

Blowout – configuration and blowout shelters

Blowout configuration can be found in `config\lost_alpha\blowout` folder. File `config.ltx` contains section with main configuration called `blowout`. Keep in mind that most of these parameters are global, that is setting for instance `kill_birds` field to `false`, will override level specific settings, even if you define `kill_birds` as `true` in level settings.

Here's description of all parameters:

- `enabled` – whether blowout is enabled (`true`) or disabled (`false`)
- `interval` – measured in game hours, defines blowout interval; basically if blowout is enabled then after every `interval` hours, script will check conditions and decide whether blowout can be started or not – blowout won't happen every `interval` hours because it depends on conditions; condition can be set for each level separately, plus it also calculates whether actor is sleeping – this fixes problem with odd visual weather effects if player is sleeping and blowout occurs – so in other words, blowout won't start if actor is sleeping and in that way, timer will be reset to 1 hour (which prolongs next blowout for 1 hour)
- `show_blowout_timer` – whether show blowout timer on HUD (`true`) or not (`false`)
- `timer_type` – type of HUD timer – will be displayed only if `show_blowout_timer` field is set to `true`; available values are either `timer_hud` or `hud_timer_text` – difference is that one of them is displaying only blinking text (`hud_timer_text`) while the other (`timer_hud`) displays also frame image with clock icon and blinking text
- `show_blowout_warning` – whether show blowout warning message on HUD (`true`) or not (`false`)
- `show_hideplaces` – whether show blowout shelters on map (`true`) or not (`false`)
- `spawn_artefacts` – whether blowout will spawn artifacts (`true`) or not (`false`). Artifacts are actually spawned by anomaly zone script which also calculates conditions to spawn artifacts so setting `spawn_artefacts` to `true` does not necessarily means that each anomaly zone will spawn artifacts
- `spawn_mutants` – whether spawn mutants (`true`) or not (`false`); what types of mutants can be spawned is defined in `config\lost_alpha\blowout\mutants.ltx` for each level (sections), you can use inheritance between sections but be sure to override (by setting quantity value to 0) mutants you

don't want to spawn on certain levels; spawn positions are defined in file `config\lost_alpha\blowout\spawn_data.ltx`

- `spawn_phantoms` – whether spawn phantoms (`true`) or not (`false`)
- `kill_birds` – whether kill the birds during blowout (`true`) or not (`false`)

Defining blowout behavior for each level

You can define settings for each level separately, just edit level settings in `config\lost_alpha\blowout\config.ltx` file. Here's a list of parameters you can adjust:

- `radiation_strength` – how lethal radiation wave will be; use float value, min is 0.0 (which means: no harm at all); radiation affects only actor; default value is `5.0`
- `spawn_artefacts` – whether spawn artifacts (`true`) or not (`false`); if global value (`blowout` section) of `spawn_artefacts` is `false`, then artifacts won't be spawned no matter what value you set for `spawn_artefacts` in level setting section; in case of underground levels, if it doesn't have any anomaly zones which would eventually spawn artifacts, you can set `false` value for `spawn_artefacts`
- `spawn_mutants` – whether spawn mutants (`true`) or not (`false`); if global value (`blowout` section) of `spawn_mutants` is `false`, then mutants won't be spawned no matter what value you set for `spawn_mutants` in level setting section
- `spawn_phantoms` – whether spawn phantoms (`true`) or not (`false`); if global value (`blowout` section) of `spawn_phantoms` is `false`, then phantoms won't be spawned no matter what value you set for `spawn_phantoms` in level setting section
- `kill_birds` – whether kill birds (`true`) or not (`false`); if global value (`blowout` section) of `kill_birds` is `false`, then crows won't be killed no matter what value you set for `kill_birds` in level setting section; for underground levels this field is set to `false` by script
- `condition` – condition list which defines conditions for blowout; value `never` can be set to disable blowout on certain level

Blowout shelters

This is basically a space restrictor which defines safety areas for actor and NPCs. To spawn, select [spawns\lost_alpha\blowout_shelter](#) and set some **unique** name for spawned shelter. Name has to be unique because it is also used in shelter definition. Once spawned, open [config\lost_alpha\blowout\shelter.ltx](#) file and add new section using name you gave to spawned shelter. This is important because if section with the same name as shelter restrictor cannot be found then shelter won't work.

Each shelter contains fields:

- **factions** – comma separated list of faction names; this defines what factions will be accepted by shelter (who can hide in this shelter); actor is not supported here because he can hide where ever he wants. You can use const value **all** and in that case shelter will accept any community. Each level should contain one or more shelters for each faction which is residing on that level, plus extra shelters which can accept any faction (for situations when some faction member which is not allowed on that level is passing through to next level and blowout occurs, or if other shelters are overcrowded). You can also define one shelter for allied factions, like for instance Duty + Stalkers etc. Available factions: [stalker](#), [bandit](#), [killer](#), [ecolog](#), [military](#), [dolg](#), [freedom](#), [monolith](#), [dark_stalker](#) or const value **all** (all factions allowed)
- **capacity** – number of NPCs shelter can accept; this depends on how big shelter is and how many places are there to accommodate NPCs
- **pos_X** – (X is position number, not greater than **capacity**) – name of the waypoint which contains 2 points: point 0 is position inside shelter (which NPC will occupy during blowout) and point 1 specifies look position. You can add animation flag to any point and that animation will be used for NPC during blowout. If no animation flag is given then script will randomly select one of predefined animations. Available animations: [wait](#), [stand_wait](#), [guard](#), [ward](#), [sit](#), [sit_knee](#), [sit_ass](#).

Here's an example of position waypoint:

```
[esc_village_basement1_pos1]

points = p0,p1

p0:name = name00|a=stand_wait

p0:position = -148.761138916016,-30.1068019866943,-358.168518066406

p0:game_vertex_id = 17

p0:level_vertex_id = 100794
```

```
p0:links = p1(1)
```

```
p1:name = name01
```

```
p1:position = -147.65705871582,-29.7977733612061,-371.756530761719
```

```
p1:game_vertex_id = 15
```

```
p1:level_vertex_id = 102976
```

Shelter section example (assuming you spawned shelter restrictor called esc_village_basement1):

```
[esc_village_basement1]
```

```
factions = stalker, dolg
```

```
capacity = 4
```

```
pos_1 = esc_village_basement1_pos1
```

```
pos_2 = esc_village_basement1_pos2
```

```
pos_3 = esc_village_basement1_pos3
```

```
pos_4 = esc_village_basement1_pos4
```

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