

Manual for mapeffect v1.1

This manual provides information about how to use custom effects on your map. Open "rea_mapeffects.lua" from the copied "Reanimation_mod" folder with notepad.

reaTownConversionEffects: defines the effects those are played during town conversion.

```
reaTownConversionEffects = {  
{ effect = "/Effects/_ (Effect)/Spells/Armageddon.xdb#xpointer(/Effect)", start = 2, stop = 0, pos = { 0.5, 0.5, 0, 0 } },  
}
```

Effect: the path of the effect file.

Start: the effect starts after the conversion launched (if 0, it means the effect starts at the same time). Value in sleeps.

Stop: the effect ends (if 0, it means the script won't stop the effect). Value in sleeps. The value of the start parameter is the point of reference. Useful for cyclic animations.

Pos: the position of the effect (x,y,z,rotation), in this case the centre of the town is the point of reference. Rotation is in degrees.

You can add more effects to the process by this way:

```
reaTownConversionEffects = {  
{ effect = "/Effects/_ (Effect)/Spells/Armageddon.xdb#xpointer(/Effect)", start = 2, stop = 0, pos = { 0.5, 0.5, 0, 0 } },  
{ effect = "/Effects/_ (Effect)/Spells/MeteorShower.xdb#xpointer(/Effect)", start = 10, stop = 0, pos = { 0.5, 0.5, 0, 0 } },  
}
```

reaTownConversionSounds: defines the sounds those are played during town conversion.

```
reaTownConversionSounds = {  
{ sound = "/Sounds/_ (Sound)/Spells/Armageddon.xdb#xpointer(/Sound)", start = 2, stop = 0 },  
}
```

Sound: the path of the sound file.

Start: same as at reaTownConversionEffects.

Stop: same as at reaTownConversionEffects. Only works with cyclic sounds.

You can add more sounds to the process by the same way as at reaTownConversionEffects.

reaDwellingConversionEffects and **reaDwellingConversionSounds:** Same as for town conversion.

reaAreaBorderEffects: defines the effects those are played at the border of the areas. Parameters are the same as at reaTownConversionEffects. The first effect is for neutral towns, then for player1, player2, etc.

reaPrimaryBorderLevel: defines the level of the primary border effect. In game the players see these effects in default. The third value (z) of the effect's position is the point of reference.

reaTotemEffects: defines the effects those are played as "totem elements" at the border of the areas. Only works with reanimation maps. Same as reaAreaBorderEffects.

reaTotemLeveling: defines the level between two totem effects.

reaTownSelectionCamera, reaDwellingSelectionCamera and **reaHeroSelectionCamera:** defines the camera for selection menus. The centre of the town and the position of the dwelling/hero are the points of reference. For further information about them check "MoveCamera" function in the game's Script Functions manual.

After the changes, save your file and close it.