are omitted; for example, DS's Xebec Barbarossa is "Xebec3".

PRS2 also has some features to ease in the addition of new ships, that allow the new ships to "borrow" the entries of other ships, i.e. for walk files, pictures, names, etc. Please see the top of ships_init.c for a description of added properties supported.

In addition, you can add to the ship the property refship.No_NK_HFM = true; this tells the NK/HFM loop to skip processing the ship.

Note that this is required if the ship's model (refship.name) is not recognized by NK/HFM (you can check reinit.c for a list of supported models for rigtype auto-assignment. Generally only the first three characters of the model name are checked.)

If you use this property, by choice or need, you must add a few extra things to your ship setup in ships_init.

First, you must divide InertiaAccelerationZ by 4 (i.e. if InertiaAccelerationZ = 2.5, change that to 0.625), and divide InertiaBrakingZ by 10. Otherwise your ship will handle very strangely compared to the others.

Next, you must assign a ClosestPoint and BestPoint to the ship, in the form

```
refShip.ClosestPoint = 0.3;
```

```
refShip.BestPoint = 0.8;
```

Please see below for a list of suggested values.

Then you must assign a three-letter rig-type code. This is the first three letters of the model off which the ship was based, like sch if it was based on one of the schooner models. If the model was newly added from Maya, then it will be based on its size and the rig type(s) of its sails.

Lastly, you must tell POTC how to use the ship, using two properties: refShip.Type.Merchant and refShip.Type.Warship. Set each to true if the ship can be used as such; else set as false.

Type: *Closest Point / Best Point of Sail*

Gaff-riggers (sloops, schooners): 0.15 0.625

Lateen (Xebec, Tartane): 0.2 0.6

Luggers (Lugger, Galeoth): 0.225 0.625

Full-rigged ships (Corvette, Frig): 0.3 0.8

Old-Time square-riggers (Caravel, Galleon, MoW, anything without Jibs) 0.375 0.875

These are given in terms of prop * 180 = degrees off wind. So a CP of 0.3 = a closest point of sail of 54 degrees off the wind, and a BP of 0.875 = 157.5 degrees off the wind.

Note that these values are wildly optimistic, though less so than POTC's stock sailing model.

Items:

Code-side:

Added three new basic properties to all items:

itm.skiptrade

itm.skiprand

itm.skipequip

All three are normally false (though they default to true!); quest items are true for all three; jewelry etc. are true for skipequip; etc.

Randitems array set to max 512, using int Randitems_quantity (just like items_quantity).

Note that the n++ gunk at the top of the file is no longer required.

So, after all item inits, init_randitems goes back and for all itm.skiprand != true, adds to randitem array.

In fact, adds it itm.numrand /times/ to the randitem array (to make items like potions more common).

Randitem_quantity in init_randitems defaults to 4, except for equipable items (which are 1).

List of items available at merchants is unified to use the same calcs for all items

skip if itm.skiptrade == true

check rarity, modified by luck and rank, vs. a rand test

if true, set qty based on rand * rare, modified by luck and rank again.

works for any item with a minlevel and rarity {i.e., all items now. }

Regarding skill-changing items, added an object-array SkillItems, exactly like Randitems. On loophrough to find rand items, also adds that itemID to SkillItems if checkattribute(itm,"skill").

Supported properties for skill-changing items

itm.skill(skillname) = amount to change the skill

itm.skill(skillname).set = amount to /set/ the skill to--lowest of all *.set's of all items char has (if any) is used on GetCharSkill.

itm.skill.num = number of items required to change the skill

itm.skill.stack = number of this item that can be stacked together, divided by skill.num. Examples:

if num = 1 and stack = 2, if you have 2, you get bonuses from each; if you have >2 you get only 2 bonuses.

if num = 2 and stack = 2, if you have 2, you get one bonus; if you have 3, same; if you have 4, you get 2 bonuses; if >4, you get two bonuses.

Note: if item is equipable, the bonuses/penalties only take affect if the item is equipped.

What this means: all one need do to add an item is to add it to initItems.c, with the appropriate properties (and add to ItemsDescribe if desired); the scripts will then take care of the rest.

Armor:

itm.armor.coverage = 75;

itm.armor.bladestop = 10;

itm.armor.bladefrac = 67;

itm.armor.gunstop = 25;

itm.armor.gunfrac = 50;

Means that when hit:

25% of the time armor is ignored

75% of the time armor is checked

If checked:

if hit with sword:

10% of the time no damage is dealt

90% of the time only 67% of the damage is dealt

if hit with bullet:

25% of the time no damage is dealt

75% of the time only 50% of the damage is dealt

Changelog

- 2004-04-24:
 - NK fixed bug left by no sword fix; now on calling CreateMonsters, will reset hear/see/say radius for all default groups (this is screwed up if FightGroups is called, which the earlier fix did).
 - Fixed typo in adding Catalina's ships. Sorry!
 - NK added function TraceAndLog(string ltext) to reinit.c
- 2004-04-22:
 - NK commented out no-sword-fix
- 2004-04-20:
 - Catalina: Patric Cardones dialog fix.
 - NK tuned down number of skeletons in dungeons (I hope).
 - NK tried another fix to no-swords-drawn.
 - CCC Two build settings tweaks (CR chance to 60, comment for tavern bandit chance
 - Mithrandir: New weather mod version
 - NK fixed bug on T key with coastguard
- 2004-04-17:
 - NK trying another fix to not-drawn swords.
 - NK move Faust to goto13 locator on talk to Boon first time.
 - NK fixed Lay up ships.
- 2004-04-16:
 - NK Tempfix to Malcolm dialog exiting shipyard.
 - Catalina: Two new ships
 - NK: Attempted fix of monsters-don't-draw-swords
 - CCC: Added text to Enc_Walkers.h re: above
 - NK Fixed bug where some ships (i.e. Mephisto) can't have cargo added
- 2004-04-14:
 - NK Fixed Questlogs (old file was being used by mistake).
 - NK CanEncounter removed from reinit and place back in ships_init
 - NK changed NK/HFM loop in reinit to check for tags
 - CCC: Added "Douwesen" to Toff Oremans rumor
 - CCC Fixed bug in Survival
 - Scheffnow: Decreased rarity of blades/guns
 - Scheffnow: changed blade descriptions
 - NK: Fixed typos in Rys Bloom, Father Bernard dialogs
 - NK: Fixed system-breaking bug (whoops!) rumor locations
- 2004-04-12:
 - Bug fixing release, hopefully final #3
 - NK switched blade/gun models back to ammo folder (refitm.folder = "ammo", not "items").
 - NK misc bugfixes
 - NK fix bug with reinit by tempfix (still dunno why).
- 2004-04-11:
 - Bug fixing release, hopefully final
 - NK added difficulty check to CR ship choice, added reducer for pirate islands, removed BP from CR ships
 - CCC added alert on pay for skill up from vag
 - NK Fixed "gained error gold" bug
 - NK fixed some attributes not being deleted on reinit (i.e. item retains old bonuses)

- NK changed so no more fixed items in dungeons/caves (i.e. can't get super swords that way, breaks weaponmod)
- NK fixed DailyCrewUpdate to skip if have tartana or quest
- NK slight tweak to Monk and Padre Valentim's dialogs so player can tell it means no save; also, string added to Save screen when in nightmare mode
- **Second half**
- NK added helpful text to ransack and transfer screens re: min crew (min for each, a warning if you're under)
- NK added back Solingen Rapier
- NK new textures for the new swords
- NK item names now show on chest and item exchange screens
- NK boarding enemies' HP tweaked down a bit
- 2004-04-10:
 - Bug fixing release, hopefully final
 - NK Fixed infinite loop in choose rand gun/blade
 - NK fixed double items on start
- 2004-04-09:
 - Bug fixing release
 - NK Fixed Gordon Dialog
 - NK Slight tweak to CR to enforce max pirate class
 - NK Fixed Gordon Dialog
- 2004-04-08:
 - Bug fixing release
 - Changed bandit in tavern chance to 0
 - NK Added vcskip to quest in QC learning about Rheims
 - NK changed QC residence to type residence
 - NK fixed Douwesen Citizen dialog referring to merchant
 - NK reenabled enc ships when there are quest ships there (i.e. so CRs don't override encounters)
- 2004-04-07:
 - Bug fixing release
 - NK Dialog fixes to Thomas O'Reily, Everard Gordon.
 - CCC update to CR, with couple lil' tweaks by NK
 - CCC fixes to VC to skip during tut, various Malcolm attack errors
 - CCC VC add bandit dialog
 - NK fixes to encounters and AIfantom to make "trade" uniform type instead of fantomtype trade and _ship_ type merchant.
 - Mith AIfantom updates
 - NK bugfix to scheffnow bugfix to AICannon (for grandfathered build users)
 - NK speed fix to GetCharacterSkill()
 - Scheffnow various items-related fixes
 - Added back English version of Father Bernard
 - NK removed Oxbay tailor during occupation
 - NK fixed tailor dialog still showing nation, and a couple typos
 - NK fixed various lacks of checkattribute

- 2004-04-02:
 - Bug fixing release: Nathan has corrected errors in various files:
 - Itemsbox.c
 - itemstrade.c
 - items.c
 - LAi_utils.c
 - LAi_CreateOfficer.c
 - CharacterUtilite.c
 - Gov MR_dialog.c

All fixes were merged into the current code base. Thank you Nathan!

- PotCModHelper: The installation of localized files into the build directories is supported now. Some game settings (like EURO for localized versions of PotC) can be set from within the tool.
- 2004-04-01:
 - CoastraidersCoasttradersMod: now you can sail around the islands and chase the local merchants into port, scout the coves for hidden pirates and lure them into the deadly fire of the forts. This is a new mod made by CCC.
 - TailorsMod: Thanks to Sailor AI all nations have at least 15 models assigned now.
 - TailorsMod: Major rearrangement of code. Should be remarkable faster and more reliable now (three of five models offered are always nation specific).
 - General: The file **NK.c** was renamed into **BuildSettings.h** as suggested in the forum. Hope the name is acceptable for all. (Latest changes to NK.c by CCC were merged before renaming the file.)
 - General: A new compression utility was used for the selfextracting archives, resulting in 25 percent smaller package sizes.
 - Tools: A new version of the PotCModHelper tool is now part of the post build packages. It can be found in the 'tools' subdirectory.
- 2004-03-31:
 - Bug fixing release: The severe bug Sailor AI found in the TailorsMod is fixed. Code still needs improvement, but nation specific models are offered now for all nations. I want to thank Sailor AI again for reporting this bug.
 - WeaponsMod: Fixed a bug in the weapon selection functions that made the game freezes occasionally when random characters are respawned. Thank you Mithrandir for reporting this!
- 2004-03-29:
 - Bug fixing release: Closing a bug CCC reported and patched and added a file missing in 2004-03-28.
 - Sailor AI found a severe bug in the tailors mod that makes it almost impossible to get military uniforms from nation with just a few models assigned. This bug is not obvious and I have to thank Sailor AI very much for the intensive testing he did, for reporting the error and most of all for insisting that there is an error when I was unable to find it. **Thank you very much SailorAI!**
- 2004-03-28:
 - Bug fixing release: Closing multiple bugs reported from CCC and a wrong directory structure in 2004-03-27-update.exe. Thank you CCC for reporting this!
 - Positive testing results: CCC reported that the new introduced functions for sorting and searching removed the delays during fights in dungeons totally.
- 2004-03-27:
 - Speed improvement release: New sorted arrays for blades and guns. (Quicksort algorithm implemented in potc language!) Binary search functions for blades and guns. All sorts function scale roughly with $n * \ln(n)$ instead of $\text{square}(n)$ and the search functions with $\ln(n+1)$ instead of $n/2$. New functions include:

- SortBladeArray()
- SortGunArray()
- GetFirstBladeForLevel()
- GetFirstGunForLevel()
- GetLastBladeForLevel()
- GetLastGunForLevel()
- GetRandomBladeForLevel()
- GetRandomGunForLevel()
- NoSaveMod: Adjusted (reduced) skill properties for the relic as suggested by CCC.
- WeaponsMod: Can be enabled or disabled by a single #define statement now.
- Download: The self extracting archives finally replaced the packages.
- 2004-03-24:
 - Bug fixing release: Missing spyglasses are back again, the default is set back to a non european version of PotC and an error in the tailors mod was corrected. A big thank you to Mithrandir for reporting all these bugs.
- 2004-03-23:
 - A new selfextracting archive with all post build file is available.
- 2004-03-21:
 - Bug fixing release: Merges the 2004-03-20-patch.zip package into the code base of 2004-03-20-program.zip.
 - TailorsMod: New function GetNewCharacter(). Necessary for the new Tutorial about adding characters to the game.
- 2004-03-20:
 - **UPDATE:** An error in the package 2004-03-20-program.zip disabled all entries within the "F2" menu. To enable the menus again, please apply the package [2004-03-20-patch.zip](#) that contains the old version of the involved file.
 - Bug fixing release: The package 2004-03-19-program.zip caused PotC to abend because of a missing file. Some of the program files were coded in utf-8 format. This was probably responsible for some weird errors. **I want to thank Sailor Al and CCC for testing the post build files. They reported these and many other errors.** It's good to see that this post build packages are somewhat useful for the community! (Without the help and the responses of Sailor Al and CCC I probably would stop collecting and merging the post build changes.)
 - SurvivalMod: new upstream version from CCC: "This update hopefully makes the Survival mod appear more "dramatic", especially the fact that you almost die and just barely survive."
- 2004-03-19:
 - TailorsMod: New faces made by Sailor Al (this time bandits, clerics and townsfolk)
 - TailorsMod: Armor properties for models with visible armors (dutch, portugese and spanish soldiers and officers)
 - WeaponsMod: First version without graphical elements (to keep it small) for testing the quality system.
 - SurvivalMod: define statements moved to NK.c
 - ViceCityMod: define statements moved to NK.c
 - General build 10.2b6: Bug fixes
- 2004-03-18:
 - TailorsMod: New faces made by Sailor Al (this time pirates)
 - TailorsMod: Textures are compressed with different options, resulting in a 30 percent smaller file size.
- 2004-03-17:
 - TailorsMod: New faces made by Sailor Al (this time portugese soldiers and officers)
 - Build 10.2b6: Bug fix Mithrandir published for the "international affairs" status screen

- 2004-03-16:
 - TailorsMod: New faces made by Sailor AI (this time dutch soldiers and officers)
 - General build 10.2b6: New global define statement and necessary code to write all on screen messages into the file 'compile.log'. ('#define TRACELOG 1' in NK.c)
- 2004-03-15:
 - TailorsMod: New faces made by Sailor AI (this time mainly new french and spanish soldiers and officers)
 - TailorsMod: Can be enabled or disabled by a single #define statement now
 - RushMod: Can be enabled or disabled by a single #define statement now
 - NoSaveMod: Can be enabled or disabled by a single #define statement now
- 2004-03-12:
 - TailorsMod: New faces made by Sailor AI (this time mainly new british soldiers and officers)
 - General build 10.2b6: Bug fixes
- 2004-03-11:
 - First release on this site, outdates prior publications of post build 10.2b6 packages.
 - TailorsMod: Bug fixes
 - RushMod: Bug fixes
 - TailorsMod: New faces made by Sailor AI



Build v9.0

*** If you're patching to 9.0 from 8.x, you do not need to restart. But PLEASE REINITIALIZE. If you're willing to restart, download Patch 9.1! It adds some great features.***

Tweaks to various pirate ships, and new skins (see below)

Fearless is now "warship" and non-quest Black Pearl is now "lineship". Both have stats tweaked, are now Class 2. There are now two each per nation (one each for pirates).

NEW: SIX new ships! Textures by Morgan. Pirate Frigate and Corvette, two new Fearless skins, and one new Black Pearl skin (and one copy of that, recolored, by me).

NEW: GreatZen: Fast Travel to Loansharks and QC Port.

Forts now vulnerable, and have crew based on town troops, which is now also based on difficulty.

Fix for officers not being payed correctly on dividing the plunder.

Yet another fix for enemies that don't draw their swords.

Tweak to piercing calcs, so that if blocker's skill is higher it makes a difference.

Fix for Minimum Crew Enforced (finally).

Sell All split into two buttons, sell all, Autobuy ammo/repair/food/rum. File name.c changed to NK.c and now has defines for default ammo/repair/food/rum goods. The ammo is this many shots per gun, the sailcloth/planks is this many units per Hull HP of ship, and the wheat and rum are this many days at full rations (i.e. double this for rum at normal rations).

Dialog heads fixed by Boocho

Arcade Mode tweaked. Now speed is normal, turnrate is doubled, and cannon reload time is halved.

Speed backwinded is increased.

Artois, Nigel, and Lucas set to slot 3 instead of any slot, to avoid problems if you already have officers.

Fixed problem with releasing/executing non-removable characters

Fixed "Moses" typo.

Donate wealth to crew removed, since GreatZen made a much better interface.

Fixed "Hoist pirate flag in battle"

Added Portugal as a nation you can serve.

NEW: Sailor AI: added questrecords to Thomas O'Reily's cargo delivery.

===== Patches:

v9.1

NEW: GreatZen: donate money to crew and transfer interface, both available from the Select (F2) menu. THIS REQUIRES A RESTART AFTER INSTALLING

Build v8.3

*** If you're patching to 8.3, you do not need to restart. But PLEASE REINITIALIZE.***

*** If the game crashes on switching to Sea mode from land, after accepting a Pirate Hunting Quest, reload, press T, and try again. That should fix it. If not, drop me a line. ***

Added Scumdog's soundpack. It adds another meg or so, but it's worth it.

NEW: MareX - Exchange gold in 100gp lots

Mithrandir - Realistic Weather v2! (with a little tweak to windspeeds)

Changed portraits around so no more invisible portraits / clones.

Revamped relations system; replaced VMM. You may now work for as many, or as few, nations as you want; relations now span from hostile to wary to neutral to Letter of Marque/Ranked. You can leave service at any time, but for a rep hit (and watch out if your rep is too low!). Merchants and shipwrights may not trade with you, depending on your reputation and your relations with said merchant/shipwright's country.

Added officer salaries to salary mode (1/5 hiring price), shown on charsheet; companions take 1/2 salary. Player is also payed the same wage, but only if there is enough money (modified by difficulty).

GreatZen and NK: Added land to character and charsheet. It is given with promotions from governors. Land also returns a profit.

Added deductions for officers to DP mode.

Personal share in DP mode based on difficulty level.

Fixed Virgile Boon.

Speed added to spyglasses.

Tweaked wine properties

Ability to raise and lower flags at will; speak to a tavern-hired officer. Note that this will NOT change your relation with nations! You must be neutral or better with the nation to raise that nation's flag; you can always raise the Jolly Roger, however.

Raising a pirate flag via the battle interface will make you hostile only with those nations that are present at that time (and thus can see you do it). Raising a pirate flag via an officer will NOT change your relations.

Change to prisoners: Execution now hurts the player's reputation, but awards XP equal to the ransom.

Towns now have populations, which can increase or decrease over time, depending on the amount of food available. A chunk of the population is killed / leaves town, when you sack the town. Troops in forts, and crew available for hire in taverns, and goods available in stores, are based on town size. Goods' prices are based on the quantity of the good vs. the size of the town, and price updates for each unit of goods purchased. Note: goods price calcs take time--if your game looks like it's frozen up, give it a minute; it's just calculating cost. The town now also has a set amount of gold, which changes based on population size and in trading with the merchant and shipwright; if they don't have enough money, you can't sell...this gold is also used to find how much booty you take when you sack the town (and that gold is then subtracted from the town's gold). XP on sacking is based on number of troops; after sacking a town, population decreases (as does number of troops), and then slowly grows back.

Town gold is displayed on the right side of the "gold bar" when trading with merchants or shipwrights; your party's gold is on the left. When buying and selling goods, the current price to buy or sell a unit of that good is displayed in the center of the bar. The average price per unit is displayed in parentheses after the total price to buy/sell.

Ask a citizen in the streets about the colony; they'll tell you the population.

If town size or goods get screwed up, press I to reset towns to default population, goods, and gold.

=====

Patches:

*8.1

Isla Muelle citizens and merchants and the governor now have nation set correctly.

Oxbay Shipwright Oweyn's dialog fixed.

Bugfix to boarding HP

Dynamic prices, based on supply

*8.2

Zaid Murro quest log bugfix

Officer salary now modified by player's leadership skill and Iron Will perk, and difficulty level (just like crew salary, but crew salary is based on the best leadership skill and perk selection in the party).

Goods price tweaks

Expedition length now shows in Ship Sheet, when viewing crew.

Typo fixed in switching to salary mode

Typo fixed in morale for salary mode.

Land profit tweaked

Sea experience changed to AddPartyXP to allow for sharing of XP to inactive officers.

Sell All at stores skips ammunition, repair goods, and wheat and rum. Selling a ship at the shipyard (and thus selling all goods on it) does still sell those goods. Thanks to Stone-D for the code and Surak'nar for reminding me.

*8.3

Price of Fearless changed to 250k

NEW: When an encounter is created, ships of the correct nation are assigned (though there is a slight chance that a ship not of that nation may be assigned, to keep things interesting).

Added option to turn on and off encounter ship class capping based on player's ship class. It's under difficulty level choice when talking with a tavern officer.

XP Logs do not show for boarding crew and enemy boarding crew

Various monetary tweaks

=====

If you're upgrading from a previous build, or installing a build for the first time, you must start a new game.

None of your old saves will work.

*** Difficulty Levels have now been implemented ***

*** Falling Masts in Combat by Walker ***

NK - Reinitialize Mod: updated to create a new file called Reinit.c, with a single function, and to reinitialize automatically on starting a new game.

NK - CM/DP Mod: Rewritten so the factors act as scalars rather than add/subtract constants. In addition, the food and rum decrement routines have been rewritten for better, more bug-free, operation. And the gold required for a happy crew has been reduced. Now you can choose whether to pay your crew, or divide the plunder every so often. Talk to a hired tavern-officer to choose. PLEASE REREAD THE DOCS FILE.

NK - New English Governor: updated to fix problem with the mansion being locked. If you want the new governor to appear, you must load a save from (*SPOILER*) after you take Greenford but before you talk to the newly-freed researcher at the lighthouse. (*SPOILER*) If you're not there yet, don't worry.

NK - Name: default changed back to Nathaniel Hawk.

NK - Fix Cannons: cannon strength and reload time tweaked further, as well as the damage from different types of ammo.

NK - Merchant Ship Mods v3 SD: fixed money bug where money was only given if ship was taken as a prize. Also, money amount halved.

NK - Pirate Frigate: changed model back to Frigate1

NK - Taghmon - Redo Character Generation Code: This mod recodes all random character generation to use Taghmon's officer code with a new Random Enemy officer type, and to correctly equip the characters (with no blade if they shouldn't have one, and not just a saber if they should); this includes the respawning soldiers, who now are based on your rank. Also, chargen for ship captains is now totally redone; and they can now have "virtual" officers, giving them skill bonuses at sea; and it adds a difficulty scalar. Talk to an Encounter (aka Random) Officer and tell him you don't fit in right to change it.

NK - Give Other Captains Virtual Officers: increases the skills--but only while at sea--for captains who are not companions, by giving them "virtual" officers, i.e. increasing their skills by a multiplier semi-randomly based on how many officers the player has enabled and the class of the captain's ship.

NK - Difficulty levels: There are now four difficulty levels. When you start the game, you start on the easiest; hire an officer from a tavern and talk to him to change your difficulty level (if you're not starting a new game, just talk to a hired tavern officer). This scales, on generation, enemy character ranks and HP; officer ranks and HP (inverse of the difficulty), chance for characters to be generated with better blades, and the chance of ship captains having "virtual" officers, to increase their skills.

NK - Make Enc Rank based on Ship Class: checks to see if, for encounter generation purposes, your rank is greater than (8-ship class) * 2 and if so makes rank (8-ship class) * 2. Note that this applies to Pirate Hunting quest enemy generation too.

NK - Items: now harder for enemy characters to get good blades, and in addition scaled based on difficulty. Also, thanks to MareX, you now get gold too. And, gun algorithm rewritten to be like the blade algorithm (non-arbitrary).

Wardrobe v3: Includes three new portraits by fragster (since v2), and now switches your model as soon as you choose it. Also includes one new choice, by Sailor AI.

Surak'nar - Adds crew-on-deck for Fearless

Viper - Add Cargo Value to Ship Sale Price

Sailor AI - Quest Log Text for New Quests: for now, only the Blacques are covered, but coming soon there will be Quest text for all re-enabled quests.

NK - Luck in fighting: Luck, and difficulty level, now affects the amount of damage you do.

REMOVED: Stone-D's Shared Experience mod. Caused crashes at various points.

NK - Shared Experience: My version of a Shared Experience mod. When party XP is added, half of full XP goes to each passenger--all if the party has the SXP perk; if the passenger is an officer (or the player), he/she gets the full XP. When personal XP is added, half goes to each officer (including the player), or the full if SXP.

Fix to Edgar Attwood Greenford adventure.

Fix to Pirate Hunting Quests

Sail-to text is back, thanks to Surak'nar.

If you already have build 9-30 installed, all you have to do is load your saved game, reinitialize, and save again. However, you /may/ have to reset controls to defaults and then re-customize them (if you have problems with controls, or the game doesn't respond right to them). If you don't have 9-30 installed, but do have a previous build, read the changelog section for the 9-30 build on how to upgrade.

Build 9-30-03

Includes all fixes from the 9-24 patch (Rheims quest bugfix, Crew Morale and Div. Plunder fixes, update to Gregor Samsa, SDSM boarding / forts fix).

Quests: Edgar Attwood quests fixed (see Quests Added.txt for a info and a walkthrough if you need one). Also, issue fixed in Zaid Murro/Bandits quest.

New: Minifix - it can no longer rain in the ship's cabin.

NEW: Viper - Emblemed Sails v2.5 Full: An big update of v2, now supports the Xebec Barbarossa and many more sail types.

NEW: NK - Tweak to Rapers Mod: this gives back the rep boost: if your rep is under 80, 1/2 the time you get +1 rep instead of the gold.

NEW: Viper - Missing Children Fix. Like the Play-Past-The-End mod I'd thought I'd included this, and wrote I had in the readme, but hadn't installed it. Now it is.

Verruckt - NK - Military Mod: Revised required-num-sunk totals for rank advancement. Also, more little bitty wage bugs fixed (now everything is made integers first).

ALexusB - NK - Pirate Hunting for VMM: Fixed bug in dialog; also now pirates are generated just like other ships.

NK - Merchant Ship Mods v3: In addition to its previous changes, you now get a calculated (but somewhat random) amount of money when you successfully board a ship, lots for merchants, some for warships (MoW with a really good captain gives about the same money as a Galleon with a good captain), and a very random amount for pirates (from not very much to even more than the above Galleon). Also, the ransom you're payed when you release captives is changed, so it's based on the character's rank, old ship's weight and class, and a random scalar.

SD - Surrender Mod: Fixed bug in the bugfix, re: boarding ships after boarding forts.

Sailor AI - NK - New Swords v2: Adds four blades total (two new to v2).

NK - Crew Morale and Divide the Plunder: Expedition Length changed to 60-100 days.

NEW: NK - New English Governor: This gives Redmond a new governor after you kill or capture Silehard. I'll let you find out who!. Note that even though this adds a new character, you do NOT need to start a new game!

NEW: Viper - Fast Travel to Port

NEW: Pythagoras - Re-enable SD2 Logo

Viper - Adm.W. - Stone-D: Charsheet v2.0: fix

MASSIVELY NEW: This build uses all but one DLL from the new Russian Patch. This has one issue (see below), but otherwise seems to work great. Including the falling masts!

Also included are AI adjustments and other neat things--check out the readme for the 1.02r Russian Patch in the Russian Patch thread on Pirates Ahoy.

*****NOTE: If you have the 9-23 build working, you do not need to start a new game (though that's often wise, and can't hurt). BUT! You still do have to reinitialize at least once after installing this build, and you *MUST* sell all your items to a merchant, exit the sell interface, and then buy them back. Otherwise Bad Things Will Happen.*****

KNOWN ISSUES:

1. The labels for the items on the sail-to menu do not appear.
2. The dialog-only head models for new characters do not appear. Regular models work fine; it's just the green box in the upper-left corner is empty when talking with a character with a new model.

Build 9-23-03

SD - Surrender Mod: Fixed bug with boarding forts, and the bug whereby you get only 1 enemy. Fudgefix for now.

Quests: Many bugfixes to the additional quests by Taghmon. Thanks, Taghmon! Also, fixed bug with smuggler who takes you to Machado.

NK - Rep Changes: Firing on friendly ships lowers your reputation.

Verruckt - NK - Military Mod: Revised required-num-sunk totals for rank advancement (Actually this change was in a previous build but I forgot about it). Also, fixed a longstanding bug in wages code. Thanks, Fred Bob!

NEW: You can no longer tell a ship's nationality on the world map. To compensate, you have a far better chance of having "No" available on the "Engage?" screen, and the chance for it being available is now based not only on sailing skill and luck but also on sailing perks and your speed vs. the encounter's speed.

NEW: Thanks to Sailor AI, KFleshman's Play Past End Mod is now installed (I thought it was already, but actually not).

Minifix to Gregor Samsa's dialog, so he now supports any number of new blades/guns/glasses.

NK - Items assignment mod: now chooses best possible blade for enemy in random encounters (if they meet or beat its rarity), rather than a random blade.

NK - Prices: some prices changed. (weapons prices now $10 * (\text{oldprice}/100)^{1.5}$)

NEW: Sailor AI has a new blade for us, the Cardinal's Guard.

NEW: NK - Crew Morale daily updates and Divide the Plunder are now implemented. Please read the readme for details, it's rather complex.

NEW: NK - Wardrobe: This lets you change what you're wearing, by talking to Malcolm right off the bat, or talking to him again later, or talking to a hired random-officer. You start out in your bathrobe. Note that your portrait does update!

NEW: Thanks to Lord_Kosmos we have two new characters, a Royal Navy captain and admiral.

NEW: Thanks to Kodo_Boon and ALexusB we have Jack Sparrow in the game!

NEW: NK - Fix Trade Quest Bug, where the wrong destination is written down.

NEW: Captain Gull - Bug Fix Loan Shark infinite money: This is a fix to the bug where loans in the game can be infinite.

NEW: NK - Fix Artois-Animists Bug: This MOD fixes a conflict in the Artois quest and Animists quest, and the bug in the Artois quest that results in this.

NEW: ALexusB - Small Font in Dialogs.

A big thank-you to everyone who's contributed to these builds; especially Taghmon and Sailor AI, without whose help this build would not be possible (let alone less bugged than usual, I hope).

Build 9-17-03

Rain now a bit less common.

The Corsair's Pride sword now has its name show up.

Quests: bugfixes, most thanks to Taghmon. Also fixed was the Smuggler who takes you to Machado.

NK - Prices v2: Cannon sell price tweaked slightly.

Bug in Become a Pirate by talking to Isenbrant Jurcksen fixed.

Taghmon - Random Officers Mod: various improvements.

NK - Loot the Dead: gun bug fixed. AGAIN.

NK - Fix Tut: fixed tut section so it works with the Mega or Moderate Start mods.

NEW: NK - Rep Changes: Reputation changes from quests increased; changing rep via priests costs more and is based on rank.

NEW: NK - Toggles: this lets you toggle Always Run on/off, and turn on/off the "annoying" logs.

NEW: More portraits: by Verruckt and fragster.

NK - Fix Tut: HP bug fixed.

NEW - NK - Take All Mod: this sets the take all button in the transfer goods screen to take the most expensive items first.

NEW: Boatswain Ship Sounds v3: this adds almost all old Seadogs boatswain commands back in.

Build 9-14-03

NK - Swords and Items: Spyglasses made less rare by factor of 6.

NK - Cannons v4: Crew damage changed. Bombs do slightly less hull damage.

Quests: added two quests, Arnaud Matton and Baldewyn Coffier, and Sabine Matton. (see Quests Added.txt).

Bug fixed where Albion is incorrectly reported sunk. Bugfix for the Teodoro quest. (Thanks, Taghmon!)

NEW: Taghmon - Fix Character Sheet Bug

NEW: Taghmon - Random Officers Mod with NK Officer Models Mod (supercedes NK - Officers and Perks)

NEW: Taghmon - Add Video Options and various control options from the German Version.

NEW: Amokachi - Boatswain Sounds: new to the build, and with a fix by NK so it works for keyboard sail instructions.

NEW: NK - Fix Forts Bug: fixes the bug where forts will still fire on you even after you fix relations. Also, it fixes the bug where the game doesn't register you've met a relation agent.

Build 9-12-03

NK - Prices: sell price of ships now 1/4 old buy price, 1/8 new buy price.

ALexusB - NK - Quests v1.2 included, now has more quests (see Quests Added.txt)

NK - Loot the Dead: gun bug fixed.

NK - Merchant Ship Mods v2: 32pdr bug fixed.

Build 9-10-03

First build.



```
// NK -->
```

```
// Keywords used in POTC but defined in engine.
```

```
#event_handler(string eventname, string funcname) //calls funcname when event eventname occurs. Like SetEventHandler() below
```

```
string stringdef; //string; add as keyword
```

```
object objdef; //string with attributes; kw
```

```
ref refdef; //reference to variable; kw
```

```
aref arefdef; //reference to attribute of an object; kw
```

```
call string funcname; //calls func funcname, and if funcname has vars; kw
```

```
native functype func(); //says func is native to DLLs, but is given so scripts know that it exists
```

```
extern functype func(); //says func is defined in a segment loaded when needed, so script doesn't crash on not seeing it on launch
```

```
int sti(string str); //string to integer
```

```
int makeint(ref intref); //makes intref an integer
```

```
float stf(string str); //string to float
```

```
float makefloat(ref floatref); //makes floatref a float
```

```
string fts(float num, int places); //displays float with so many places
```

```
string GetSymbol(string str, int pos); //return character of str[pos], i.e. the pos+1'th character of str.
```

```
int findSubStr(string parsestr, string findstr, int startpos); //returns pos of first occurrence of findstr in parsestr from startpos; else return -1
```

```
int strlen(string str); //return length of str
```

```
string strcut(string str, int start, int end); //return the string starting at char start and ending at end
```

```
bool isDigit(string str, int pos); //return true if character at pos is digit. I think.
```

```
float pow(float num, float exponent); //return num to the exponent power. exponent must be >=1. You can use sqrt(pow(num, exp*2) if the exp is > 0.5 but < 1, and so forth.
```

```
float sqrt(float num); //returns square root of num
```

```
float sqr(float num); //returns square of num
```

```
float abs(float num); //returns absolute value of num
```

```
float sin(float a); //returns sin of a (where a is in radians)
```

```
float cos(float a); //cos
```

```
float tan(float a); //tan
```

```
float atan2(float x, float y); //arctan
```

```
int argb(int a, int r, int g, int b); // returns single int combining the alpha int and the three color ints. 0 <= x <= 255 for each a,r,g,b.
```

```
int Rand(int num); //returns a random number between 0 and num
```

```
float frnd(); //returns random number from 0.0 to 1.0
```

```
void makeref(ref _ref, ref objref); //makes _ref refer to objref
```

```
bool TestRef(ref testreference); //returns true if reference is OK
```

```
void makearef(aref _aref, aref objattr); //makes _aref refer to objattr (note that objattr can be the base of the object)
```

```
ref GetEventData(); //gets data from engine
```

```
bool CheckAttribute(aref obj, string attrname); //return true if attribute attrname exists, else returns false
```

```
void DeleteAttribute(aref obj, string attrname); //deletes attribute attrname
```

```
void CopyAttributes(aref copyto, aref copyfrom);
```

```
int GetAttributesNum(aref aobj); //return number of attributes of aobj
aref GetAttributeN(aref aobj, int n); //gets Nth attribute of aobj?
string GetAttributeName(aref arefattr); //gets name of arefattr attribute
string GetAttributeValue(aref attr); //gets value of attribute.
```

```
void Trace(string out); //send to debugger
void DumpAttributes(aref attr_root); //may require a ref. Dunno. Will trace, for all attributes of attr_root,
attr_root.(attrname) = value.
```

```
int SetArraySize(ref array, int newsize);
int GetArraySize(ref array);
```

```
void SetEventHandler(string eventname, string funcname, bool unknown); //runs funcname when event
eventname occurs
void DelEventHandler(string eventname, string funcnam); //removes event handler
void PostEvent(string eventname, float fdelay, string paramstocome, EXTRA_PROPERTIES); // calls event
eventname (set via SetEventHandler) after fdelay milliseconds; see SendMessage for extra info
void Event(string eventname, string paramstocome, EXTRA_PROPERTIES); // same as PostEvent, but with no
delay.
```

```
float GetDeltaTime(); //unknown. It _may_ return the number of msec elapsed since it was called. It's the
number of msec since _something_, I'm pretty sure.
```

```
void LayerFreeze(string layername, bool freeze); //dunno, the engine handles things in layers
void LayerCreate(string layername, bool freeze); //or at least I think it's freeze
void LayerSetRealize(string layername, bool freeze); //no clue. Set as Realize layer?
void LayerSetExecute(string layername, bool freeze); // ditto, but for Execute layer?
void LayerAddObject(string layername, ref obj, int unknown); // adds obj to layer. Unknown int. Perhaps type
of obj?
void LayerDelObject(string layername, ref layerobj);
void FindClass(ref obj, string classname);
void CreateClass(string classname);
void DeleteClass(ref obj);
```

```
void CreateEntity(aref obj, string newentity); //creates entity as part of obj. I think.
bool GetEntity(string entityname, aref obj); //if finds entity entityname, makes aref of obj to entity named that,
return true; else return false
string GetEntityName(aref obj); //gets name of entity.
bool GetEntityNext(aref refObj); //checks for next entity. If no next, return false; else set refobj to next entity
and return true
```

```
bool IsEntity(ref obj); //true if obj/class/whatever has been created by engine
void DeleteEntitiesByType(string type); //deletes entity with that name?
```

```
void SendMessage(ref obj, string paramstocome, int message, EXTRA_PROPERTIES); //sends message to
engine
```

```
/*messages are defined in messages.h and interface\messages.h
```

```
Each message has, in the comment next to it, the arguments that message takes.
```

```
l = message_number or regular int
```

```
s = string
```

```
f = float
```

```
i = attribute reference
```

```
e = entity (aka object)
```

i.e. SendMessage(obj, "lssf", MSG_SOME_MESSAGE, "str1", "str2", float1)*/

void SetTimeScale(float newmult); //sets time to newmult x time, from 0->infinity; i.e. SetTimeScale(3.0) for 3x time

void SelfDialog(ref character);

bool LoadSegment(string filename); //loads filename as code; returns true if loaded

void UnloadSegment(string filename);

string GetTargetPlatform(); // returns "PC" or "xbox"

void ExitProgram(); //exits program

// NK ←



List of quests added/fixed

Clair Larrouse / Oxbay Mines, Isla Muelle

Blaque Family (talk to Orable, deal with Rachel's prob, then get Marc); Falaise de Fleur, Redmond.

Orable starts Smuggler (->Turpin); Falaise de Fleur.

Orable tells about Thierry in tavern (already in game)

Thomas O'Reily->Arnaud trade run; Redmond.

Thomas O'Reily Smuggling (must do above first); ditto.

Edgar Attwood's adventures; Greenford and Redmond Port.

Escort Vigila Mendes (talk to him or Zaid Murro); Isla Muelle.

Zaid Murro help with bandits, Isla Muelle.

Henry the Beggar has his dialog restored; Redmond.

Ralph Damerell has his dialog restored; Greenford. (half done)

Arnaud Matton and Baldewyn Coffier (talk to one for one route, the other for the other); Falaise de Fleur.

Sabine Matton (talk to her then Arnaud; must play the previous quest first); Falaise de Fleur.

Coming soon:

Arnaud Matton -> Thomas trade run; Falaise de Fleur (broken at the moment)

Fix Sofia, and add back each nation's barmaids

-----SPOILERS / WALKTHROUGH-----

Clair Larrouse:

Talk to Zaid Murro at the Isla Muelle port, or head directly to the tavern.
Talk to Clair and agree to join him.
Sail to Oxbay Island; you'll warp to the mines.
Follow his lead and kill the soldiers.
Follow the dialog.
Go to Oxbay Town, then out into the jungle.
Find the convoy of redcoats and kill them all.
Follow Clair's lead and head to the shore
Talk to Clair, and either agree to a 50-50 split or choose not to.
If you don't agree, you'll have to kill him.
If you do agree, he'll offer to sail with you. If you don't accept him, he'll wait in the Isla Muelle tavern.

Blaque Family:

Talk to Milon Blaque in the Falaise de Fleur port.
Talk to Orable Caron, standing a bit behind Milon. (Don't ask him for rumors unless you want to start the smuggling quest)
Talk to Turpin the harbormaster and ask him about the Blaques (don't ask him about smuggling, if the option's there, unless you want to start the smuggling quest).
Enter Falaise de Fleur town from the port, then go to the main town area (with the townhall) and cross it, and enter the next town area.

Talk to Rachel Blaque and ask about her father.
Talk to Rachel Blaque about her problems, and either give her money or say you'll talk to Orable (I did the latter).
Go back and talk to Orable if you said you would, and then talk to Rachel again.
Head to Redmond and go to the main town area (with the townhall), and talk to Marc Blaque. Either offer to take him home (if you do skip the next two lines), or agree to deliver his letter.
Go back to Falaise de Fleur and talk to Milon, then Rachel, about the letter (Note that Rachel may now be in the port as well as Milon).
Head back to Redmond.
Talk to Marc and agree to free him.
Talk to Thomas O'Reily and agree to ransom Marc.
Talk to Marc; he'll join you as a passenger.
Go back to Falaise de Fleur and talk to Milon, then Rachel. Then leave the area and return, and talk to Marc if you want.

Thomas O'Reily - First Job:

Talk to Thomas O'Reily (the Redmond merchant). Talk business, and say "I'm looking for work."
Agree to the job.
Take the cargo to Arnaud Matton on Falaise de Fleur and speak with him.
Go back to Thomas for your reward.

Thomas O'Reily - Contraband:

Notes: Don't start this quest with less than a class 4 ship with 800 free cargo space. You must have already completed his First Job to get this quest.

Talk to Thomas O'Reily and say you're looking for work.

Agree to the job.

Get on board your ship and sail to the shore and anchor.

Talk to the smugglers.

Head back to Redmond port and then talk to Thomas.

Get aboard and be ready for a fight! Take the caravel, don't sink her!

Transfer the ebony and sandal to your ship.

Sail to Falaise de Fleur, head to the tavern, and talk to Andre Juliao.

Return to Thomas.

Falaise de Fleur Smugglers:

NOTE: be careful. If you haven't done the Thomas O'Reily smuggling quest yet, and you kill Andre Juliao (see below), you'll never be able to play that quest. So do that first, or be careful you don't antagonize Andre (I recommend you do that quest first).

Talk to Orable Caron in Falaise de Fleur port and ask him for rumours. He'll tell you about smuggling.

Talk to Turpin the harbormaster and ask about smuggling, then offer your services.

Go to the tavern and ask the barkeep about smuggling.

Talk to Andre Juliao. If you're not a scoundrel, he won't tell you anything. If he doesn't tell you anything, talk to the barkeep.

Either

A. Talk to Orable again and threaten/bribe the information out of him.

A. Talk to Turpin and tell him about Raoul, or visit Raoul yourself and then talk to Turpin.

B. Go out of the tavern and talk to the fat vendor. Ask about his problems and agree to help him.

B. Ask the barkeep about Teodoro. Then go find Lucien and talk to him.

B. Go talk to Hardouin the French Officer in the main part of town and tell him about Lucien.

B. Talk to Patric again.

B. Go to the house and talk to Raoul; you'll notice he's hiding something.

B. Talk to Turpin about Raoul.

Escort Vigila Mendes:

Either talk to Zaid Murro in Isla Muelle port, or head directly to the store.

Talk to Vigila Mendes and agree to escort him. Make sure you have a ship slot free (preferably all ship slots free).

Sail to Falaise de Fleur and go to the store, and talk to Vigila again.

Sail back to Isla Muelle and go to the store, and talk to Vigila for the last time. That starts the next quest.

Help Zaid Murro:

After finishing escorting Vigila Mendes, talk to Zaid Murro again. Ask him how things are going.

Agree to help him, and head to the exit from Muelle Town (Go across the bridge, turn left, turn right, go up the stairs and the scene changes, go to the exit).

Talk to the bandits.

Kill the bandits (note the funny dialog, this was meant for Danielle).

Kill more bandits, or leave and return and kill more bandits.

Talk to Zaid Murro again for your reward.

Edgar Attwood Adventures

Agree to take Edgar on as an officer, and add him to your active officers list.

To start the quests, land at Greenford Port. Edgar will be reported missing.

Go to the tavern; he'll explain the situation.

You can either choose to stomp on him and send him back to the ship, or agree to help defend his honor. If you choose the latter, kill the ruffians; then the following will be activated.

Sail to Redmond and land at Redmond Port. A crewman will run up and tell you Edgar's missing again. Choose to:

A. Go talk to the prison warden and pay to free Edgar.

B. Go to the tavern (or talk to the warden first and choose not to pay) and talk to the soldiers.

B. They'll tell you about Edgar. You can either:

B1. Refuse to pay for the information and talk to the warden (go to A; if unsuccessful, come back and talk to the soldiers again)

B2. Agree to pay for the information. Then you can either:

B2A. Say no to the plan, then go aboard ship, and board and take the brig next to you, thus freeing Edgar.

B2B. Agree to the plan. You'll appear at port; you'll need to kill all the soldiers guarding Edgar (but /not/ the soldiers guarding the door!). If you don't kill them in time, you'll have to go aboard ship and take the brig.

Baldewyn Coffier:

Either talk to him in the tavern or talk to Arnaud in the store and ask for work.

If you talk to Baldewyn first you can either hire him or give him the money straight out (or not help at all).

If you talk to Arnaud you can either get the money out of him, help him, or hire him.

If you won't help Arnaud /or/ Baldewyn, you can't start the next quest.

Sabine Matton:

After doing the previous quest Sabine will appear in the store. Talk to her and ask her about her father, then talk to Arnaud. Say he's not looking happy; and then accept taking Sabine (either as a favor, or for money).

Then head to Isla Muelle and find Sylvie.

Talk to her; you can either give Sabine up, or ransom her, or say you won't give her and head back to Arnaud and ransom her from him. Choose the Shore option or Bad Things will happen (Help! Guards!).

-----SPOILERS / WALKTHROUGH-----
=====



Keywords used in POTC but defined in engine.

#event_handler(string eventname, string funcname) //calls funcname when event eventname occurs. Like SetEventHandler() below

string stringdef; //string; add as keyword
object objdef; //string with attributes; kw
ref refdef; //reference to variable; kw
aref arefdef; //reference to attribute of an object; kw

call string funcname; //calls func funcname, and if funcname has vars; kw

native functype func(); //says func is native to DLLs, but is given so scripts know that it exists
extern functype func(); //says func is defined in a segment loaded when needed, so script doesn't crash on not seeing it on launch

int sti(string str); //string to integer
int makeint(ref intref); //makes intref an integer
float stf(string str); //string to float
float makefloat(ref floatref); //makes floatref a float
string fts(float num, int places); //displays float with so many places

string GetSymbol(string str, int pos); //return character of str[pos], i.e. the pos+1'th character of str.
int findSubStr(string parsestr, string findstr, int startpos); //returns pos of first occurrence of findstr in parsestr from startpos; else return -1
int strlen(string str); //return length of str
string strcut(string str, int start, int end); //return the string starting at char start and ending at end
bool isDigit(string str, int pos); //return true if character at pos is digit. I think.

float pow(float num, float exponent); //return num to the exponent power. exponent must be ≥ 1 . You can use $\text{sqrt}(\text{pow}(\text{num}, \text{exp}^2))$ if the exp is > 0.5 but < 1 , and so forth.
float sqrt(float num); //returns square root of num
float sqr(float num); //returns square of num
float abs(float num); //returns absolute value of num
float sin(float a); //returns sin of a (where a is in radians)
float cos(float a); //cos
float tan(float a); //tan
float atan2(float x, float y); //arctan

int argb(int a, int r, int g, int b); // returns single int combining the alpha int and the three color ints. $0 \leq x \leq 255$ for each a,r,g,b.

int Rand(int num); //returns a random number between 0 and num
float frnd(); //returns random number from 0.0 to 1.0

void makeref(ref _ref, ref objref); //makes _ref refer to objref
bool TestRef(ref testreference); //returns true if reference is OK
void makearef(aref _aref, aref objattr); //makes _aref refer to objattr (note that objattr can be the base of the object)
ref GetEventData(); //gets data from engine

```
bool CheckAttribute(aref obj, string attrname); //return true if attribute attrname exists, else returns false
void DeleteAttribute(aref obj, string attrname); //deletes attribute attrname
void CopyAttributes(aref copyto, aref copyfrom);
int GetAttributesNum(aref aobj); //return number of attributes of aobj
aref GetAttributeN(aref aobj, int n); //gets Nth attribute of aobj?
string GetAttributeName(aref arefattr); //gets name of arefattr attribute
string GetAttributeValue(aref attr); //gets value of attribute.
```

```
void Trace(string out); //send to debugger
void DumpAttributes(aref attr_root); //may require a ref. Dunno. Will trace, for all attributes of attr_root,
attr_root.(attrname) = value.
```

```
int SetArraySize(ref array, int newsize);
int GetArraySize(ref array);
```

```
void SetEventHandler(string eventname, string funcname, bool unknown); //runs funcname when event
eventname occurs
void DelEventHandler(string eventname, string funcname); //removes event handler
void PostEvent(string eventname, float fdelay, string paramstocome, EXTRA_PROPERTIES); // calls event
eventname (set via SetEventHandler) after fdelay milliseconds; see SendMessage for extra info
void Event(string eventname, string paramstocome, EXTRA_PROPERTIES); // same as PostEvent, but with no
delay.
```

```
float GetDeltaTime(); //unknown. It _may_ return the number of msec elapsed since it was called. It's the
number of msec since _something_, I'm pretty sure.
```

```
void LayerFreeze(string layername, bool freeze); //dunno, the engine handles things in layers
void LayerCreate(string layername, bool freeze); //or at least I think it's freeze
void LayerSetRealize(string layername, bool freeze); //no clue. Set as Realize layer?
void LayerSetExecute(string layername, bool freeze); // ditto, but for Execute layer?
void LayerAddObject(string layername, ref obj, int unknown); // adds obj to layer. Unknown int. Perhaps type
of obj?
void LayerDelObject(string layername, ref layerobj);
```

```
void FindClass(ref obj, string classname);
void CreateClass(string classname);
void DeleteClass(ref obj);
```

```
void CreateEntity(aref obj, string newentity); //creates entity as part of obj. I think.
bool GetEntity(string entityname, aref obj); //if finds entity entityname, makes aref of obj to entity named that,
return true; else return false
string GetEntityName(aref obj); //gets name of entity.
bool GetEntityNext(aref refObj); //checks for next entity. If no next, return false; else set refobj to next entity
and return true
```

```
bool IsEntity(ref obj); //true if obj/class/whatever has been created by engine
void DeleteEntitiesByType(string type); //deletes entity with that name?
```

```
void SendMessage(ref obj, string paramstocome, int message, EXTRA_PROPERTIES); //sends message to engine
```

```
/*messages are defined in messages.h and interface\messages.h
```

```
Each message has, in the comment next to it, the arguments that message takes.
```

```
l = message_number or regular int
```

```
s = string
```

```
f = float
```

```
i = attribute reference
```

```
e = entity (aka object)
```

```
i.e. SendMessage(obj, "lssf", MSG_SOME_MESSAGE, "str1", "str2", float1)*/
```

```
void SetTimeScale(float newmult); //sets time to newmult x time, from 0->infinity; i.e. SetTimeScale(3.0) for 3x time
```

```
void SelfDialog(ref character);
```

```
bool LoadSegment(string filename); //loads filename as code; returns true if loaded
```

```
void UnloadSegment(string filename);
```

```
string GetTargetPlatform(); // returns "PC" or "xbox"
```

```
void ExitProgram(); //exits program
```

```
// NK ←
```



F.A.Q

I.Q: What should I download/install?

I. If you want to be sure, download the Build with the highest version number (i.e. Build 9.1) and install it. Each file named Build has /all/ the files you need. The Patch Y.x is only if you already have a previous version of Build Y. (i.e. Patch 9.x only works if you have Build 9.0 or above). To install the build fresh, or to upgrade from a previous main-version of the build (i.e. 8.x -> 9.x) you need to install the full build. Installing the full build just to go up a minor version also works, so that is your best course (if you don't mind a 10+ MB download each time).

II.Q: This game is too easy! (or: This game is too hard!)

II.A: Talk to a tavern-hired officer (hire one if you don't have one yet) and tell him "I don't fit in right in this world..." to be presented with a choice of difficulty level. The game defaults to apprentice level. Please see the Readme for info on what changes at different difficulty levels.

III.Q: What happened to my money? It doesn't show up on my character sheet.

III.A: Now money is separated into two different things: the party's money, and your personal wealth. The former is what you're used to; you use it to buy and sell things (ships, cargo, items, etc.). The latter is used to determine how famous you are, which is helpful for recruiting crew and eventually courting a wife. The Build also introduces a new concept, one familiar if you've played Pirating games before: dividing the plunder. You can choose to either pay your crew (and your officers, and yourself) salaries like normal, or you can choose to pay your crew, your officers, and yourself in shares of the plunder. You can change modes by talking to a tavern-hired officer and choosing either to Sign Articles (switch to DP mode) or Pay a Salary (switch to salary mode). Only one will appear at a time, and you can only switch back to salary mode right after you divide the plunder. Note that some of your crew may desert if you switch modes! In the first mode, once a month you pay everyone a salary. You are paid $(5 + \text{Rank}) \times 100$ gp, as are other captains in your party. Officers are paid $(5 + \text{Rank}) \times 40$ gp. All salaries are modified by Difficulty Level: at higher difficulty your officers and crew (and you!) are paid more. In the second mode, you can choose at any time to divide the plunder. Doing so will take 10% and save it to start the next expedition; take anywhere from 5% to 20% to pay you (and your officers and other captains, if you have any), and split the remainder equally among the crew. Note that officers' and other captains' shares are modified by the amount of the expedition during which they served; if they only were captains half the time, they get half their share. These two methods are the only two by which you can directly increase your wealth; if you've been awarded land by a governor, however, that land will give you a daily profit in gp that will increase your wealth.

IV.Q: If I pay my crew salary, can I still divide the plunder?

IV.A: No. You can either sail as a privateer, or as a normal captain. You can switch modes by talking to an officer and choosing to sign articles (go to DP mode) or tell him you'll now pay a salary (go back to normal mode). Furthermore, you can only switch /back/ to a normal captain directly after dividing the plunder; if you wait, your crew will demand you divide the plunder again first. Note that officers too are paid salaries in normal mode and draw shares in DP mode.

V.Q: If I store money in the ship's cabin, will it stay there or disappear?

V.A: It will stay.

VI.Q: When I board a ship, my level 10+ character dies in one blow. Why?

VI.A: Your, your officers', and your crew's HP, and your enemies' base HP, are scaled by your crew's morale and their crew's morale, respectively. This scaling is anywhere from 0.05x for lowest morale and 2.0x for highest morale. Note that the enemies' HP is also scaled by how many there are of them vs. of you; also, their HP is scaled by your Difficulty Level, and the damage done and received by you is also scaled by the Difficulty Level.

VII.Q: Can I get a Letter of Marque from more than one country?

VII.A: Yes. You can buy a Letter of Marque from any country, so long as you are not hostile with them. If you are hostile, you must buy amnesty first (which you can do by asking the governor for it, or by paying an Agent for it, though the latter costs more).

VIII.Q: If I hoist the Jolly Roger in battle, how do I bring it back down?

VIII.A: When you raise a Jolly Roger in battle, two things happen. First, all nations' ships that are involved in the battle instantly become hostile to you, and their nation(s) become Wary of you (and you will no longer lose reputation when attacking them) and pirates become neutral; and second, your nation changes to Pirate. To counter the first, you must buy Amnesty with the various nations that are hostile to you (if any); to counter the latter, you can tell an officer to raise a new flag, which will change your nation to match the flag. Note that in order to raise a country's flag you must be neutral or better with them (if not, buy amnesty).

IX.Q: When I fight a battle, the NPCs never use pistols. Why?

IX.A: They may not have pistols. Only at high difficulty levels are NPCs generated with pistols. Also, even if they do have pistols (or if the NPC is an officer and you've given him/her a pistol) they may not fire them. It depends on range (at very close and very long ranges they don't fire) and melee skill (if they're not accurate enough they won't fire). Rest assured that high-level NPCs /will/ use their pistols.

X.Q: The store shows wheat, but it won't let me buy any!

X.A: To prevent you from starving a town, you can't buy so much wheat that the town's wheat supply falls under 3/4 normal (i.e. 3/4 town pop worth of wheat; for a 2000-person town that'd be 1500). You need to either wait for the town's wheat supply to increase, sail to another town, or, the preferred alternative of a True Pirate, simply raid a ship and take some wheat.

XI.Q: The taverns always have zero crew available to be hired!

XI.A: This is in two parts. First, make sure you have the latest build; there was a bug when 9.0 was first released. Second, and more generally, the crew available for hire is based on town size, and your fame and your average share size for crews (if a privateer). If you haven't signed articles, you neither gain nor lose based on share size. Fame is based on rank, personal wealth, leadership, luck, Iron Will, rank in service to the various nations, etc. If you've hired all the sailors in a town, you can wait a few days for more to straggle in (up to a week or so for the number to go back to normal); also, as the town grows, that increases the crew available even if your fame stays constant.

XII.Q: How do you bring down a mast?

XII.A: Three hits form a cannonball, four from chain (knippels), or five or more from bombs or grape, will cut down a mast. If you see a little explosion graphic /on/ the mast, vs. a hole in the sail or a hit on the hull, you've hit the mast.

XIII.Q: What effect does an officer's reputation have?

XIII.A: None at all.

XIV.Q: How do I raise a different flag? / How do I change my nation?

XIV.A: Talk to a tavern-hired officer. One option will be: "Bring down our colors; we're flying a new flag." Select that option. The officer will then give you new choices for whose flag to fly (i.e. which nation you will belong to). The Jolly Roger will always be available; in addition, if you have neutral or better relations with a nation, that nation's flag will be available. Raising a flag changes your nation.

XV.Q: Sailing is too slow! Or: The wind is always from the wrong direction, and I never move!

XV.A: Welcome to the Age of Sail. But if you prefer a faster, less complex game, that's entirely understandable, and the choice is included. Simply go to Options->Sailing Mode and choose Arcade. If sea combat /still/ moves too slowly, open up (with Notepad) the file (your POTC folder)\PROGRAM\NK.c and scroll down until you find the Arcade Multipliers section, and tweak each to taste.

XVI.Q: The portraits in my save don't appear / don't look right.

XVI.A: If you're using v10.1 or lower, this is a known POTC problem. If you're using v10.2 or above, any save from a previous version will look wrong; but any new saves will no longer have the trouble.

XVII.Q: Why are there two numbers for skills on the character sheet?

XVII.A: The first is the character's "native" skill; the second is the skill after bonuses and penalties from items have been taken into account.

Credits! :

SUPERVISORS

Nathan Kell - Build 12.1 and prior modpack compiler
Pieter Boelen - Build 13 modpack compiler and Build 14 auxiliary support
Pirate_KK - Build 14 modpack compiler

CODERS

a simple virtual sailor - Fixing Build 13 and 14 bugs and several Build 14 features
AlexusB - Many Pre Build 13 features
Captain Maggee - Fixing quest bugs for Build 14
Couchcaptain Charles - Several Build 13 and 14 features
Dr. Maturin - Build 14 Weather Mod
El Rapido - Coding Rapid Raid mod
Giuliootto - Fixing Build 13 and Build 14 bugs
HawkerT - Improving code
Hook - Fixing Build 13 and Build 14 bugs
IncredibleHat - Fixing Build 13 bugs
Inez Dias - Code support and tool creation
Jonathan Aldridge - Fixing Build 13 bugs
Julian - Fixing Build 14 bugs
Kblack - Coding some Build 13 and 14 features
KevinAtlanta - Fixing Build 13 bugs
KiwisDoFly - Realistic waves
KnowNothingBozo - Realistic cannons
Maximus - Interfaces and many Build 13 and 14 features
mithrandir - Improving code
Nathan Kell - Many features for Build 13 and prior
philippe - Build 14 location work
Pieter Boelen - Fixing quest bugs for Build 13 and 14
Pirate_KK - Interfaces and many Build 13 and 14 features
Ron Losey - Balancing weapons realistically
Screwface - Coding several Build 13 features
Swindler - Fixing Build 13 bugs

QUEST WRITERS

Bartolomeu o Portugues - Several side quests, Bartolomeu o Portugues & Assassin main quests and part of Jack Sparrow storyline
Captain Maggee - Jack Sparrow storyline
Catalina the Pirate - Fred Bob quest and improving Animists Quest
Jack Rackham - Extensive Jack Rackham side quest
Petros - Bermudez side Quest
Short Jack Gold - Jack Sparrow, Hornblower and Devlin storylines
Sir Christopher Mings - Rewriting and improving Mateus Santos quest
Thomas the Terror - Tales of Chevalier storyline

TEXTURE ARTISTS

Alan Smithee - Interface work and character, weapon, ship and location skins
Captain Sir Henry Morgan - Interface work
Captain Spectre - Several ship skins
Catalina the Pirate - Several ship and character skins
Daede - Several character skins
damski62 - Several character skins
Deep One - Several character and ship skins
Deringer - Several character skins
Duncan - Interface work
High Sea Lass - Several character skins
Jack Davidson - Interface and weapons work
Jack Rackham - Quest interface, items, character and location work
JMV - Several character skins
Petros - Interface work and many character and ship skins
Seb - Several ship skins
SuperDurnius - Interface work and several character skins
Thomas the Terror - Interface work and many character, ship and location skins
Vanderdecken - Some character skins

MODEL ARTISTS

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Bava - Creating new ships
bonjourmonami - Creating new ships
Cpt.Daniel Wolf - Creating new ships
Captain Augast - Creating new ships
Captain Hawk - Modifying existing ships
Colosseum - New weapons
damski62 - New character and location models
High Sea Lass - Modifying character models
Inez Dias - Creating tool used for modifying models
Inzane - Creating new ships
Jack Rackham - Quest location work
Kazeite - Creating new ships and modified character models
Merciless Mark - Modifying existing ships
Petros - Modifying ship models
Razør - Modifying existing ships
SeaNorris. - Fixing existing ships
Thomas the Terror - Modifying character and location models
yo ho ho - Creating new ships
ZarethPL - Creating new ships and fixing existing ships

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Elsilhe - Build 14 additional sounds
Jack Black - Gun sounds and "Cutthroat Island" music pack
Jack Rackham - Quest sound work
Jesus - Jack Sparrow storyline cutscenes
Jopie Seethoek - "Pirates of the Caribbean" music pack
Merciless Mark - Cannon fire effects
Officerpuppy - "Master and Commander" music pack

BUILD 11 and BUILD 12 TEAM

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Clutch Marauder	Greydog	Couchcaptain Charles	Duke Surak'nar
Grumblepunk	Hosehead	Hayreddin Barbarossa	Inez Dias
Kieron	Mehrunes	Lady Eliza Jane	Mithrandir
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Verruckt	von Reinhart		

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'Chocolate' Bill	Admiral 8Q	Black Bart	Bonny Megs	Cap'n Toast
Captain Cookie	Captain Dams	Child of Thor	Dchaley	Diomed
Donkey Pirate	Doober	Estharos	Keith	Kevo44
Mad Jack	Stian	weapon	Zodiac125	Skull
Fred Bob	Morgan Terror			

Commodore John Paul Jones - Ideas and driving force for Napoleonic era

PROMOTION

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Captain Winter	KevinAtlanta	Legolas	Modder_Freak
Mr_Cyberpunk	Peter Willemoes	piranha	SilverSparrow

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Thagarr	Snow White Sorrow	Pieter Boelen
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BETA TESTING

Black Hawk	Cap'n Drow	Capn Tucker	CapnLenaMarie
Capt.H.M.Murdock	Captain ReaperCmdr	Quan Colmaniac	Coquiton
Corsair	Cpt Fabris	Cpt.Yuke	Den Dee
Dirty Dog	Doober	Gedscho	hangar18
irR4tiOn4l	Izzie	Jason	Koor
Long John	Long John Silver	Lord Nelson	mAIOR
Morgan Terror	Mr Mistophelees	nicev1869	Nosie
Petros	PirateSam	Rad	reiFukai
Rico	Skull	SKULL(y)76	Suoived
Thnikkaman	Vengeance	Victor1234	

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Vice Admiral Wallace, Pirates Ahoy! (<http://www.piratesahoy.net>)

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have as much fun playing in our world as we did creating it!**

