

Projector

Automatic projector is *looking* at specified points in either *select random point to look at* way or *follow the path* method. To spawn automatic projector, select [spawns\physics\search light](#) and add [ph_projector](#) logic. Automatic projector is disabled during day (no light) because to be honest it doesn't fit and looks odd. So projector is enabled (lights on) during nights only. There is also some interaction with player, who can turn on/off projector (**update**: disabled, can't see anything good in letting player switch the projector ...)

Here's an example of projector spawn:

```
[8623]

; cse_abstract properties
section_name = search_light
name = priboy_esc_projector
position = -162.704177856445,-24.1463871002197,-349.41064453125
direction = 0,0,0

; cse_alife_object properties
game_vertex_id = 31
distance = 0
level_vertex_id = 86409
object_flags = 0xffffffff3a
custom_data = <<END

[collide]
ignore_static

[logic]
cfg = scripts\projector.ltx
END

; cse_visual properties
visual_name = equipments\projector
```

Projector scheme requires several parameters:

- [path_look](#) – name of the waypoint which contains points at which projector will *look at*

- `rnd_wp` – Boolean value which decides whether projector will randomly select points to look at (`true` value) from given `path_look`. In other case (`false` value) projector will follow path (`path_look`) from point 0 to the last point and then backward (just like camera). Default value is set to `true`, so projector will randomly select points and that actually looks pretty cool
- `duration` – time in milliseconds for projector to look at each point; after that time projector will select next point; default value is set to `15000` (ca. 3 game minutes)
- `rot_hspeed` – horizontal rotation speed; default value is set to `0.52` and that's actually fast enough
- `rot_vspeed` – vertical rotation speed; default value is set to `0.22` which is good enough

Here's example for projector logic:

```
[logic]
active = ph_projector

[ph_projector]
path_look = esc_projector_look
rnd_wp = true
duration = 15000
rot_hspeed = 0.52
rot_vspeed = 0.22
```

For synchronization with NPC use `light_guard` scheme for NPC. This scheme is for guarding NPC which basically is standing next to projector and looking at the same points as projector. It requires the same parameters as automatic projector, plus:

- `proj_name` – projector name; so use some unique names for spawned projectors!
- `anim` – NPC animation; default value is `guard`

In this case, spawn projector without any logic, give it some unique name and add logic for NPC:

- **projector section**

[8623]

```

; cse_abstract properties
section_name = search_light
name = priboy_esc_projector
position = -162.704177856445,-24.1463871002197,-349.41064453125
direction = 0,0,0

; cse_alife_object properties
game_vertex_id = 31
distance = 0
level_vertex_id = 86409
object_flags = 0xffffffff3a
custom_data = <<END
[collide]
ignore_static
END

; cse_visual properties
visual_name = equipments\projector

```

– NPC logic

```

[logic]
active = walker

[walker]
path_walk = esc_tmp_soldier_walk
on_signal = ready | light_guard

[light_guard]
path_look = esc_projector_look
anim = guard
rnd_wp = true
duration = 15000
rot_hspeed = 0.52
rot_vspeed = 0.22
proj_name = priboy_esc_projector
on_timer = 20000|kamp

```

```
[kamp]
center_point = esc_blokpost_kamp
path_walk = esc_blokpost_kamp_task
def_state_moving = run
on_timer = 20000|walker
```

Using signal in other scheme is a good idea (here in walker scheme). Basically, signal `ready` is set when NPC reached waypoint where projector is so NPC can now be synchronized with projector.

Bugs and problems

- Projector is not receiving any hit/death callbacks, so player can't destroy the projector; it is possible to disable/enable projector via script (turning light on/off, that is) but I cannot find a way to detect when player shoot at projector; that also removes the possibility to add scheme for NPC who would shoot projectors to destroy them (when attacking enemy base for instance); for light guard I can eventually add condition – when guard was killed, projector light goes off
- For some LOL reason, when projector is projecting light on mine field ... mines which are highlighted will explode ☺

barin, 2010-07-10