

Space Guy's Wrench Events v3.0 Manual

Introduction

Wrench Events allows you to make any brick have numerous events that cycle or activate when triggered by the player or another brick. Each event can be done on its own in Blockland, but this mod provides a system for ordering them with an easy-to-use GUI, as well as linking bricks for teleportation, triggering and ease of setup.

Installation

Download the mod from <http://spacemods.googlepages.com>, extract the .zip to your Blockland directory and then you can host and participate in servers with wrench events.

The System

To set up wrench events, you must create bricks, hit them with the wrench and press the blue "Events" button. You can then add events to the list, which cycle through unless a "Wait For" event is met.

The Menu

Group Description: Used when bricks are triggered or teleported to!

Lock: Same as Lock function in Wrench GUI; Saves settings

Add Event: Adds a new event to the list (Up to 10 per brick)

[X] (Delete): Removes the event from the list

Select Box: Type of event. If "None", event is skipped

For X ms: Time the event lasts for, in milliseconds (thousands of a second)

Send: Saves settings and exits the GUI.

The Events

Colour – Changes the brick's colour, transparency or FX

Particles – Causes the brick to emit particles

Items – Sets the brick's item

Lights – Causes the brick to emit a light

Sound – Causes the brick to emit a sound or play music

Emotes – Causes the player to emit emotes when touching the brick

Hurt – Damages or kills the player

Door – Temporarily destroys or decollides the brick

Impulse – Gives players or vehicles momentum in a direction

Teleport – Teleports the player to another brick

Shoot – Shoots the desired projectile

Triggers – Causes the brick to trigger another's effect

Wait For – Stops the cycle until the brick is triggered by another or certain conditions happen to the brick

Misc Admin Only – Miscellaneous events that only admins can place

Colour:

- Four sliders that control the Red, Blue, Green and Alpha (Transparency) components of the colour.
- FX choice menu
- Toggle for Undulo effect
- Toggle for Persistent

Particles:

- Particle Type
- Direction Fired (Up, Down, North, South, East or West)
- Toggle for Persistent*

Items:

- Item Type
- Position Created (Up, Down, North, South, East or West)
- Direction Facing (North, South, East or West)
- Toggle for Persistent*

Lights:

- Light Type
- Toggle for Persistent*

Sound:

- Type (None, Music, Notes or Other)
- Subtype (Sound)

Emotes:

- Emote Type

Hurt:

- Damage Per Second
- Kill (On = Instant Kill)
- You get Points (Attributes points for player deaths to the event creator)
- Type (Determines which symbol will be displayed as the kill type)

Door:

- Explode FX (Show the "Brick Break" explosion)
- Invisible (Brick turns invisible yes/no. Non-Admin's bricks turn transparent, not fully invisible)
- Decollide (Players can walk through the brick yes/no. Non-Admin's bricks allow projectiles and tools to hit them.)

Impulse:

- Speed
- Direction Fired (North, South, East or West)
- Attitude (Angle Fired)
- Add to Velocity (If on, your speed will increase as you pass through this/other Impulse bricks. If off, the brick acts like a conveyor in the direction specified)

Teleport:

- **Target Group (Chooses a random brick within the group specified and teleports you to it)**

Shoot:

- Type (Weapons or Specials) Specials include spread bullets, homing bullets and cool-looking Artillery Rockets.
- Subtype (Projectile)
- Direction Fired (North, South, East or West)
- Attitude (Angle Fired)
- Shots per second (Up to 5 for non-admins, Super Admins can have up to 99 – not recommended!)

Triggers:

- Type (Touch, Click, Laser, Infrared Laser, Automatic)
- **Group Triggered by this**
- Direction (Lasers only) (Up, Down, North, South, East or West)

Wait For:

- Type (**Triggered (Get another brick to trigger this brick's group)**, Time (Delay for X Milliseconds), Touch, Click, Laser, Infrared Laser)
- Direction (Lasers and IR only) (Up, Down, North, South, East or West)
- Loop Last (Repeats the last event over and over until the Wait For condition is met, for toggle doors etc)

Misc Admin Only

- Type
 - Lose Inventory – People touching the brick lose all items
 - Checkpoint – People touching the brick who are in a minigame spawn here until the brick is destroyed or they leave the minigame

****Events which are persistent carry on until changed by another event. Events which are not persistent are ended when the event time ends.***

How to set up a brick to be triggered

1. Create the triggered brick. Open its events GUI, and set its group description to a name.

2. Create the trigger brick. Open its events GUI and add an event. Set its type to "Triggers", and in that set the kind of trigger e.g. on touching, and the group it triggers to the name you set the first brick to. **All** bricks with the group name you entered will be triggered by this.
3. Go back to the triggered brick. Add an event, and set its type to "Wait For". Select "Triggered". Add the events you want the brick to do when triggered *after* the "Wait For" event.
4. Triggering one brick by e.g. touching it will make the other brick perform its events once.
5. You can have multiple bricks triggered by one trigger, or one brick triggered by many triggers, using groups. You can also have multiple "Wait For" events in a brick, creating e.g. a lightswitch effect where each press will activate or deactivate the light in another brick. Remember bricks can trigger themselves using the "Wait For" event.

For Server Admins

You need the mod yourself to start servers using these functions. Other players can only create their own events in your server by having the mod themselves, because Blockland does not download GUIs to players. Tell your clients to download the mod from my website if you want them to be able to create their own.

Enter these commands into the console to set up limits on the amount of event bricks players, Admins and Super Admins can create:

```
$Pref::EventBricks::MaxEventsPlayer = X;  
$Pref::EventBricks::MaxEventsAdmin = X;  
$Pref::EventBricks::MaxEventsSAdmin = X;
```

... where *X* is the maximum number. Enter -1 for infinite:

```
$Pref::EventBricks::MaxEventsSAdmin = -1;
```

... will make it so Super Admins can create as many event bricks as they like.

These settings are saved and stay if you close the server and re-open it.

Clear Commands

For everyone:

Type **/clearevents** into the Chat (Team or Global) to clear all of your own event bricks. This destroys the bricks, so be careful if a structure is supported by the bricks.

For Super Admins only:

Type **/clearhisevents X** into the Chat (Team or Global) to clear a person's event bricks. Replace *X* with the name, i.e. **/clearhisevents Space Guy**.

Type **/clearallevents** into the Chat (Team or Global) to clear every event brick in the server.

Saving and Loading

Type **/saveevents X** into the Chat (Team or Global) to save the events to a file, replacing X with a name. Anyone in the server can do this.

Type **/loadevents X** into the Chat (Team or Global) to load a save from a file. Only Super Admins can load event saves.

Trust

When creating events, use the 'Trust' radio buttons to set what trust level people need to trigger your events (by remote buttons in the same trigger group) and what level is needed to activate lasers, buttons, etc. on that brick.

None – Everyone can activate your bricks.

Build – People with Build trust or higher can activate your bricks.

Full – People with Full or LAN trust can activate your bricks.

Minigame – People in the same minigame as you (or when neither of you are) can activate your bricks.

Ideas for Complex Setups:

Artillery Battery:

Have a brick that, when clicked, causes several rocket launchers to each fire a rocket.

Musical Instruments:

Have a set of keys on a piano that make a different note when pressed. You could have a set of drums that plays the “Drums” music when clicked on.

Intruder Alert Turret:

Have a brick with a laser trigger that, when the beam is crossed, causes another brick to shoot gun bullets at the player.

TV Screen:

Have an array of 1x1 bricks that flash different colours to display a message or picture.

Elevator:

Have a brick that, when clicked, sounds alarm bells, flashes lights and then triggers a floor brick impulses the player onto a high platform.

Door:

Have a brick that, when clicked, another brick disappears, (using the Explode

effect) temporarily creating a doorway.

Light Switch:

Have a brick where each click will activate or deactivate the light in another brick.