

Manual for mapscript v1.2

This manual provides information about how to customize Reanimation mod for your map. Open "rea_mapscript.lua" from the copied "Reanimation_mod" folder with notepad.

reaModVersion: script requires this param. It defines which mod version was available when the mapscript has been written. It will be possible to use a newer mod version with an older mapscript. DO NOT CHANGE IT!

reaAskModUsage: Can be 0 or 1. If 0, it means the mod won't ask the player about the usage of the mod.

reaPlayerCanChangeTeams: Can be 0 or 1. If 0, it means the player can't change teams.

reaPlayerCanUseNewerModVersions: Can be 0 or 1. If 0, it means that mod version will be used for the map which is defined by reaModVersion. In the future, all versions of the mod will be packed into one mod, and the script will make the decision about which version will be used.

reaPlayerCanUseCustomConfigs: Can be 0 or 1. If 0 as well as reaPlayerCanUseNewerModVersions, it means the script will use "rea_mapconfig.lua" in any case, or "rea_default_config.lua" if the mapconfig does not exist. If 0 and reaPlayerCanUseNewerModVersions is 1, it means the player can choose from customized configs, but only for new features of the mod.

reaPlayerCanUseCustomEffects: Can be 0 or 1. If 0, it means the script won't load "rea_custom_effects.lua".

reaCustomPlayerColors: The mod is only compatible with default player colors, however it is possible to define the colors of the players with this table.

This is the table for default colors:

```
reaCustomPlayerColors = { [1] = "red", [2] = "blue", [3] = "green", [4] = "yellow", [5] = "orange", [6] = "teal", [7] = "purple", [8] = "brown" }
```

The numbers are the player IDs, and the words between double quotes are the colors. To change the colors you have to swap them.

For example:

```
reaCustomPlayerColors = { [1] = "blue", [2] = "green", [3] = "red" }
```

This means player1 is the blue player, player2 is the green player, player3 is the red player, and the other players have default colors. Numbers must be between square brackets, and the players must be separated by comma.

reaMapTowns: It is possible to customize towns with this table for the mod.

```
reaMapTowns = {  
{ name = "town", convertable = 1, area = 1, projectors = { "projector", "projector2" }, towngate = { 1, 1 } },  
{ name = "town2", convertable = 1, area = 1 },  
}
```

Name: the scripted name of the town

Convertable: can be 0 or 1. If 0, it means none of the players can convert the town.

Area: can be 0 or 1. If 0, it means the script won't generate area for the town (however it is possible to generate area with projectors for the town).

Projectors: the name of the area projectors. If you don't know what they are, see "Areas" manual. They must be separated by comma, and must be between braces.

Towngate: both value can be 0 or 1. If the first value is 0, it means none of the players can launch a town gate from the town. If the second value is 0, it means the players cannot teleport to the town with town gate.

Example:

```
reaMapTowns = {  
{ name = "town", convertable = 1, area = 0 },  
{ name = "town3", convertable = 0, area = 1, projectors = { "projector", "projector2", "projector3" } },  
{ name = "town2", convertable = 1, area = 1, towngate = { 0, 1 } },  
}
```

This means town haven't got area, town3 cannot be converted, and has three projectors, and the players cannot launch a town gate from town2 .

reaMapGarrisons: You can add garrisons and outposts to the script with this table.

```
reaMapGarrisons = {  
{ name = "garrison", area = 1 },  
{ name = "garrison2", area = 1 },  
}
```

Name: the scripted name of the garrison/outpost

Area: can be 0 or 1. If 0, it means the script won't generate area for the garrison/outpost.

reaMapMines: You can add mines to the script with this table. Currently, the only function of this table is to fix Dwarven Warrens.

```
reaMapMines = {  
{ name = "mine" },  
{ name = "mine2" },  
}
```

Name: the scripted name of the mine

reaMapDwellings: It is possible to customize exterior dwellings with this table.

```
reaMapDwellings = {  
{ name = "dwelling", convertable = 1 },  
{ name = "dwelling2", convertable = 1 },  
}
```

Name: the scripted name of the dwelling

Convertible: can be 0 or 1. If 0, it means none of the players can convert the dwelling.

reaMapScriptLoaded: Script requires this param. DO NOT CHANGE IT!

After the changes, save your file and close it.