
Subject: Quasar's quest script loader

Posted by [Keshire](#) on Sun, 17 Nov 2013 06:30:24 GMT

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I'm not going to upload the script activator assistant, because it's better for people to dig into the files themselves for stuff like this.

The core of this goes into scriptactivation.lua (So if you have DLC you'll need to extract it from there and either add it back in or create a new mod for it)

data/dir.manifest

scripts\mods.txt

scripts\mods\keshire_Mod_Activation.lua

scripts\quests\QV999_Mod.lua

data/scripts/quests/scriptactivation.lua

```
--LoadFileAsString defaults to data\scripts\miscellaneous
```

```
--And that's just silly, so let's bring it up one level
```

```
local mods = string.gsub(LoadFileAsString("../mods.txt"), "\n", "")
```

```
--Base folder for this is scripts\mods
```

```
for modinfo in mods:gmatch("[^%:]+") do
```

```
if (not modinfo:match("%-%-")) then
```

```
    local d=modinfo:match("[^%#]+%#$$"):gsub("%#$", "")
```

```
    local f=assert(loadfile("data\\scripts\\mods\\"..d))
```

```
    f()
```

```
end
```

```
end
```

data/scripts/mods.txt (The #: is needed for each file)

keshire_Mod_Activation.lua#:

data/scripts/mods/keshire_Mod_Activation.lua

```
local f=1;
```

```
for i in ipairs(ScriptCode) do
```

```
    f=f+1
```

```
end
```

```
ScriptCode["QV999"]=f
```

```
-- QO810 Test
```

```

ScriptActivation[ScriptCode.QV999] = {}
ScriptActivation[ScriptCode.QV999].name = "QV999_Mod"
ScriptActivation[ScriptCode.QV999].display_name = "Keshire Testing"
ScriptActivation[ScriptCode.QV999].start_chap = Chapters.Start
ScriptActivation[ScriptCode.QV999].end_chap = Chapters.End
ScriptActivation[ScriptCode.QV999].states =
{
  "START"
}
ScriptActivation[ScriptCode.QV999].AbleToRun = nil

```

data/scripts/quests/QV999_Mod.lua (There's a quest template you can use for this)

Toggle Spoiler

```

module(...,package.seeall)

QuestManager.NewQuestQuestThread("QV999_Mod")

function QV999_Mod:Init()

end

function QV999_Mod:State_START_SkipTo()

end

function QV999_Mod:State_START_Main()

Money.Add(GetLocalHero(), 1, 0)
--GroupMindManager:FinishActiveCutscenes()
Camera.DrawDebug = true
ConversationGroupMind.DrawDebug = true
Natal.SetDrawDebug(true)
Debug.SetEnableEntityDrawDebugInfo(true)
Debug.ScriptDebugHelpOn()
Debug.SetDrawDebugPage('test')
Debug.SetDrawDebugPage('input')
Debug.SetDrawDebugPage('layers')
Debug.SetConsoleFontSize(18)
Debug.SetConsoleOffsetX(32)
Debug.SetConsoleOffsetY(32)
Debug.SetDrawBuildVersion(true)
Debug.SetDrawGUI(true)
Debug.SetDrawGUIScreenNamesAndStates(true)

--[
for key,value in pairs(Debug) do

```

```

GUI.DisplayMessageBox("Key: "..tostring(key).. Value: "..tostring(value))
while (GUI.IsDisplayBoxActive()) do
    coroutine.yield()
end
end
Money.Add(GetLocalHero(), 1, 0)
]]--
Money.Add(GetLocalHero(), 1, 0)
Gameflow.RoadToRule.UNLOCK_EVERYTHING(GetLocalHero())
Debug.AddDLCDogBreedPack()
Debug.AddAllDLC1Items()
Debug.AddAllDLC2Items()
Money.Add(GetLocalHero(), 10000000, 0)
coroutine.yield()
end

function QV999_Mod:OnExit()

end

```

Subject: Re: Quasar's quest script loader
 Posted by [Phnx](#) on Fri, 24 Oct 2014 17:43:41 GMT
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I have a couple of questions:

Where in the scriptactivation.lua do I put this. Do I just add it to the end?

```

--LoadFileAsString defaults to data\scripts\miscellaneous
--And that's just silly, so let's bring it up one level
local mods = string.gsub(LoadFileAsString("../mods.txt"), "\n", "")

--Base folder for this is scripts\mods
for modinfo in mods:gmatch("[^%:]+") do
    if (not modinfo:match("%-%-")) then
        local d=modinfo:match("[^%#]+%#"):gsub("%#$", "")
        local f=assert(loadfile("data\\scripts\\mods\\"..d))
        f()
    end
end
end

```

Do I need to add anything to this or is it functional like this?

keshire_Mod_Activation.lua#:

I'm guessing keshire_Mod_Activation.lua makes the game recognize the quest.

And QV999_Mod.lua is the actual quest where I can determine what happens.

Subject: Re: Quasar's quest script loader

Posted by [Keshire](#) on Wed, 29 Oct 2014 16:09:00 GMT

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Phnx wrote on Fri, 24 October 2014 10:43I have a couple of questions:

Where in the scriptactivation.lua do I put this. Do I just add it to the end?

```
--LoadFileAsString defaults to data\scripts\miscellaneous
--And that's just silly, so let's bring it up one level
local mods = string.gsub(LoadFileAsString("../mods.txt"), "\n", "")
```

```
--Base folder for this is scripts\mods
for modinfo in mods:gmatch("[^%:]+") do
  if (not modinfo:match("%-%-")) then
    local d=modinfo:match("[^%#]+%#\$"):gsub("%#\$","")
    local f=assert(loadfile("data\\scripts\\mods\\"..d))
    f()
  end
end
```

Do I need to add anything to this or is it functional like this?

keshire_Mod_Activation.lua#:

I'm guessing keshire_Mod_Activation.lua makes the game recognize the quest.

And QV999_Mod.lua is the actual quest where I can determine what happens.

Yes, yes, and yes.

This is all basically a way to add new stuff without doing any funky stuff with other existing quests.

Subject: Re: Quasar's quest script loader

Posted by [Phnx](#) on Wed, 29 Oct 2014 16:15:25 GMT

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OK. Thank you!

Subject: Re: Quasar's quest script loader
Posted by [Phnx](#) on Thu, 30 Oct 2014 07:10:02 GMT
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I have run into a bit of an issue. I don't want the game to exec commands every time I load a saved game so I tried deleting QV999_Mod.lua which bugged my game. Then I changed the content to module(...,package.seeall)

```
QuestManager.NewQuestQuestThread("QV999_Mod")
```

```
function QV999_Mod:Init()
```

```
end
```

```
function QV999_Mod:State_START_SkipTo()
```

```
end
```

```
function QV999_Mod:State_START_Main()
```

```
end
```

```
function QV999_Mod:OnExit()
```

```
end
```

and the game runs fine, except I found out that trying to delete the QV999_Mod.lua wasn't necessary at all because the game no longer execs new commands put into the file. Is this normal? Is there something I can do to make execution of commands work again? What I don't understand is that the game still loads the lua and the code must be correct or the game gets bugged as well. But then why aren't new commands executed?!

Subject: Re: Quasar's quest script loader
Posted by [Keshire](#) on Thu, 30 Oct 2014 22:46:21 GMT
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Phnx wrote on Thu, 30 October 2014 00:10I have run into a bit of an issue. I don't want the game to exec commands every time I load a saved game so I tried deleting QV999_Mod.lua which bugged my game. Then I changed the content to module(...,package.seeall)

```
QuestManager.NewQuestQuestThread("QV999_Mod")
```

```
function QV999_Mod:Init()
```

```
end
```

```
function QV999_Mod:State_START_SkipTo()
```

```
end
```

```
function QV999_Mod:State_START_Main()
```

```
end
```

```
function QV999_Mod:OnExit()
```

end and the game runs fine, except I found out that trying to delete the QV999_Mod.lua wasn't necessary at all because the game no longer execs new commands put into the file. Is this normal? Is there something I can do to make execution of commands work again? What I don't understand is that the game still loads the lua and the code must be correct or the game gets bugged as well. But then why aren't new commands executed?!

Without a loop the quest completed.

Subject: Re: Quasar's quest script loader

Posted by [Phnx](#) on Fri, 31 Oct 2014 15:46:50 GMT

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Thank you for the clarification. Even calling myself a scripting-noob would be an exaggeration so I'll stick to the scriptactivation method. I don't feel comfortable adding a quest to the game that's only used once when I can't create a loop, too. I managed to make the game run all the scripts from an extracted scripts folder with DLC. So there's no hassle of constantly repacking the dlc files when I want to make changes to scriptactivation.lua. Also, happy Halloween!
