Subject: Manually upgrade legendary weapons?
Posted by Phnx on Tue, 28 Oct 2014 01:59:27 GMT
View Forum Message <> Reply to Message

I have so many questions lately.

I found ScriptFunction.AddUpgradeStatToWeapon(params) in the functions.txt posted here on the forums. I suppose this is used to upgrade legendaries?! If yes, where would I find the parameters and how does the game recognize which weapon I want to upgrade? Would it automatically register and upgrade the equipped weapon?

Subject: Re: Manually upgrade legendary weapons?
Posted by Artofeel on Sat, 29 Nov 2014 10:48:24 GMT
View Forum Message <> Reply to Message

it works like this:
ScriptFunction.AddUpgradeStatToWeapon({amount_to_add = 2000, ranged = true, text_tag = "MORTAR_RANGE_SCORE"})
'ranged = true' may be omitted, or there is can be 'melee = true' but it not required anyway
MAIN value is 'text_tag' you can find it in globals.gdb, look for 'ScriptTag'
anyway there is only few weapons that have it...

SHOOTING_RANGE_SCORE
MORTAR_RANGE_SCORE
CRIMINAL_BROUGHT_IN
JobGold
SLAVE_BROUGHT_IN
HadOrgyWithNumPeople
DigSpot

so...

Subject: Re: Manually upgrade legendary weapons?
Posted by Phnx on Mon, 01 Dec 2014 18:32:06 GMT
View Forum Message <> Reply to Message

Thanks so much!

Subject: Re: Manually upgrade legendary weapons?
Posted by OtherWise on Tue, 04 Oct 2022 17:34:17 GMT
View Forum Message <> Reply to Message

is there anyone that can elaborate a bit more on how to find the "ScriptTag", as i m not currently able to find it.

The closest thing i find with "tag" is "nameTag" and "descriptionTag" and they don't seem relevant.

Plus since its mentioned not all weapons have "ScriptTag", how do we level that ones? since each weapon has 3 conditions to level up.