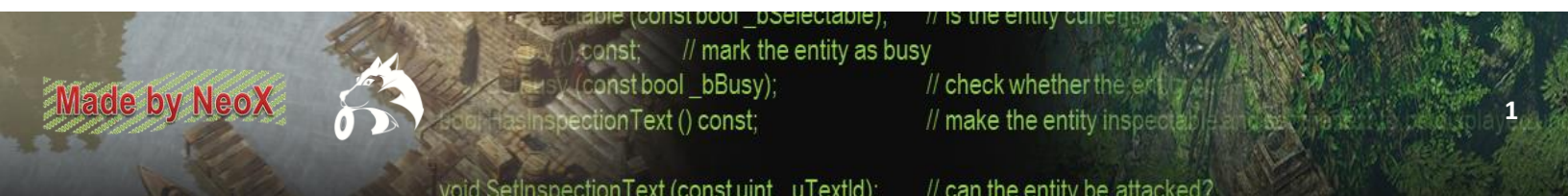


SpellForce 3 – Script-Engine (3.5)

A Script IDE develop for creating Event-Scripts for the Game “SpellForce 3”, “SpellForce 3 Soul Harvest” and “SpellForce 3 Fallen God”.

This is a nonprofit fan project made by NeoX/IT-Huskys. The usage of this Software is free for all and does not need any licenses.





```
bool _bEnabled () const; // enabled or disable the entity  
bool _bInteractive () const; // set whether the entity can be interacted with  
bool _bInteractive (const bool _bInteractive); // can the entity (theoretically) be interacted with  
bool _bSelectable () const; // set whether the entity can be selected  
// depending on the type of entity, there may be additional checks
```

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```
bool _bSelectable (const bool _bSelectable); // is the entity currently selectable  
bool _bBusy () const; // mark the entity as busy  
bool _bBusy (const bool _bBusy); // check whether the entity is busy  
bool _bHasInspectionText () const; // make the entity inspectable and add a tooltip  
void SetInspectionText (const uint _uTextId); // can the entity be attacked?
```



1.0 What is the “SpellForce 3 – Script-Engine”?

The “SpellForce 3 – Script-Engine” is a self-developed IDE (Development Environment) for the Script-language of SpellForce 3 (Angelscript) with the goal to make Mod and Map development way easier and comfortable. Compared to other Editors and IDEs who support Angelscript, the “SpellForce 3 – Script-Engine” imports the base scripts of the game and provides a database over the script-functions and enums of the game easier to use and implement in the own script. Also the management of the Mod and map projects is way easier thanks to the own file-formats and syntax checks targeted to the SpellForce 3 Engine.

1.2 License and Development of the “SpellForce 3 – Script-Engine”

The Main-Developer of the “SpellForce 3 – Script-Engine” is NeoX, a huge Fan of the SpellForce franchise for many years, easy to find in the official Forum. IT-Husky's is a group of developers who support the development with tests and Style-Design.

“SpellForce 3 – Script-Engine” is developed for Microsoft Windows 7.1 up to 11. The complete development is a fan project and is not related to the official game developers of SpellForce 3. Made by NeoX and IT-Huskys have no connection to THQ Nordic and Grimlore Games.

The usage of the Software is at the own risk of the user and is not covered by any insurance.
MIT License

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The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.





```
bool _bEnabled () const; // enabled or disable the entity
bool _bInteractive () const; // can the entity be interacted with
void SetInteractive (const bool _bInteractive); // set whether the entity can be interacted with
bool _bSelectable () const; // can the entity (theoretically) be selected
void SetSelectable (const bool _bSelectable); // set whether the entity can be selected
// depending on the type of entity, there may be additional checks
```

2.0 System Requirements

Minimal System Requirements:

Hardware:

CPU: Dual Core CPU @2GHZ
HDD: 300 MB
RAM: 2 GB
Screen-resolution: 1024x768

Software:

OS: Windows 7.1 x86
.NET 4.5.2

Recommended System Requirements:

Hardware:

CPU: Quad Core CPU @2,5GHZ
HDD: 300 MB
RAM: 4 GB
Screen-resolution: 1024x768+

Software:

OS: Windows 10 x64
.NET 4.5.2+

Operating systems that are older than Windows 7.1 are not supported!

Not supported Windows versions:

Windows 7 SP0 x64
Windows 7 Sp0 x86
Windows Vista Sp2 x64
Windows Vista Sp2 x86
Windows Vista Sp1 x64
Windows Vista Sp1 x86
Windows Vista Sp0 x64
Windows Vista Sp0 x86
Windows XP SP3 x86, x64
Windows XP SP2 x86ff
Windows Server 2003 ff



```
bool _bSelectable (const bool _bSelectable); // is the entity currently selectable
void SetSelectable (const bool _bSelectable); // mark the entity as busy
bool _bBusy (const bool _bBusy); // check whether the entity is currently busy
bool _bHasInspectionText () const; // make the entity inspectable and add a new inspection text
void SetInspectionText (const uint _uTextId); // can the entity be attacked?
```



```

    bool _bEnabled; // enabled or disable the entity
    bool _bInteractive; // can the entity be interacted with
    bool _bSelectable; // can the entity (theoretically) be selected
    bool _bAttacked; // can the entity be attacked?
    bool _bInspected; // can the entity be inspected?
    bool _bBusy; // mark the entity as busy
    bool _bHasInspectionText; // make the entity inspectable and add the text to the display
    void SetInspectionText(const uint _uTextId); // can the entity be attacked?
    void SetBusy(); // mark the entity as busy
    void SetInteractive(const bool _bInteractive); // can the entity (theoretically) be selected
    void SetSelectable(const bool _bSelectable); // is the entity currently selected
    void SetEnabled(const bool _bEnabled); // enabled or disable the entity

```

2.1 .Net Requirements

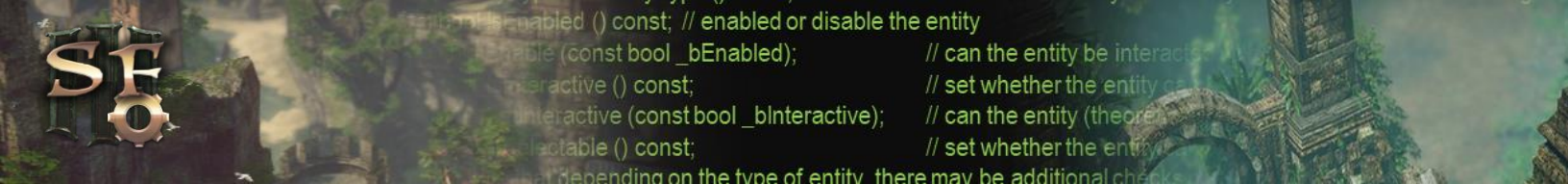
Operating system	Supported editions	Preinstalled with the OS	Installable separately
Windows 10 Fall Creators Update	32-bit and 64-bit	.NET Framework 4.7.1	
Windows 10 Creators Update	32-bit and 64-bit	.NET Framework 4.7	.Net Framework 4.7.1
Windows 10 Anniversary Update	32-bit and 64-bit	.NET Framework 4.6.2	.NET Framework 4.7 .NET Framework 4.7.1
Windows 10 November Update	32-bit and 64-bit	.NET Framework 4.6.1	
Windows 10	32-bit and 64-bit	.NET Framework 4.6	.NET Framework 4.6.1
Windows 8.1	32-bit, 64-bit, and ARM	.NET Framework 4.5.1	.NET Framework 4.5.2
			.NET Framework 4.6
			.NET Framework 4.6.1
			.NET Framework 4.6.2
			.NET Framework 4.7
Windows 8	32-bit, 64-bit, and ARM	.NET Framework 4.5	.NET Framework 4.7.1
			.NET Framework 4.5.1
			.NET Framework 4.5.2
			.NET Framework 4.6
			.NET Framework 4.6.1
Windows 7 SP1	32-bit and 64-bit	--	.NET Framework 4
			.NET Framework 4.5
			.NET Framework 4.5.1
			.NET Framework 4.5.2
			.NET Framework 4.6
			.NET Framework 4.6.1
			.NET Framework 4.6.2
			.NET Framework 4.7
Windows Server, version 1709	64-bit	.NET Framework 4.7.1	.NET Framework 4.7.1
Windows Server 2016	64-bit	.NET Framework 4.6.2	.NET Framework 4.7 .NET Framework 4.7.1
Windows Server 2012 R2	64-bit	.NET Framework 4.5.1	.NET Framework 4.5.2
			.NET Framework 4.6
			.NET Framework 4.6.1
			.NET Framework 4.6.2
			.NET Framework 4.7



```

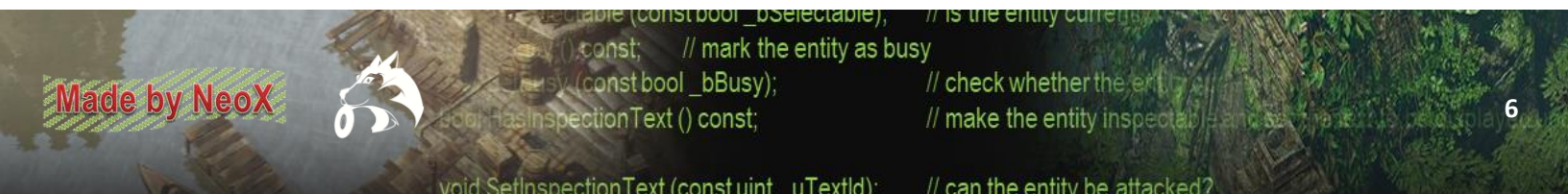
    void SetSelectable(const bool _bSelectable); // is the entity currently selected
    void SetBusy(); // mark the entity as busy
    void SetInteractive(const bool _bInteractive); // check whether the entity is interactable
    void SetSelectable(const bool _bSelectable); // make the entity inspectable and add the text to the display
    void SetInspectionText(const uint _uTextId); // can the entity be attacked?

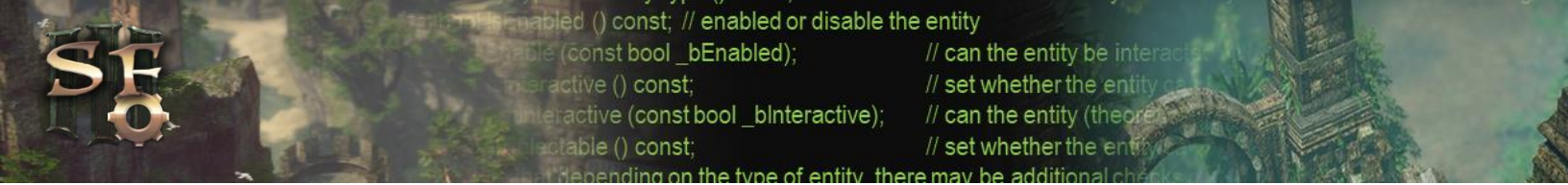
```



			.NET Framework 4.7.1
			.NET Framework 4.5.1
			.NET Framework 4.5.2
			.NET Framework 4.6
Windows Server 2012 (64-bit edition)	64-bit	.NET Framework 4.5	.NET Framework 4.6.1
			.NET Framework 4.6.2
			.NET Framework 4.7
			.NET Framework 4.7.1
			.NET Framework 4
			.NET Framework 4.5
			.NET Framework 4.5.1
			.NET Framework 4.5.2
Windows Server 2008 R2 SP1	64-bit	--	.NET Framework 4.6
			.NET Framework 4.6.1
			.NET Framework 4.6.2
			.NET Framework 4.7
			.NET Framework 4.7.1
			.NET Framework 4
			.NET Framework 4.5
Windows Server 2008 SP2	32-bit and 64-bit	--	.NET Framework 4.5.1
			.NET Framework 4.5.2
			.NET Framework 4.6

If you need to update your .Net version go to <http://go.microsoft.com/fwlink/?LinkId=168461>

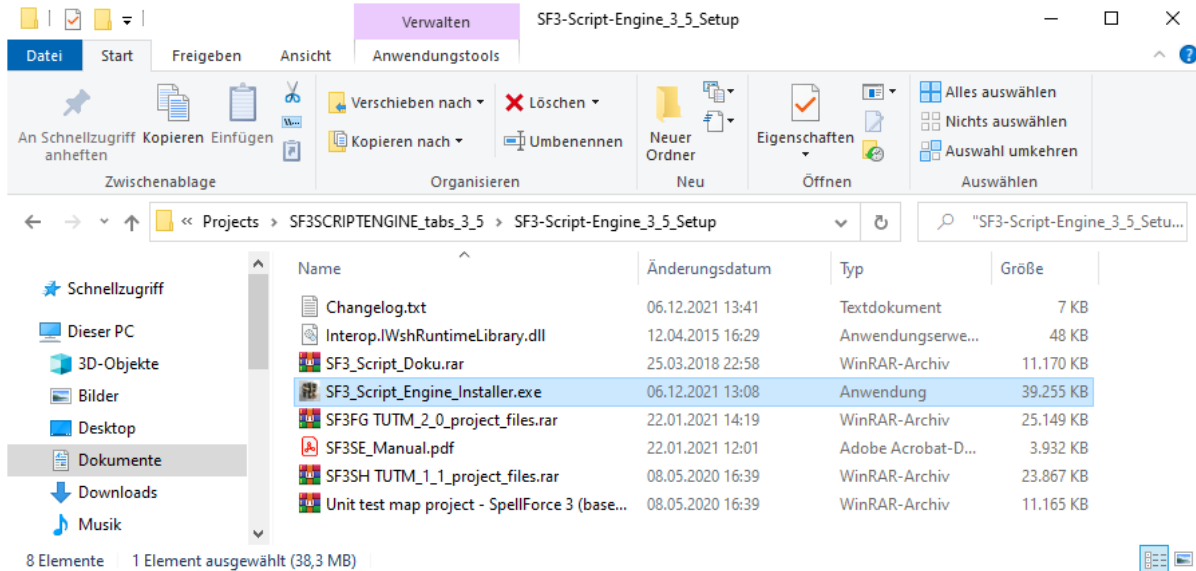




3.0 Setup

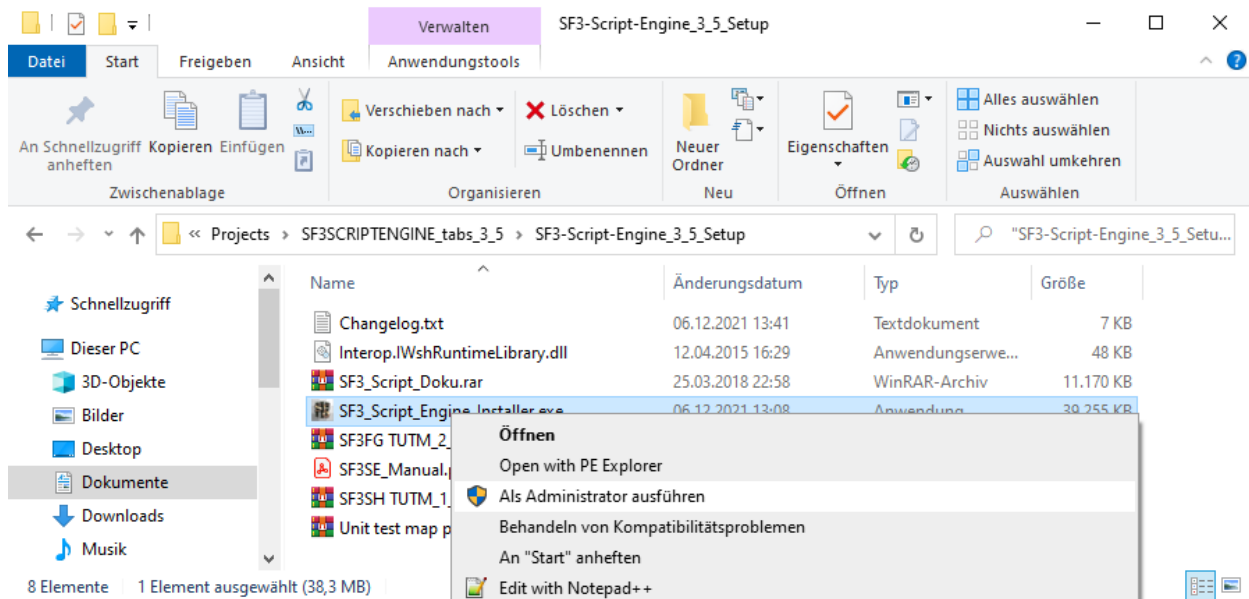
The Setup of “SpellForce 3 – Script-Engine” requires the following Files at the same folder:

Files: SF3_Script_Engine_Installer.exe <-Main Setup Exe
Interop.IWshRuntimeLibrary.dll <- Support library

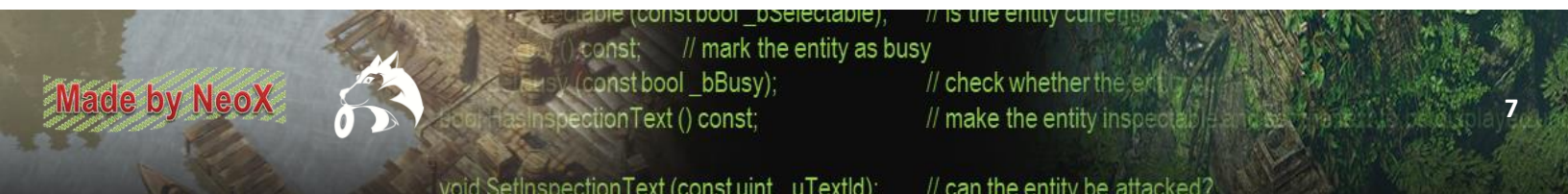


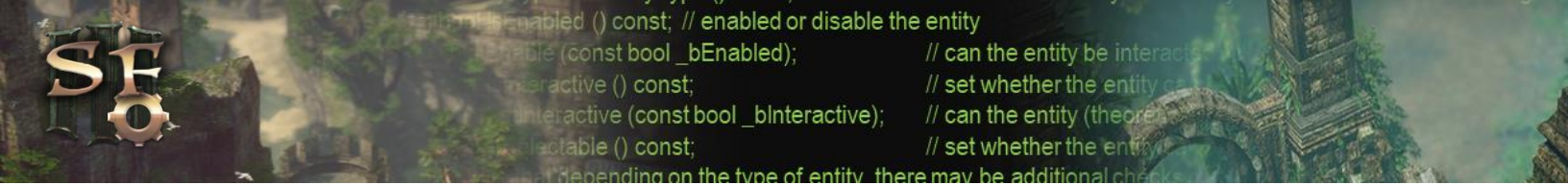
Make sure to start the Installer with Administration Rights!

Make a Right-Click on the Installer Exe and select “Start with administration Rights”.



After that you can go to point 3.1 .

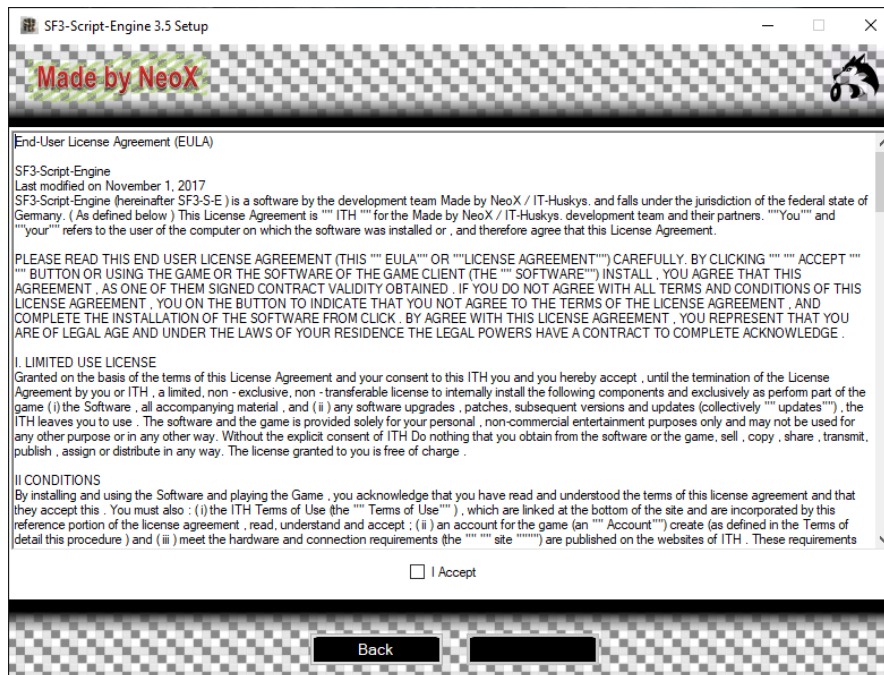




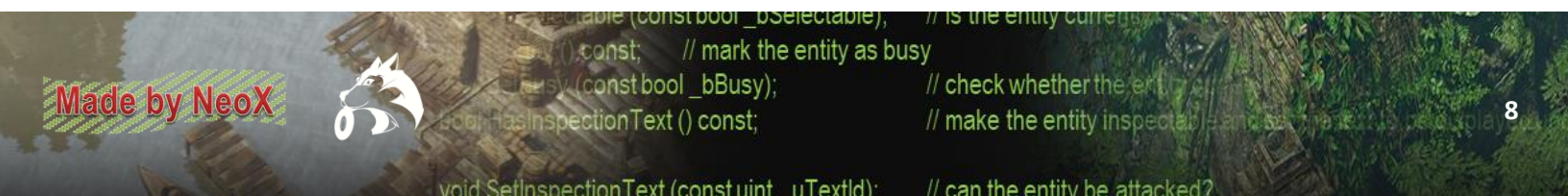
3.1 Installer Setup and Installation

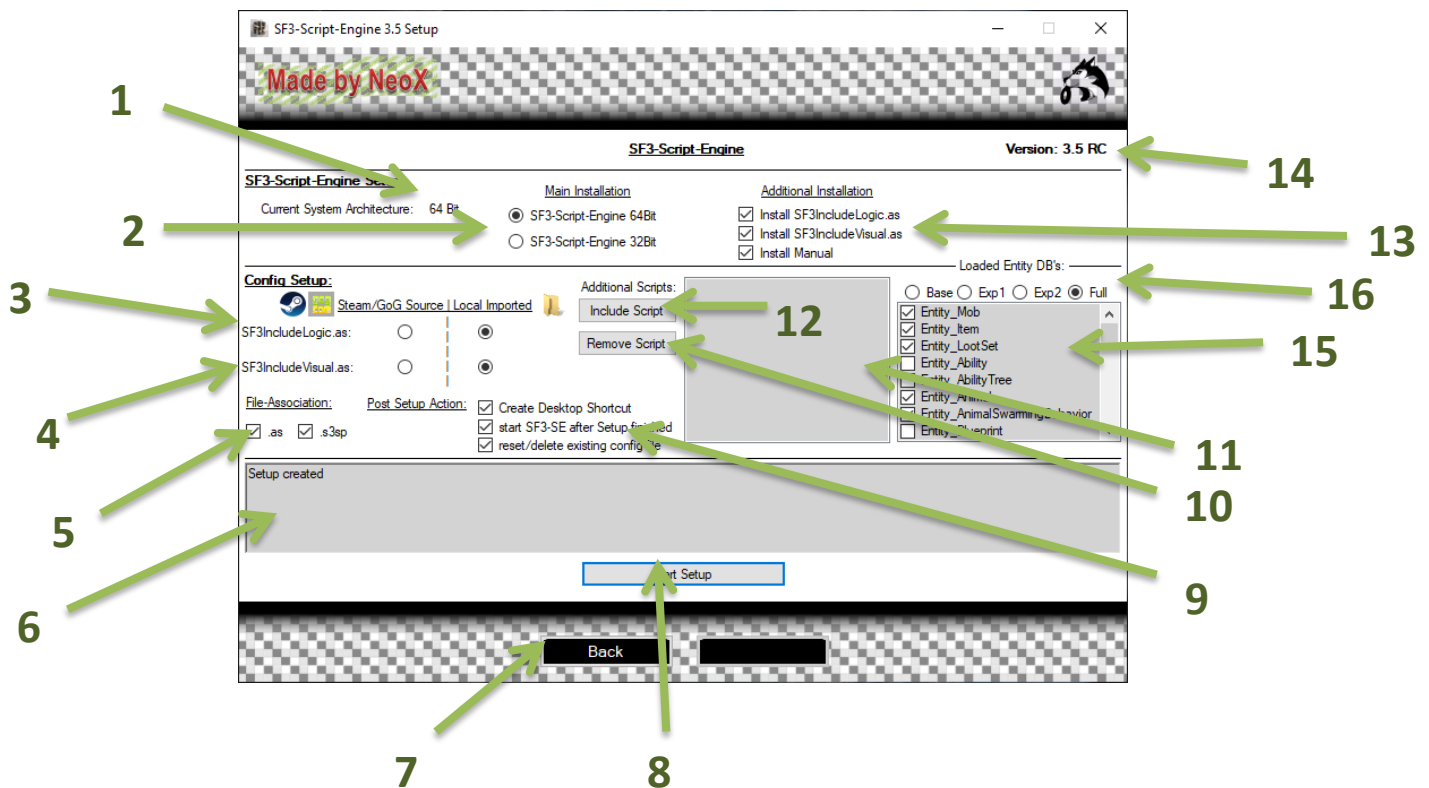
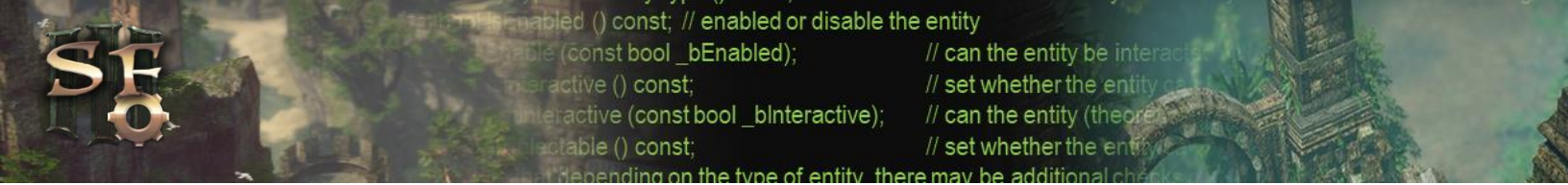


Step 1: Click on “Next”.



Step 2: Read the AGB and if you agree with it, click “I Accept” and then “Next” again





1 = Shows the current System Architecture

2 = Selection for what version of the SF3-Script-Engine is going to be installed (Native recommended)

3 = Selects if the "SF3IncludeLogic" will be loaded from the game installed Steam/GoG-folder or an own local version next to the editor

4 = Selects if the "SF3IncludeVisual" will be loaded from the game installed Steam/GoG-folder or an own local version next to the editor

5 = Selects the file-association who will be linked to the SF3-Script-Engine with the first start of the Editor (if you have some other IDE installed on the system you should only select "s3sp")

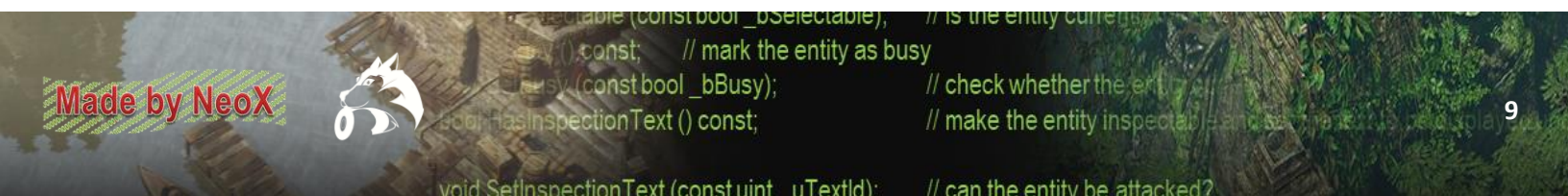
6 = Event-Log/Protocol of the Installation

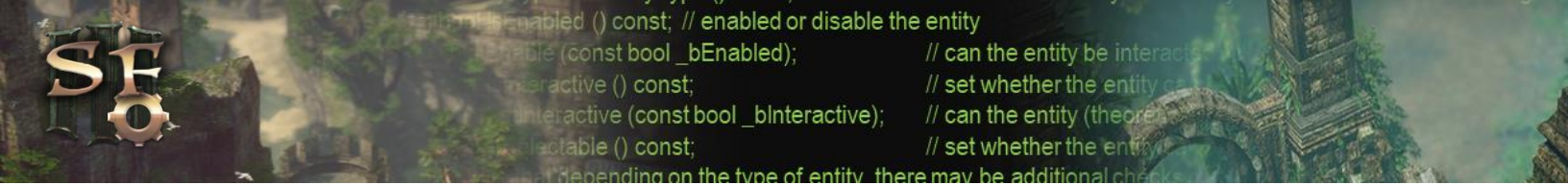
7 = Goes back to the AGB

8 = Lets you select the Installation-Folder and starts the Installation with the current settings

9 = Gives you the option to create a Desktop-Link (Shortcut) of the SF3-SE after the Installation and starting the IDE after it is finished.

10 = Removes the selected custom Script file from the setup





11 = Shows the currently added custom scripts

12 = Here you have the option to include other base-scripts to the SF3-Script-Engine who will be loaded into the IDE Database and all functions will be pathed. There is no maximal amount of Scripts who can be added here

13 = Selects what additional files will be included in the Installation (if you selected “local” at point 3 and 4, you should install “SF3IncludeLogic.as” and “SF3IncludeVisual.as”)

14 = Shows the version of the SF3-Script-Engine that you are going to install

15 = List of the Entity-Databases who will be loaded in the SF3SE

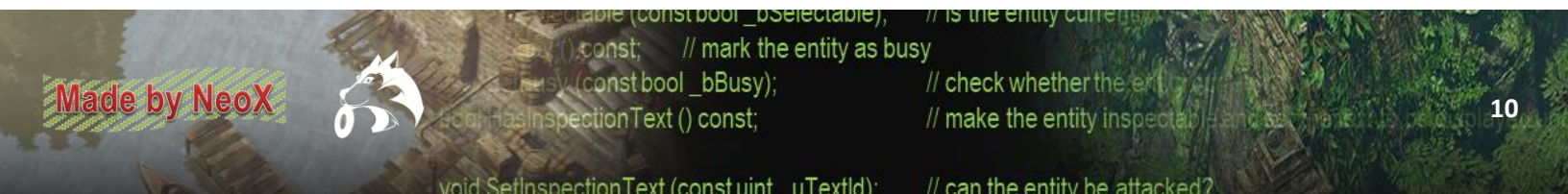
16 = Here you can select for what game version you want to load in the entity databases. Base = SpellForce 3 base game only, Exp1 = SpellForce 3 Soul Harvest ,Exp2 = SpellForce 3 Fallen God, Full = All data of these Entity-DB’s

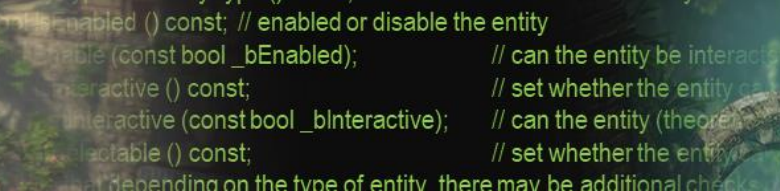
!more loaded Databases can increase load times, only use these databases you need for your project!

Step 3: After you configured the Setup, click “Start Setup”, choose the installation-folder and the Setup will start.



Step 4: After a successful installation you will see this screen. Now the “SpellForce 3 – Script-Engine” will start if you selected it and you can close the Setup.

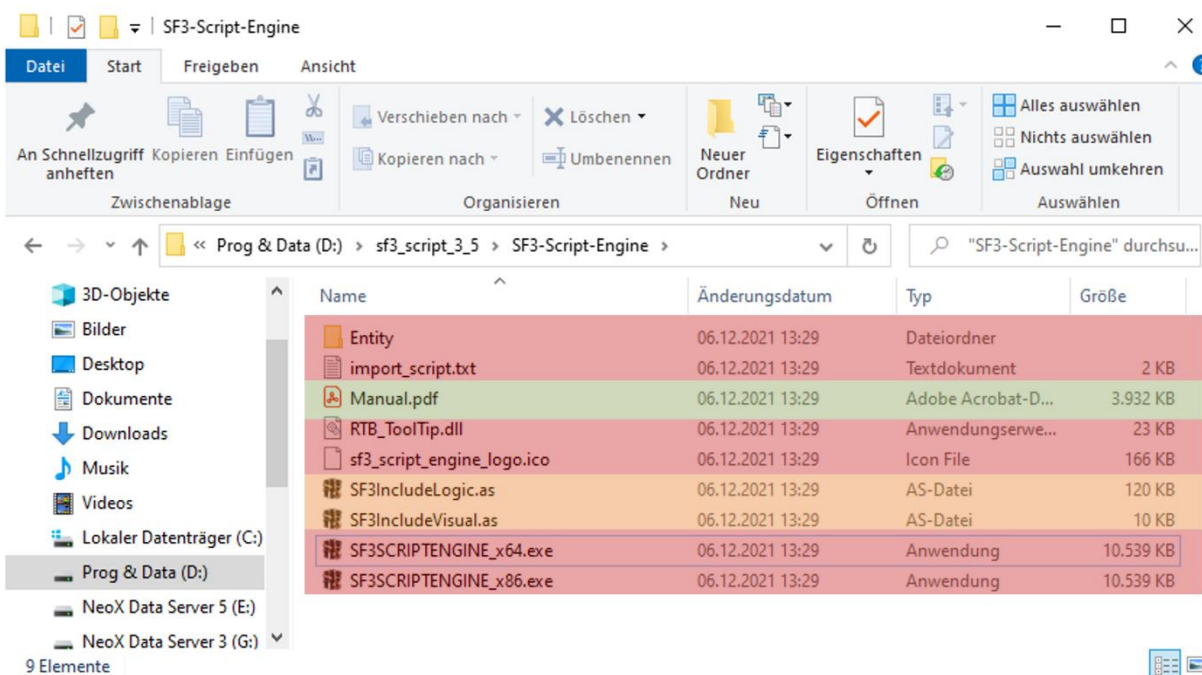




After a successful installation the installation folder has the following files:

Files:

- SF3SCRIPTENGINE_x64.exe (x64 installation)
- SF3SCRIPTENGINE_x86.exe (x86 installation)
- RTB_ToolTip.dll
- import_script.txt
- sf3_script_engine_logo.ico
- SF3IncludeLogic.as (optional installation)
- SF3IncludeVisual.as (optional installation)
- Manual.pdf (optional installation)
- Entity (Folder with entity-databases)



 = Required
 = Optional
 = Not Needed

4.1 Import-Script – Initialization Settings

The “import_script.txt” is the SF3-Script-Engine base settings file. In this file you can say what files will be loaded at the start in the IDE and what File-Association will be set. This file is created by the installer but can be easily modified by hand.

import_script base:

```
1      True
2      True
3      2|SF3IncludeLogic.as
4      2|SF3IncludeVisual.as
5      0|D:\myfolder\mycustomscript_1.as
6      0|D:\myfolder\mycustomscript_2.as
7      END-SCRIPT
8      9|Entity_Mob.txt
9      9|Entity_Item.txt
10     9|Entity_LootSet.txt
11     0|Entity_Ability.txt
12     0|Entity_AbilityTree.txt
13     9|Entity_Animal.txt
14     1|Entity_AnimalSwarmingBehavior.txt
15     0|Entity_Blueprint.txt
16     0|Entity_BlueprintUpgrade.txt
17     9|Entity_Class.txt
18     9|Entity_MainCharacter.txt
19     9|Entity_MiscCharacter.txt
20     0|Entity_Notification.txt
21     0|Entity_Preset.txt
22     9|Entity_RTSAIFaction.txt
23     9|Entity_RTSTBuilding.txt
24     0|Entity_RTSTBuildingBehaviorCharge.txt
25     0|Entity_RTSTBuildingBehaviorCreepSpawn.txt
26     0|Entity_RTSTBuildingBehaviorHeroAltar.txt
27     0|Entity_RTSTBuildingBehaviorResourceCollector.txt
28     0|Entity_RTSTBuildingBehaviorResourceProducer.txt
29     0|Entity_RTSTBuildingBehaviorSectorCenter.txt
30     0|Entity_RTSTBuildingBehaviorSentry.txt
31     0|Entity_RTSTBuildingBehaviorTitanAltar.txt
32     0|Entity_RTSTBuildingBehaviorUnitProducer.txt
33     0|Entity_RTSTBuildingStages.txt
34     0|Entity_RTSDamageValues.txt
35     9|Entity_RTSTRace.txt
36     1|Entity_RTSTResourceChecklist.txt
37     1|Entity_RTSTResourceDummy.txt
38     0|Entity_RTSTResourceList.txt
39     9|Entity_RTSTTechnology.txt
40     0|Entity_RTSTTechnologyBonus.txt
41     0|Entity_RTSTTechnologyRequirement.txt
42     9|Entity_RTSTUnit.txt
43     9|Entity_RTSTWorker.txt
44     9|Entity_SideCharacter.txt
45     9|Entity_Spawn.txt
46     0|Entity_Tutorial.txt
47     0|Entity_RTSTBuildingBehaviorSoulHarvester.txt
48     0|Entity_RTSTBuildingBehaviorTunnel.txt
49     0|Entity_RTSTFounder.txt
50     0|Entity_RTSTTransport.txt
51     2|Entity_SpawnGroup.txt
52     0|GlobalVariables.txt
53     3|Entity_RTSTBuildingBehaviorUnitConverter.txt
54     END-LINE
```





```

bool _bEnabled () const; // enabled or disable the entity
bool _bInteractive (const bool _bEnabled); // can the entity be interacted with
bool _bInteractive () const; // set whether the entity can be interacted with
bool _bInteractive (const bool _bInteractive); // can the entity (theoretically) be interacted with
bool _bSelectable () const; // set whether the entity can be selected
// depending on the type of entity, there may be additional checks

```

1 = If set to “True”, the IDE will set an File-Association to “.s3sp”, set it to “False” to deactivate it

2 = If set to “True”, the IDE will set an File-Association to “.as”, set it to “False” to deactivate it

3 = 0 -> load SF3IncludeLogic.as locally next from the IDE Exe, 1 -> load SF3IncludeLogic.as (Base game) from the game folder of STEAM or GoG, 2 -> load SF3IncludeLogic.as (Soul Harvest EXP1) from the game folder of STEAM or GoG,

4 = 0 -> load SF3IncludeVisual.as locally next from the IDE Exe, 1 -> load SF3IncludeVisual.as (Base game) from the game folder of STEAM or GoG, 2 -> load SF3IncludeVisual.as (Soul Harvest EXP1) from the game folder of STEAM or GoG,

5-*(7) = 0 -> does not load this script file, 1 -> does load the script from the given path after the “|”. You can just add a new line with another script file that has to be loaded in

8 = shows the Engine that the Base-Script end here. Always end this section with “END-SCRIPT”. Everything after that is the Entity-Database configuration.

9 – 53 =

0 -> does not load this entity database,

1 -> does load the entity database named from the installation folder for the base game of SF3 only,

2 -> does load the entity database named from the installation folder for the expansion of SF3 Soul Harvest only,

3 -> does load the entity database named from the installation folder for the expansion of SF3 Fallen God only,

9 -> does load the entity databases named from the installation folder for all games of the SF3 series

54 = shows the Engine that the Script end here. Always end it with “END-LINE”. Everything after that will be ignored



```

bool _bSelectable (const bool _bSelectable); // is the entity currently selectable
bool _bBusy () const; // mark the entity as busy
bool _bBusy (const bool _bBusy); // check whether the entity is busy
bool _bHasInspectionText () const; // make the entity inspectable and add a new inspection text
void SetInspectionText (const uint _uTextId); // can the entity be attacked?

```

```

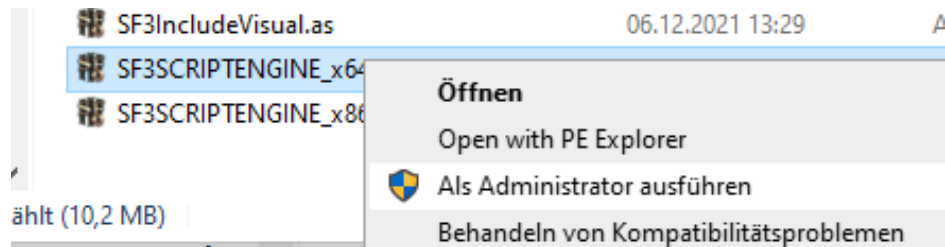
    // can the entity be interacted with?
    bool _bInteractive (const bool _bEnabled); // can the entity be interacted with?
    void Interactive () const; // set whether the entity can be interacted with
    bool Interactive (const bool _bInteractive); // can the entity (theoretically) be interacted with?
    void Selectable () const; // set whether the entity can be interacted with
    // depending on the type of entity, there may be additional checks

```

4.2 starting the SpellForce 3 – Script-Engine

After checking that the App-folder is complete and the “import_script.txt” is correctly configured, you can start the SpellForce 3 – Script-Engine. Always start the SF3SE with administration permissions so there are now issues when it has to set the file associations or import files from different folders.

Step 1: Right Click on the Main- Exe and select “Start with Administration permissions”.



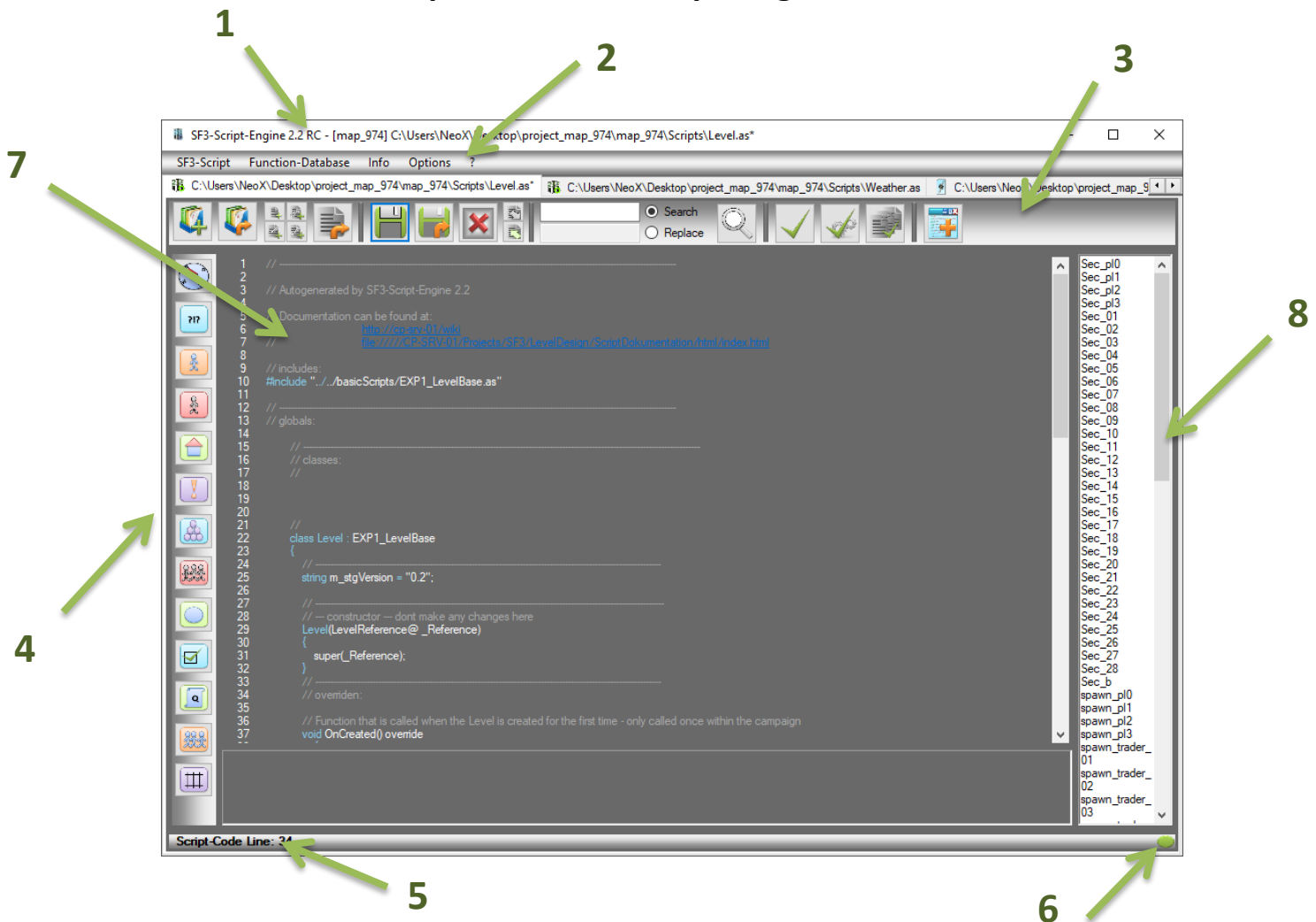
Step 2: Wait for the IDE to open



Here the IDE loads all the scripts configured in the “import_script.txt”. Files from the STEAM or GoG Folder (depending on the configuration) will be shown as such and locals or custom files also.

When the import of a script fails, you can get an ERROR here. Close the IDE after it opened and check your “import-script.txt” and make sure you started the IDE with Administration permissions.

5.0 SpellForce 3 – Script-Engine Interface



1 = App Header (shows the current loaded script file of the Editor, the current loaded project and it's save state)

2 = Main-Menu-Bar ([see page 16](#))

3 = Sub-Main-Menu-Bar ([see page 28](#))

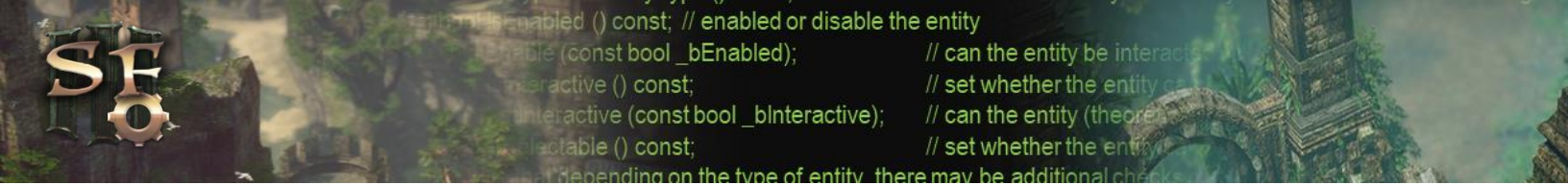
4 = Quick Command Sidebar ([see page 29](#))

5 = Line Selection Footer (Shows the Line number where the Cursor currently is)

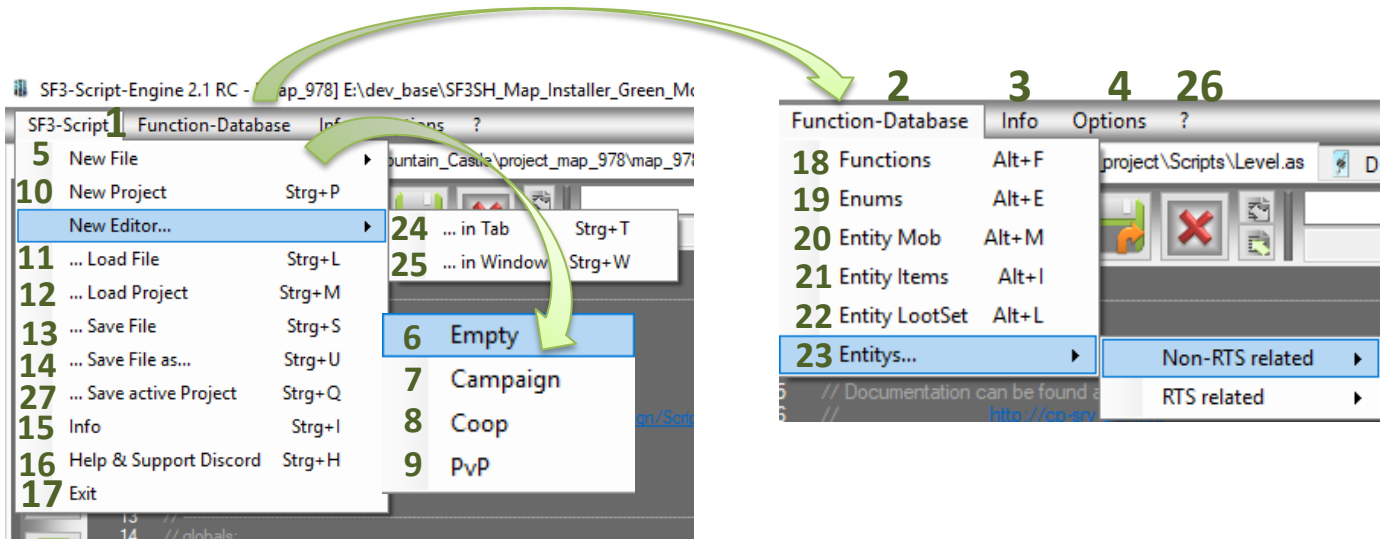
6 = Script-State (Shows if the Script can be loaded without any error. Green = all OK, Yellow = unknown commands but can work, Red = Load Error)

7 = Coding Area with Error-Monitor ([see page 31](#))

8 = Tag-List ([see page 32](#))



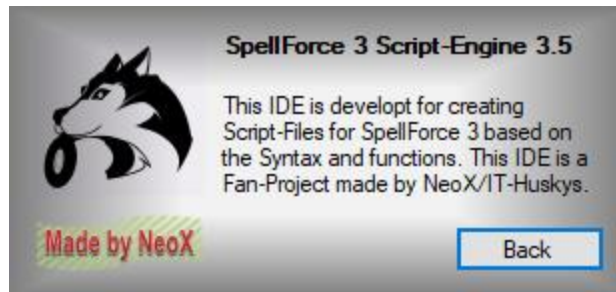
5.1 Main-Menu-Bar



1 = Opens the Menu for all File Operations

2 = Opens the Menu for the imported Functions-Database

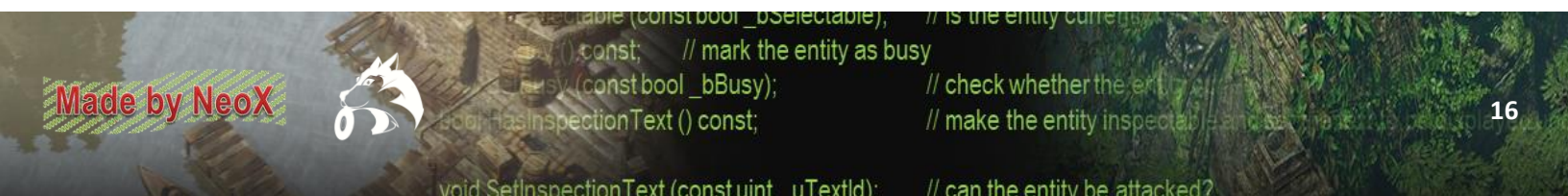
3 = Shows Information of the SF3-Script-Engine:



4 = Opens the Option Menu ([see page 26](#))

5 = Open the File-Menu

27 = Save the current project with all data of open files, Wizzard informations and backend settings of the currently open files manually (needs at least 1 saved file open in the IDE)





```

    bool _bEnabled () const; // enabled or disable the entity
    bool _bInteractive () const; // can the entity be interacted with
    void _bInteractive (const bool _bInteractive); // set whether the entity can be interacted with
    bool _bSelectable () const; // can the entity (theoretically) be selected
    void _bSelectable (const bool _bSelectable); // set whether the entity can be selected
    // Depending on the type of entity, there may be additional checks

```

6 = Creates a new Script file with a base script:

```

// -----
// Documentation can be found at:
//      http://cp-srv-01/wiki
//      file:///CP-SRV-01/Projects/SF3/LevelDesign/ScriptDokumentation/html/index.html
// includes:
#include "../basicScripts / LevelBase.as"

// -----
// globals:

// -----
// classes:
//

//
class Level : LevelBase
{
    // -----
    string m_stgVersion = "0.2";

    // -----
    // --- constructor --- dont make any changes here
    Level(LevelReference@ _Reference)
    {
        super(_Reference);
    }
    // -----
    // overriden:

    // level has been entered
    void OnEntered() override
    {
        // Call the original OnEntered
        LevelBase::OnEntered();
    }

    // -----
    // ---- CUSTOM FUNCTIONS AND EVENTS -----
    //
    //All events are registered in this function.
    //There souldn't be any variable declarations or initialitations
    //
    void InitEvents()
    {
        //Your stuff
    }

    //Is called right at the beginning of the level. Should only be used to start a dialogue, or directly stage an event and so on.

    void InitCommon()
    {
        // Start Dialogue at the beginning
        // or script a small cutscene
    }

    // -----
    // ---- CUSTOM FUNCTIONS AND EVENTS -----

    // -----
    // -----
}

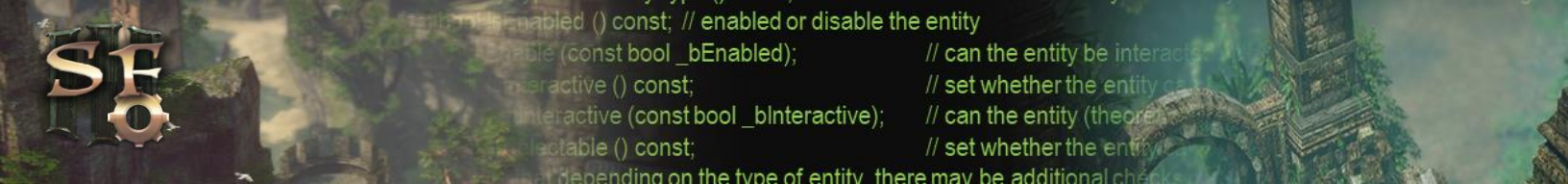
```



```

    bool _bSelectable (const bool _bSelectable); // is the entity currently selectable
    void _bBusy () const; // mark the entity as busy
    bool _bBusy (const bool _bBusy); // check whether the entity is busy
    bool _bHasInspectionText () const; // make the entity inspectable and add a text to be inspected
    void SetInspectionText (const uint _uTextId); // can the entity be attacked?

```

7 = Creates a new Script file with a Campaign script:

```
// -----
// Map Name

// Documentation can be found at:
// http://cp-srv-01/wiki
// file:///CP-SRV-01/Projects/SF3/LevelDesign/ScriptDokumentation/html/index.html

// includes:
#include "../basicScripts / LevelBase.as"

// -----
class Level : LevelBase
{
    // count this version-number up. This is for later version tracking, when the QA plays the map
    string m_stgVersion = "1.84 - 25.09.2017 - 18:40";

    // -----
    // member variables:

};

// -----
// constructor:
Level(LevelReference@ _Reference)
{
    super(_Reference);
}

// -----
// override:

// level is being created for the first time - only called once for a campaign
void OnCreated() override
{
    print("[SCRIPT] --- V E R S I O N : LevelBase: "+m_LevelBaseVersion+", Map Script: " + m_stgVersion+" (Level was just created)");
    print("[SCRIPT] --- M A P : Map: "+ m_Reference.GetMapId() +", setting: " + m_Reference.GetWorld().GetCurrentMapSetting(m_Reference.GetMapId()) + ".");

    m_bIntro = false;
    LevelBase::OnCreated();

    array<Entity> _arrEntities = m_Reference.GetEntitiesInGroup(m_stgCaravanWall);
    for (uint _Tmp1 = 0; _Tmp1 < _arrEntities.length(); _Tmp1++)
        m_Reference.BlockNavMesh(m_Reference.FindEntityName(_arrEntities[_Tmp1]), false);

    InitCommon();
    InitEvents();
}

// level data had been restored from savegame - ensure version compability here
void OnLoaded(const uint _uVersion) override
{
    // super(_uVersion);
}

void InitEvents()
{
    // -----
    // --- SIDE MISSIONS

}

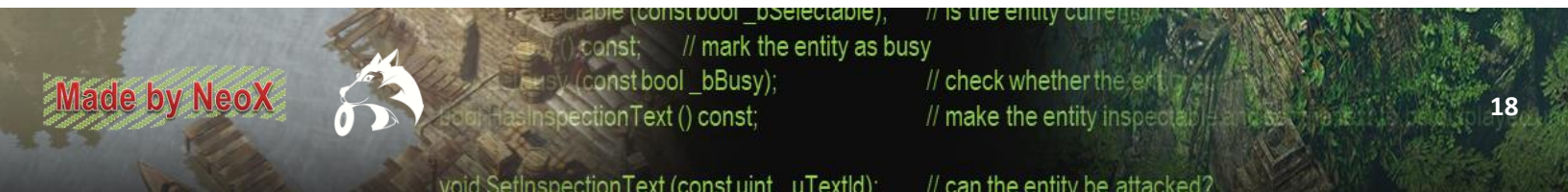
void InitCommon()
{
    // -----
    // Set up the Characters
}

// -----
// --- EVENTS: -----

void ArticyEndGame()
{
    printNote("--- GAME ENDS -----");

    m_bMagePinDialogFinished = true;
    m_Reference.WinGame(0);
}

// -----
// --- CUSTOM FUNCTIONS -----
```





8 = Creates a new Script file with a Coop script:

```
// -----
#include "../basicScripts/Journey_LevelBase.as"

// -----
class Level: Journey_LevelBase
{
    // count this version-number up. This is for later version tracking, when the QA plays the map.
    string m_Version_Level = "QA hasn't played the map yet";

    // --- constructor --- DONT TOUCH!!!!
    Level (LevelReference@ _Reference)
    {
        super(_Reference);
    }

// -----
// --- VARIABLES -----

// -----
// --- SYSTEM EVENTS -----

    void OnCreated () override
    {
        // Call the original OnCreated
        Journey_LevelBase::OnCreated();
        print("--- M A P : Level Script: "+m_Version_Level+", Map: "+ m_Reference.GetMapId() +", Setting: "+ m_Reference.GetWorld().GetCurrentMapSetting(
m_Reference.GetMapId() )+"");

        // Calling the final functions
        InitEvents(); // register all neutral events
        InitCommon(); // script and set everything up for starting the level
    }

    void OnLoaded (const uint _uVersion) override
    {
        Journey_LevelBase::OnLoaded(_uVersion);
        print("--- M A P : Level Script: "+m_Version_Level+", Map: "+ m_Reference.GetMapId() +", Setting: "+ m_Reference.GetWorld().GetCurrentMapSetting(
m_Reference.GetMapId() )+"");
    }

// -----
// --- BASICS EVENTS -----

// --- ALL SETTINGS -----
void InitEvents ()
{
}

void InitCommon ()
{
    //give a godstone to the host faction player
    //m_Reference.GetBuildingByName("Godstone_Entrance").SetFaction(m_Reference.GetHostFaction());
}

// -----
// --- EVENT FUNCTIONS -----

}
```



```
...electable (const bool _bSelectable), // is the entity currently
... () const; // mark the entity as busy
... busy (const bool _bBusy); // check whether the entity is busy
... bool hasInspectionText () const; // make the entity inspectable and add the
void SetInspectionText (const uint _uTextId); // can the entity be attacked?
```



```

    m_bEnabled (const bool _bEnabled); // enabled or disable the entity
    m_bInteractive (const bool _bInteractive); // can the entity be interacted with
    m_bSelectable (const bool _bSelectable); // can the entity (theoretically) be selected
    m_bAttacked (const bool _bAttacked); // can the entity be attacked?
    m_bInspected (const bool _bInspected); // can the entity be inspected
    m_bBusy (const bool _bBusy); // mark the entity as busy
    m_bHasInspectionText (const bool _bHasInspectionText); // make the entity inspectable and add the text to be displayed
    void SetInspectionText (const uint _uTextId); // can the entity be attacked?

```

9 = Creates a new Script file with a PVP script (Soul Harvest based by default):

```

// -----
// Documentation can be found at:
// http://cp-srv-01/wiki
// file:///CP-SRV-01/Projects/SF3/LevelDesign/ScriptDokumentation/html/index.html
// includes:
#include "../basicScripts/LevelBase.as"
// -----
// globals:
// -----
// classes:
// -----
//
class Level : LevelBase
{
    // -----
    string m_stgVersion = "0.2";
    // -----
    // --- constructor --- dont make any changes here
    Level(LevelReference@ _Reference)
    {
        super(_Reference);
    }
    // -----
    // overridden:
    // Function that is called when the Level is created for the first time - only called once within the campaign
    void OnCreated() override
    {
        print("[SCRIPT] --- V E R S I O N : LevelBase: "+m_LevelBaseVersion+", and Map Script: "+m_stgVersion+" (Level was just created)");

        PrepareSkirmishPvP();

        // Calling the final functions
        InitEvents(); // register the Events

        InitCommon(); // Start the Level
    }

    // level data had been restored from savegame - ensure version compability here
    void OnLoaded(const uint _uVersion) override
    {
        print("[SCRIPT] --- V E R S I O N : LevelBase: "+m_LevelBaseVersion+", and Map Script: "+m_stgVersion+" (Level was loaded)");

        // Call the original OnLoaded
        LevelBase::OnLoaded(_uVersion);

        InitCommon();
    }

    // level has been entered
    void OnEntered() override
    {
        print("[SCRIPT] --- V E R S I O N : LevelBase: "+m_LevelBaseVersion+", and Map Script: "+m_stgVersion+" (Level was normally entered)");

        // Call the original OnEntered
        LevelBase::OnEntered();
    }

    // -----
    // --- CUSTOM FUNCTIONS AND EVENTS -----
    // All events are registered in this function.
    // There souldn't be any variable declarations or initialitations
    void InitEvents()
    {
    }

    //
    // Is called right at the beginning of the level. Should only be used to start a dialogue, or directly stage an event and so on.
    void InitCommon()
    {
        // Start Dialogue at the beginning
        // or script a small cutscene
    }

    // -----
    // -----
}

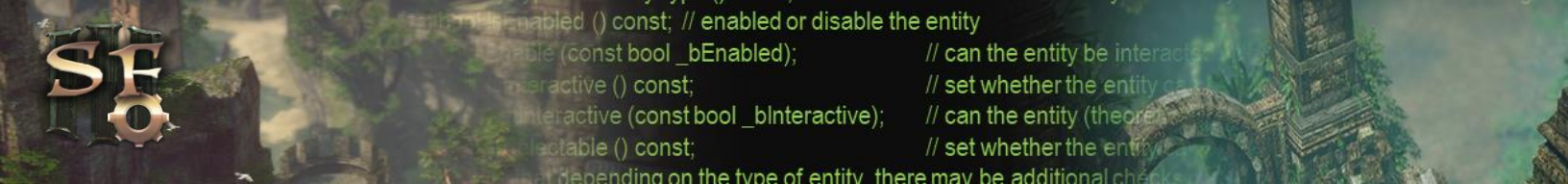
```



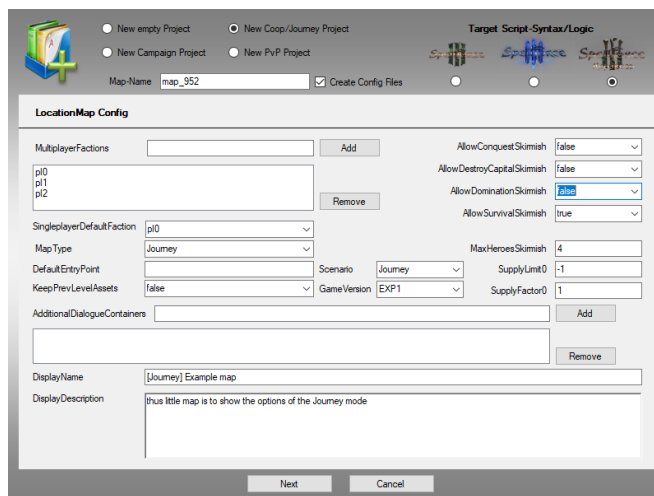
```

    m_bSelectable (const bool _bSelectable); // is the entity currently selectable
    m_bBusy (const bool _bBusy); // mark the entity as busy
    m_bHasInspectionText (const bool _bHasInspectionText); // check whether the entity is inspectable
    void SetInspectionText (const uint _uTextId); // make the entity inspectable and add the text to be displayed
    void SetInspectionText (const uint _uTextId); // can the entity be attacked?

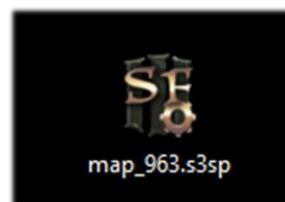
```

10 = Starts a new Script-Project with all needed Script-base-Files for the selected Map/level



After the selection the IDE will create a Folder with the correct Syntax and opens all needed files in the IDE. The project can be saved and loaded over the created “*.s3sp” file.



11 = Loads a SpellForce 3 Script file “*.as” (Angelscript) or “*.txt”

12 = Loads a SpellForce 3 – Script-Engine file “*.s3sp”.

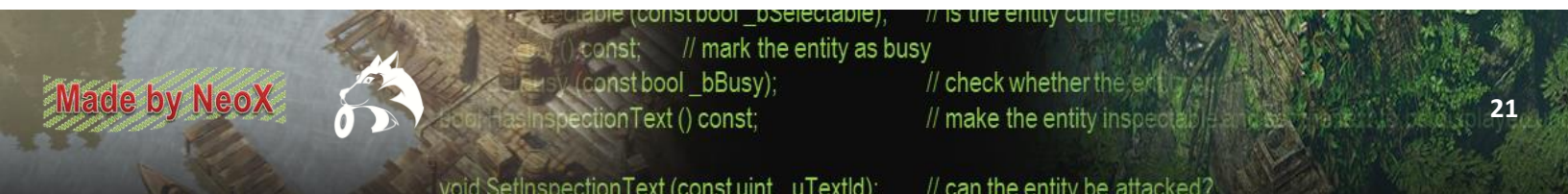
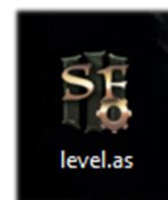
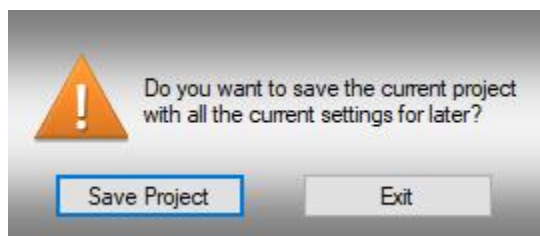
13 = Saves the currently loaded file

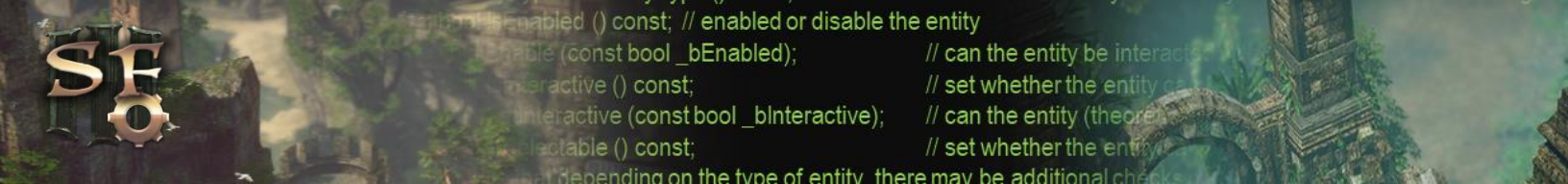
14 = Saves the currently Script-Code under the given file name, path and type

15 = Shows the App-Information’s

16 = Opens the official SpellForce Discord-Server in your webbrowser

17 = Closes the SF3-Script-Engine and asks to save the current project:





18 = Opens the Function-Database (Functions)

1 = Search Field

2 = Start Search

3 = Database Content

4 = Add selected Command to Script Code

5 = write function with "m_Reference"

6 = Show all data of the selected function incl. description

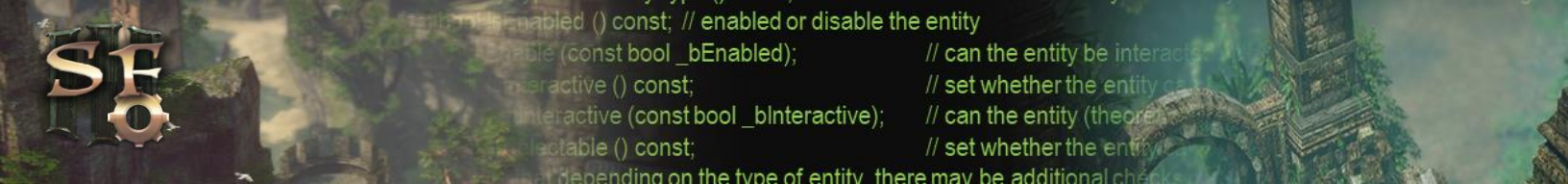
19 = Opens the Function-Database (Enum's)

1 = Search Field

2 = Start Search

3 = Database Content





20 = Opens the Entity-Database (Entity-Mob)

1 = Search Field

2 = Start Search

3 = Database Content

4 = Add selected Command to Script Code

5 = Selects if the Name or the ID has to be added to the code

6 = Shows the details and Data of the current selection

21 = Opens the Entity-Database (Entity-Items)

1 = Search Field

2 = Start Search

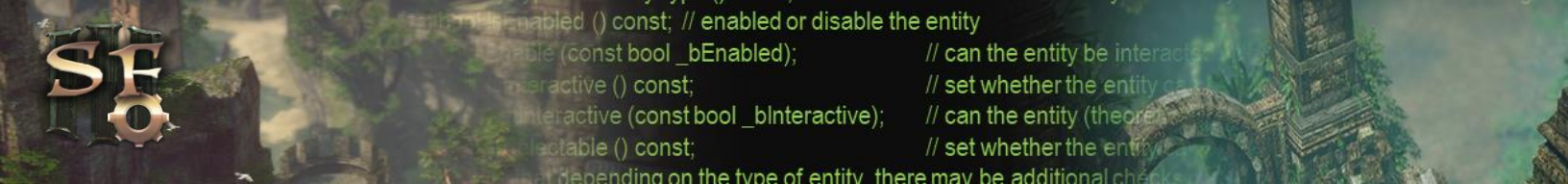
3 = Database Content

4 = Add selected Command to Script Code

5 = Selects if the Name or the ID has to be added to the code

6 = Shows the details and Data of the current selection





22 = Opens the Entity-Database (Entity-LootSet)

1

Entity LootSet

2

3

5

Search:

0 | DwarfBrother_01 | 0x0100002700007e70 | { LootSet { Items "Scalemail_Q0" Weight "1" Max

1 | DwarfBrother_02 | 0x0100002700007e74 | { LootSet { Items "Ahlsgiebs_Q1" Weight "1" Max

2 | DwarfBrother_03 | 0x0100002700007e78 | { LootSet { Items "OrcishHalberd_Q0" Weight "1" Max

3 | KarGoth_Loot | 0x010000270000091e | { LootSet { Items "KarGoth_Axe" Weight "1" Max

4 | Trader_Human_Architect | 0x0100002700009880 | { LootSet { Items "PotHelmet_Q3,TowerShield_FireImmunity_Q3,KiteShie

5 | Trader_Human_Smith | 0x0100002700009884 | { LootSet { Items "Mace2H_AOE_Fire_Q3,MediumArmor_Con_Q3,Home

6 | Trader_Orcish_Smith | 0x0100002700009888 | { LootSet { Items "Staff_Cleave_Interrupt_Q3,Bow_Impair_Q3" Wei

7 | Trader_Orcish_Architect | 0x010000270000988c | { LootSet { Items "PotionOfReskill,FocusPotion_5,FocusPotion_5,FocusI

8 | Trader_Elven_Smith | 0x0100002700009890 | { LootSet { Items "PotionOfReskill,FocusPotion_5,FocusPotion_5,FocusI

9 | Trader_Elven_Architect | 0x0100002700009894 | { LootSet { Items "PotionOfReskill,FocusPotion_5,FocusPotion_5,FocusI

10 | Trader_OrcCommander_Xarr | 0x0100002700009898 | { LootSet { Items "PotionOfReskill,FocusPotion_5,FocusPotion_5,FocusI

11 | Trader_ArenorArandir | 0x010000270000989c | { LootSet { Items "PotionOfReskill,FocusPotion_5,FocusPotion_5,FocusI

12 | Trader_BasicSupply | 0x01000027000098a0 | { LootSet { Items "PotionOfReskill,FocusPotion_5,FocusPotion_5,FocusI

13 | Trader_HuCommander_Flynn | 0x01000027000098a4 | { LootSet { Items "PotionOfReskill,FocusPotion_5,FocusPotion_5,FocusI

14 | Trader_DwarfBrother | 0x01000027000098a8 | { LootSet { Items "PotionOfReskill,FocusPotion_5,FocusPotion_5,FocusI

15 | Trader_ElfCommander_Eleon | 0x01000027000098ac | { LootSet { Items "PotionOfReskill,FocusPotion_5,FocusPotion_5,FocusI

16 | Trader_LostTrader | 0x01000027000098b0 | { LootSet { Items "PotionOfReskill,FocusPotion_5,FocusPotion_5,FocusI

17 | Trader_Scribe | 0x01000027000098b4 | { LootSet { Items "PotionOfReskill,FocusPotion_5,FocusPotion_5,FocusI

18 | Trader_SiegeEngineer | 0x01000027000098b8 | { LootSet { Items "PotionOfReskill,FocusPotion_5,FocusPotion_5,FocusI

19 | Trader_TribalMage | 0x01000027000098bc | { LootSet { Items "PotionOfReskill,FocusPotion_5,FocusPotion_5,FocusI

20 | TradeSet_Q0_HuWeap1H_5 | 0x0100004a000019f1 | { LootSet { Items "BeardAxe_Q0,Hatchet_Q0,Dagger_Q0,Warhammer_C

21 | TradeSet_Q0_OrcWeap1H_5 | 0x0100004a000019f6 | { LootSet { Items "OrcishCleave_Q0,OrcishHatchet_Q0,Orcish

22 | TradeSet_Q0_HuWeap2H_5 | 0x0100004a000019b6 | { LootSet { Items "Greataxe_Q0,Greathammer_Q0,Greatmace

23 | TradeSet_Q0_OrcWeap2H_3 | 0x0100004a000019b5 | { LootSet { Items "OrcishGreatWarpick_Q0,OrcishHalberd_Q0

24 | TradeSet_Q0_Bows_3 | 0x0100004a000019c3 | { LootSet { Items "Longbow_Q0,Shortbow_Q0,OrcishShortbow_Q0"

25 | TradeSet_Q0_XBows_1 | 0x0100004a00001a6b | { LootSet { Items "Crossbow_Q0" Weight "1" Max

26 | TradeSet_Q0_ArmorLight | 0x0100004a00001a76 | { LootSet { Items "LeatherArmor_Q0,LightPlate_Q0,QuiltedArmor_Q0,Stu

27 | TradeSet_Q0_ArmorHeavy | 0x0100004a00001a87 | { LootSet { Items "Chainmail_Q0,FullPlate_Q0,MediumPlate_Q0,PlateMa

28 | TradeSet_Q0_ArmorRobes | 0x0100004a00001a97 | { LootSet { Items "RobeBlack_Q0,RobeGreen_Q0,RobeRed_Q0,Robe

29 | TradeSet_Q0_HuShieldsSm | 0x0100004a00001b0c | { LootSet { Items "Buckler_Q0,RoundShield_Q0,SmallShield_Q0"

30 | TradeSet_Q0_HuShieldsLg | 0x0100004a00001b17 | { LootSet { Items "KiteShield_Q0,TowerShield_Q0" Wei

31 | TradeSet_Q1_HuWeap1H_5 | 0x0100004a000019d6 | { LootSet { Items "BattleAxe_Q1,Hatchet_Q1,RitualDagger_Q

32 | TradeSet_Q1_OrcWeapMelee_4 | 0x0100004a00001a1f | { LootSet { Items "OrcishAxe_Q1,OrcishBattleAxe_Q1,OrcishG

33 | TradeSet_Q1_ElfWeapMelee_5 | 0x0100004a00001a33 | { LootSet { Items "ElvenLongsword_Q1,ElvenScimitar_Q1,Elv

34 | TradeSet_Q1_DwarfWeap | 0x0100004a00001a42 | { LootSet { Items "DwarvishGreataxe01_Q1,DwarvishGrea

35 | TradeSet_Q1_TribalWeap | 0x0100004a00001a4e | { LootSet { Items "Sword1H_TribalSword_Q1" Weight "1" Max

Name

ID

Show Data

Write Code

1 = Search Field

2 = Start Search

3 = Database Content

4 = Add selected Command to Script Code

5 = Selects if the Name or the ID has to be added to the code

6 = Shows the details and Data of the current selection

23 = Opens the Entity-Database of RTS and non-RTS Entries

Entity RTSBuilding

Search:

0 | H_Capital_I | 0x0100000c00002d1e | { BuildingBasic { ConstructionTime "20" Hitpoints "5000"

1 | H_Capital_II | 0x0100000c00002ea2 | { BuildingBasic { ConstructionTime "45" Hitpoints "7500"

2 | H_Capital_III | 0x0100000c00003132 | { BuildingBasic { ConstructionTime "120" Hitpoints "10000"

3 | H_Woodcutter | 0x0100000c00003154 | { BuildingBasic { ConstructionTime "20" Hitpoints "1000"

4 | H_Hunting_Cabin | 0x010000010000fe86 | { BuildingBasic { ConstructionTime "20" Hitpoints "1000"

5 | H_Fishing_Cabin | 0x010000010000fead | { BuildingBasic { ConstructionTime "20" Hitpoints "1000"

6 | H_Stonecutter | 0x010000010000feba | { BuildingBasic { ConstructionTime "20" Hitpoints "1000"

7 | H_Wooden_Tower | 0x010000010000ff4 | { BuildingBasic { ConstructionTime "25" Hitpoints "1500"

8 | H_Barracks_I | 0x010000010000ffda | { BuildingBasic { ConstructionTime "45" Hitpoints "2000"

9 | H_Farm | 0x010000010001001f | { BuildingBasic { ConstructionTime "30" Hitpoints "2000" Sigh

10 | H_Iron_Mine | 0x0100000100010044 | { BuildingBasic { ConstructionTime "15" Hitpoints "2000"

11 | H_Iron_Smelter | 0x010000010001006d | { BuildingBasic { ConstructionTime "30" Hitpoints "3000"

12 | H_Smith | 0x01000001000100f3 | { BuildingBasic { ConstructionTime "30" Hitpoints "3000" Sigh

13 | H_Academy | 0x0100000100010112 | { BuildingBasic { ConstructionTime "35" Hitpoints "4000"

14 | H_Aria_Collector | 0x010000010001012b | { BuildingBasic { ConstructionTime "30" Hitpoints "3000"

15 | H_Aria_Distillery | 0x010000010001015c | { BuildingBasic { ConstructionTime "45" Hitpoints "4000"

16 | H_Stone_Tower | 0x01000001000101e1 | { BuildingBasic { ConstructionTime "30" Hitpoints "4000"

17 | H_Expansion_0 | 0x0100000100011b82 | { BuildingBasic { ConstructionTime "20" Hitpoints "1000"

18 | H_Expansion_1 | 0x0100000100011b86 | { BuildingBasic { ConstructionTime "30" Hitpoints "5000"

19 | H_Expansion_II | 0x0100000100011b8a | { BuildingBasic { ConstructionTime "45" Hitpoints "5000"

20 | H_Expansion_III | 0x0100000100011b8e | { BuildingBasic { ConstructionTime "60" Hitpoints "7000"

21 | H_Wooden_Tower_II | 0x0100000170000f2c | { BuildingBasic { ConstructionTime "30" Hitpoints "2500"

22 | H_Wooden_Tower_III | 0x0100002700005286 | { BuildingBasic { ConstructionTime "30" Hitpoints "5000"

23 | H_Wooden_Tower_noWorker | 0x010000270000088e0 | { BuildingBasic { ConstructionTime "25" Hitpoints "5000"

24 | O_Capital_I | 0x010000010001022f | { BuildingBasic { ConstructionTime "20" Hitpoints "7500"

25 | O_Capital_II | 0x0100000100010258 | { BuildingBasic { ConstructionTime "45" Hitpoints "10000"

26 | O_Capital_III | 0x010000010001026d | { BuildingBasic { ConstructionTime "120" Hitpoints "13000"

27 | O_Woodcutter | 0x0100000100010283 | { BuildingBasic { ConstructionTime "13" Hitpoints "670"

28 | O_Hunting_Cabin | 0x010000010001028e | { BuildingBasic { ConstructionTime "13" Hitpoints "670"

29 | O_Fishing_Cabin | 0x010000010001029d | { BuildingBasic { ConstructionTime "13" Hitpoints "670"

30 | O_Stonecutter | 0x01000001000102aa | { BuildingBasic { ConstructionTime "13" Hitpoints "670"

31 | O_Wooden_Tower | 0x01000001000102b7 | { BuildingBasic { ConstructionTime "13" Hitpoints "7500"

32 | O_Barracks | 0x01000001000102c8 | { BuildingBasic { ConstructionTime "30" Hitpoints "11300" Sigh

33 | O_Farm | 0x01000001000102f9 | { BuildingBasic { ConstructionTime "20" Hitpoints "11300" Sigh

34 | O_Iron_Mine | 0x0100000100010306 | { BuildingBasic { ConstructionTime "15" Hitpoints "11400" Sigh

35 | O_Iron_Smelter | 0x0100000100010313 | { BuildingBasic { ConstructionTime "45" Hitpoints "43700"

Name

ID

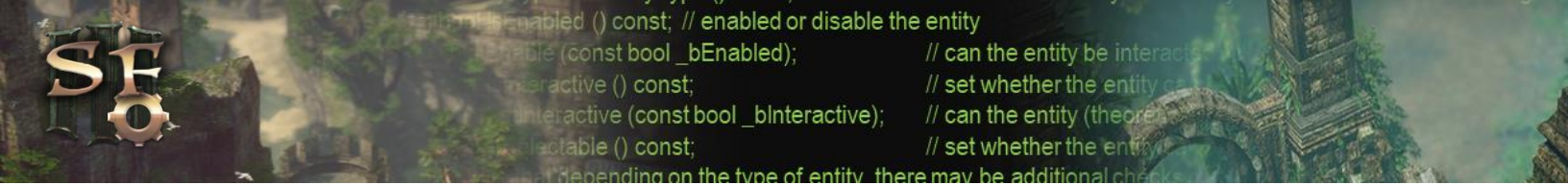
Show Data

Write Code

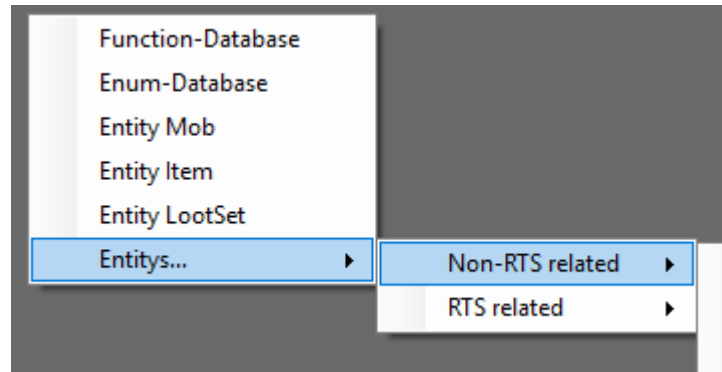
6

Made by NeoX

24



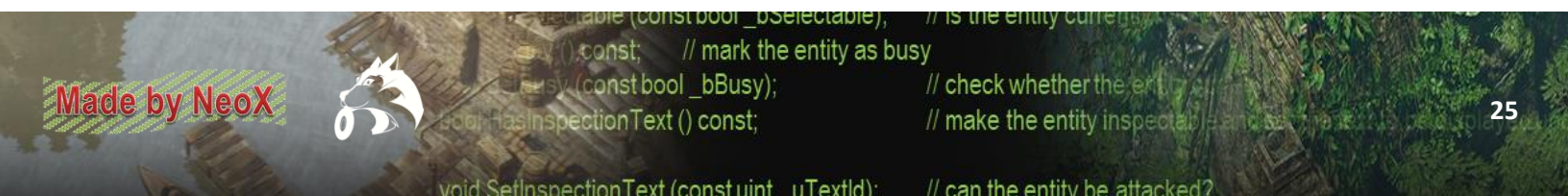
All Databases can be called by all Editors over the Context-Menu too.



24 = Creates a new Editor in a new Tab

25 = Creates a new Editor in a new Window

26 = Opens the online Manual

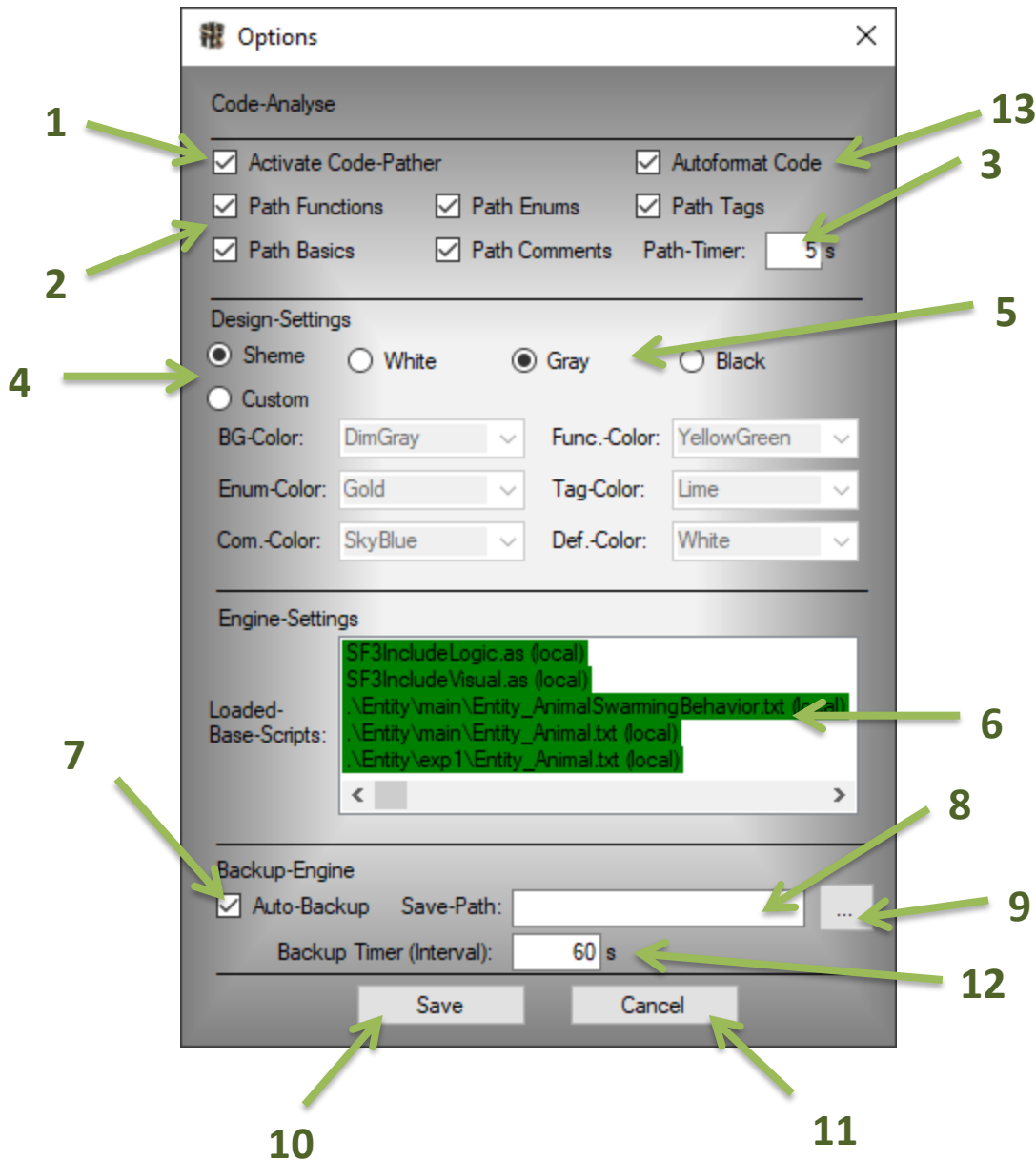



```

bool _bEnabled; // enabled or disable the entity
bool _bInteractive; // can the entity be interacted
bool _bSelectable; // can the entity (theoretically) be selected
// depending on the type of entity, there may be additional checks

```

5.1.1 Options



1 = Activates the Coloring pathing of the Script Code and Error-Analyses

2 = Separate what parts of the Script-Code have to be pathed (Colored and checked)

3 = Starts the Script-Code pathing process after the last input after x seconds

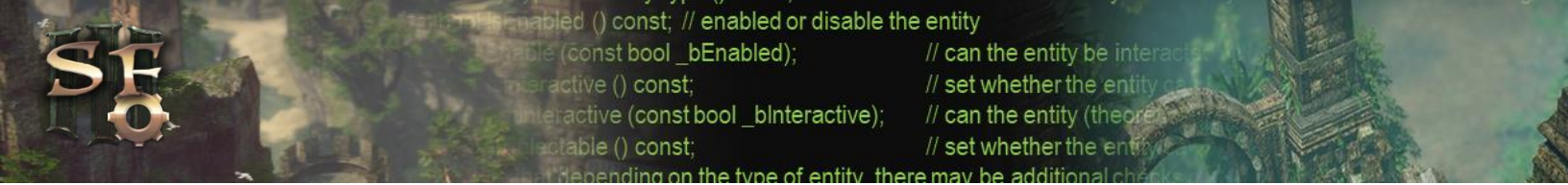
4 = Selection what pathing colors will be used – custom or pre-configured theme

5 = Selection of the Color-theme

```

bool _bSelectable; // is the entity currently selectable
bool _bBusy; // mark the entity as busy
bool _bHasInspectionText; // check whether the entity has inspection text
// make the entity inspectable and add the inspection text
void SetInspectionText(const uint uTextId); // can the entity be attacked?

```

6 = currently imported Scripts and Entity-DB's in the IDE, declared in the "import_script.txt" ([see page 12](#)) – Green = successfully imported and loaded in, Red = failed to load or to find the script or Entity-DB

7 = Activated the Backup Engine for all Editor's and backups all code and loaded in project every 30s

8 = Folder-path where the backup files of the Script-Code's will be saved

9 = Set the Backup folder (if empty it will use the default one in "My Documents")

10 = Save and apply the currently settings

11 = Close Options and ignore all changes

12 = Sets the time interval in that the Backups are done automatically in the background

13 = Autoformats all scripts and codes on saving and loading

5.1.2 Auto Backup and Settings file

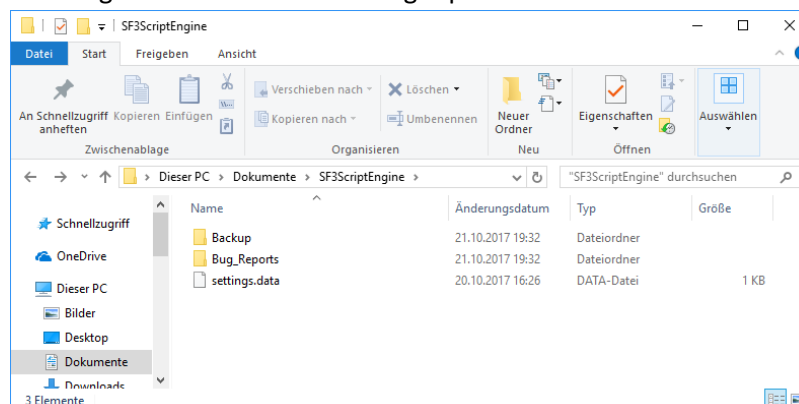
The SpellForce 3 – Script-Engine has an included Backup-Engine. With this Backup-Engine no progress can be lost if the System crashes or shuts down without saving the current work.

The Backup-Engine saves by default in the following folder:

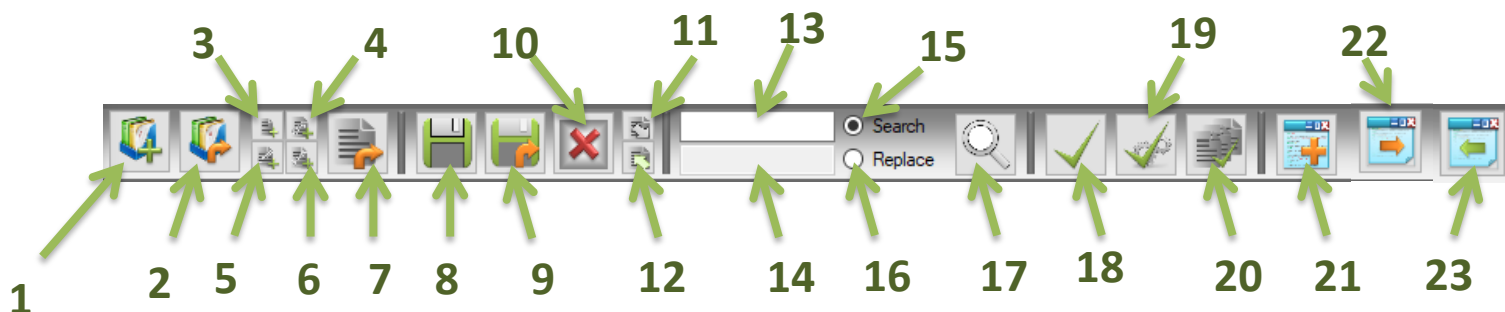
*C:\Users*Your User Name*\Documents\SF3ScriptEngine\Backup*

The saved Backup files have the ending "*.bup" (Backup) and is a clean copy of the script-code and can be opened by any editor. The ending "bupproj" is a backup of the current loaded in map-project.

The folder "SF3ScriptEngine" in the Documents folder is important for the SF3-Script-Engine. This is the location where the Settings file is saved and the Bug reports are saved. The normal content of the Folder looks like this:



5.2 Sub-Main-Menu-Bar



1 = Starts a new Script-Project with all needed Script-base-Files for the selected Map/level (see page 20)

2 = Loads a SpellForce 3 – Script-Engine file “*.s3sp” or “*.txt”.

3 = Creates a new Script file with a base script ([see page 17](#))

4 = Creates a new Script file with a Campaign script ([see page 18](#))

5 = Creates a new Script file with a Coop script ([see page 19](#))

6 = Creates a new Script file with a PVP script ([see page 20](#))

7 = Loads a SpellForce 3 Script file “*.as” (Angelscript) or “*.txt” ([see page 21](#))

8 = Saves the currently loaded file

9 = Saves the currently Script-Code under the given file name, path and type

10 = Clears the current Editor from all data and file information’s (resets it)

11 = Comments out the selected Script-Code

21 = Opens a new Solo-Editor ([see page 33](#))

12 = Comments in the selected Script-Code

22 = Converts the Tab-Editor to a Window Editor

13 = Search field

23 = Converts the Window Editor to a Tab-Editor

14 = Replace field

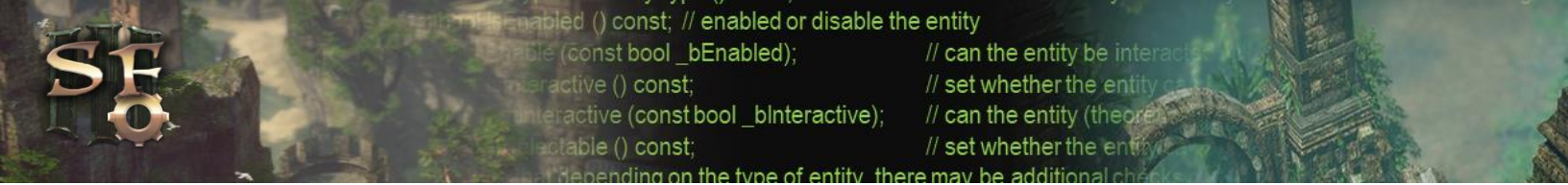
15/16 = Selects if the entered work should be searched or replaced

17 = Start the Search/replacement in the current Script-Code

18 = Instant Error-Check














19 = Configure the Error-Analyze-Engine for all Editors ([see page 31](#))

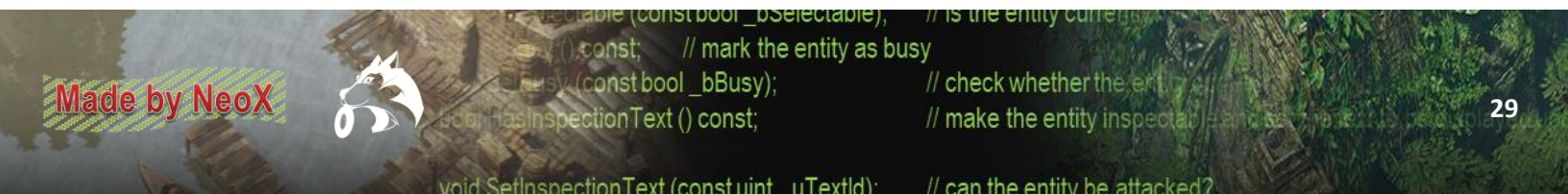
20 = Auto Backup the current Script-Code

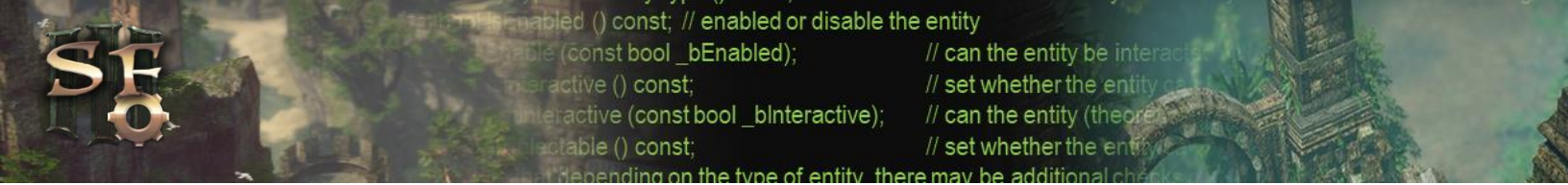


5.3 Quick Command Sidebar

If a “.as” Script file is loaded in, then you get this sidebar:

	<= Opens the Function-Database (Functions) with selection of “ Position ”-Commands (see page 21)
	<= Opens the Function-Database (Functions) with selection of “ Random ”-Commands (see page 21)
	<= Opens the Function-Database (Functions) with selection of “ Entity ”-Commands (see page 21)
	<= Opens the Function-Database (Functions) with selection of “ Creature ”-Commands (see page 21)
	<= Opens the Function-Database (Functions) with selection of “ Building ”-Commands (see page 21)
	<= Opens the Function-Database (Functions) with selection of “ LogicObject ”-Commands (see page 21)
	<= Opens the Function-Database (Functions) with selection of “ ResourceDeposit ”-Commands (see page 21)
	<= Opens the Function-Database (Functions) with selection of “ CreatureGroup ”-Commands (see page 21)
	<= Opens the Function-Database (Functions) with selection of “ World ”-Commands (see page 21)
	<= Opens the Function-Database (Functions) with selection of “ LevelReference ”-Commands (see page 21)
	<= Opens the Function-Database (Functions) with selection of “ QuestJournal ”-Commands (see page 21)
	<= Opens the Function-Database (Functions) with selection of “ HeroParty ”-Commands (see page 21)
	<= Opens the Function-Database (Functions) with selection of “ Sector ”-Commands (see page 21)





If a “.txt” config file is loaded in, then you get this sidebar:



<= Opens the “**Location_LocationMap**” config Editor

<= Opens the “**Map Information File**” config Editor

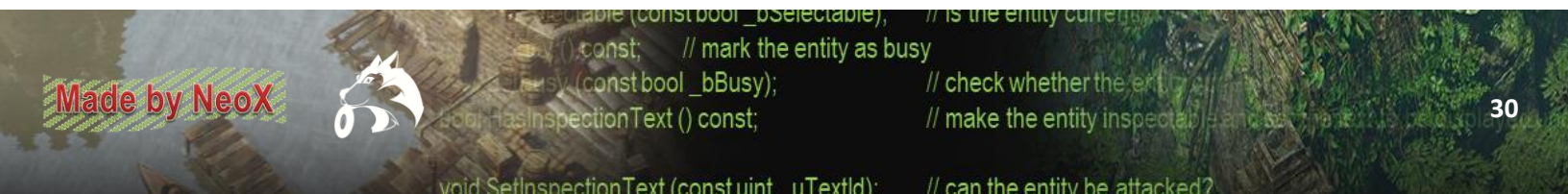
<= Opens the “**Spot_Container**” config Editor

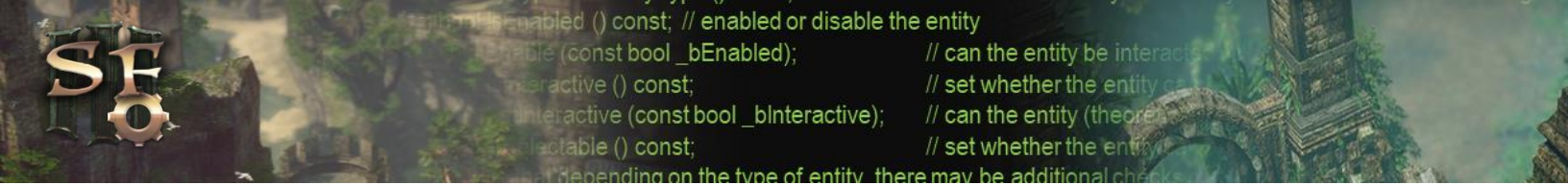
<= Opens the “**Spot_FactionSlot**” config Editor

<= Opens the “**Spot_LevelSpawn**” config Editor

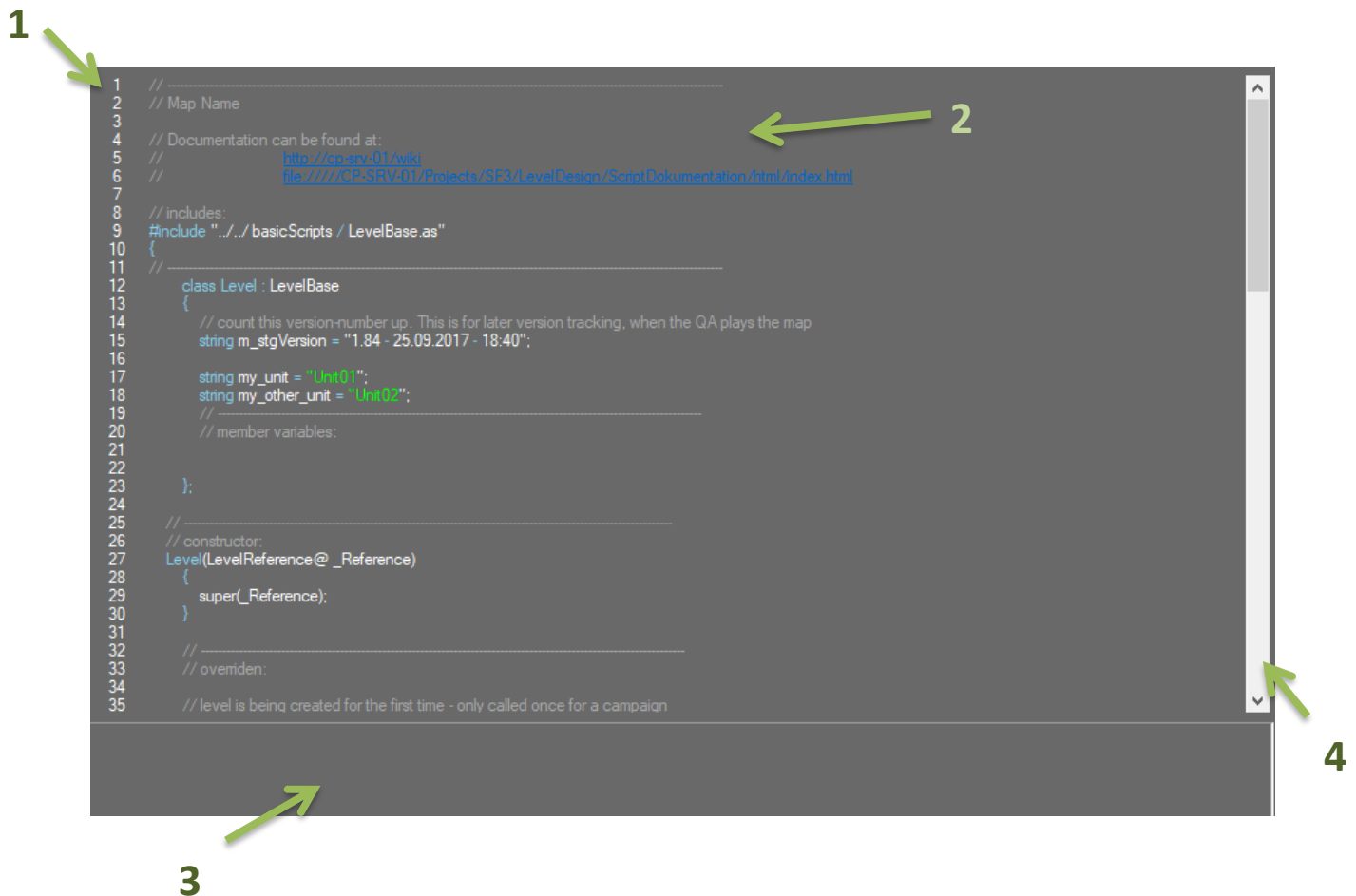
<= Opens the “**Zone_Sector**” config Editor

If only lose files are loaded in and no project then this menu is deactivated because of missing data.



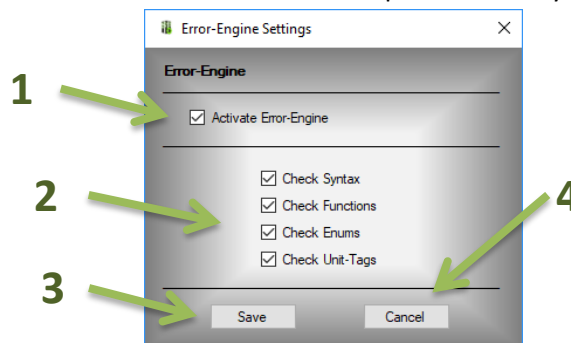


5.4 Coding Area with Error-Monitor

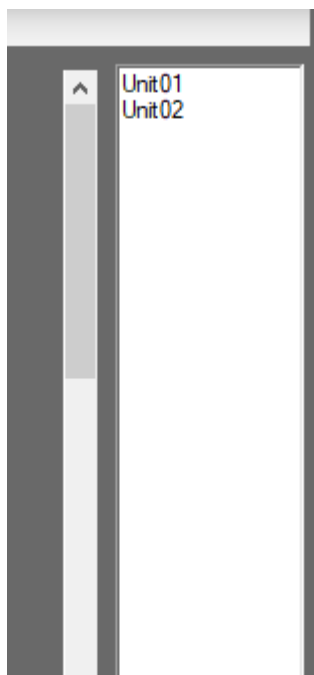


Error-Monitor

The Error-Monitor shows the current issues with the Script-Code and Syntax, and can be configured.



5.5 Tag-List



The „Tag-List“, is a feature that is only available in the SpellForce 3 – Script-Engine.

When you create a map for SpellForce 3, you give the Units, Objects and Buildings Tag/ID's to control them and to link Events/Functions to them. A lot of Bugs and typo-Error are done because the tag-name is written wrong in the script code.

Here you have the option to enter tags of the Units, Objects and Buildings of the map you are working on, who will be pathed in your script-code. So you can see if you entered the tag of the Unit, Object or Building correctly and saves a lot of debugging time.

Just enter the tag of your Unit/Object/Building in the list and push “ENTER” to enter the next one until your list is complete.

Tag-Lists will only be saved in Projects (*.s3sp), not “*as” files.

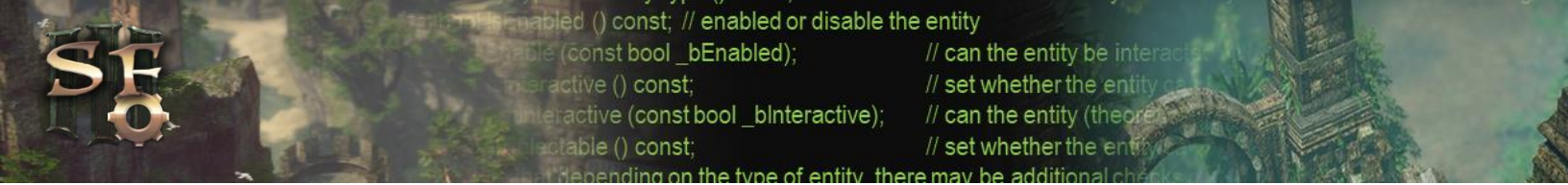
When you entered a Tag correctly in your script-code, it will look like this:

```

// count this version-number up. This is for later
string m_stgVersion = "1.84 - 25.09.2017 - 18:4

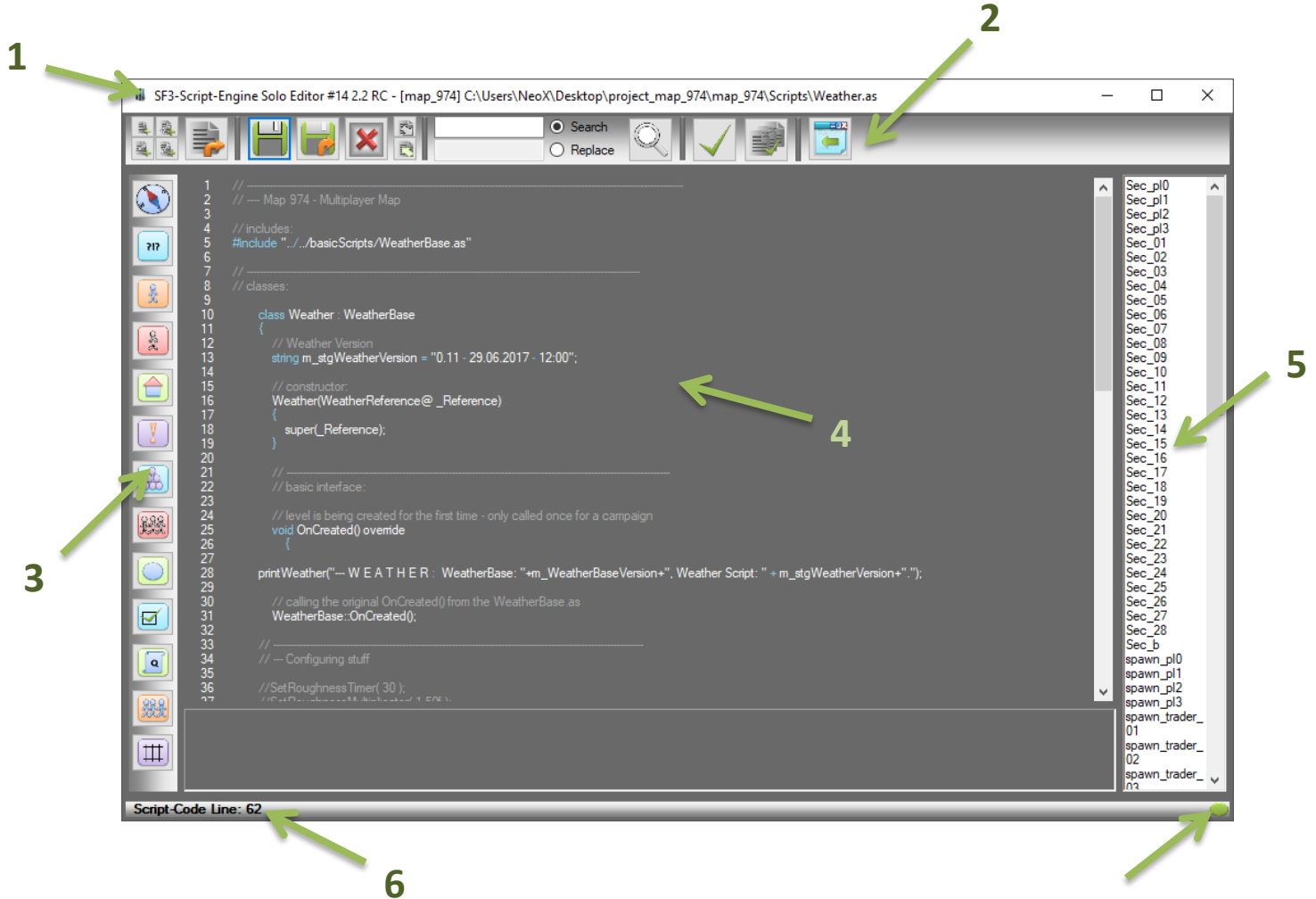
string my_unit = "Unit01";
string my_other_unit = "Unit02";
// -----
// member variables:

```

6.0 Solo Editor

When a new Solo Editor is called or a Project is loaded with more than 1 file, a new Solo Editor will be opened.



1 = App Header (shows the current loaded script file of the Editor and it's save state)

2 = Sub-Main-Menu-Bar ([see page 28](#))

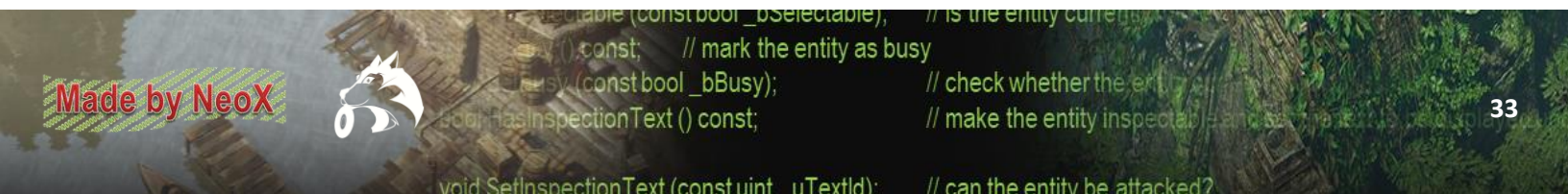
3 = Quick Command Sidebar ([see page 29](#))

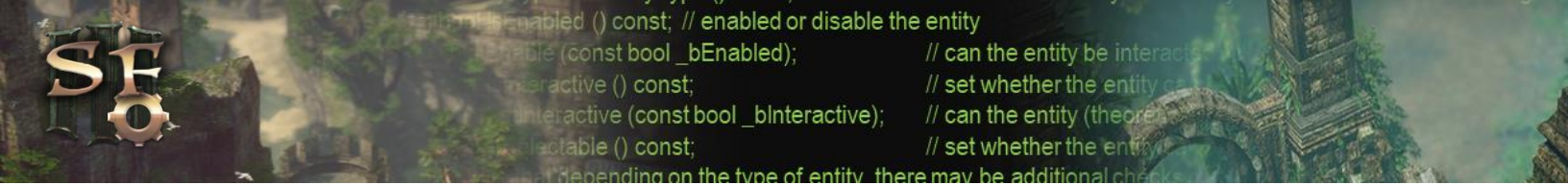
4 = Coding Area with Error-Monitor ([see page 31](#))

5 = Tag-List ([see page 32](#))

6 = Line Selection Footer (Shows the Line number where the Cursor currently is)

7 = Script-State (Shows if the Script can be loaded without any error. Green = all OK, Yellow = unknown commands but can work, Red = Load Error)





7.0 New Project Wizard

Here you can auto-create all needed config files that the game/maps needs. The Wizard will lead you through the creation of a 6 additional needed script files. It will auto create the “map_name.txt, Location_LocationMap.txt, Spot_Container.txt, Spot_FactionSlot.txt, Spot_LevelSpawn.txt, Zone_Sector.txt” with the needed positions.

7.1 Location LocationMap

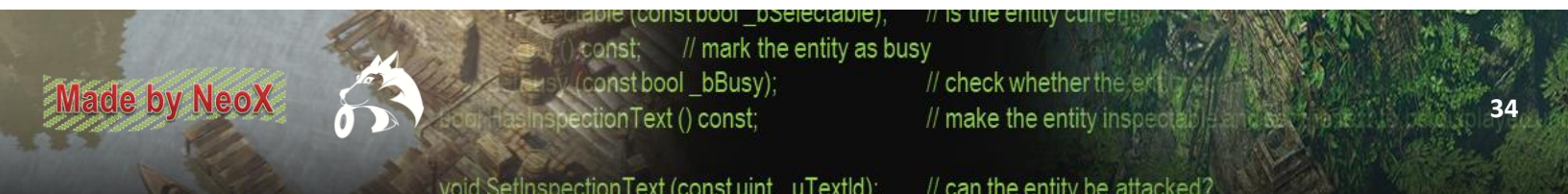
The screenshot shows the 'LocationMap Config' window with the following elements and callouts:

- 1**: Project Basis selection (New empty Project, New Coop/Journey Project, New Campaign Project, New PvP Project)
- 2**: Map Name input field (map_999)
- 3**: Create Config Files checkbox
- 4**: MultiplayerFactions list (pl0, pl1, pl2)
- 5**: Add button for MultiplayerFactions
- 6**: Remove button for MultiplayerFactions
- 7**: SingleplayerDefaultFaction dropdown (pl0)
- 8**: Map Type dropdown (Journey)
- 9**: DefaultEntryPoint input field
- 10**: KeepPrevLevelAssets checkbox (false)
- 11**: Scenario dropdown (Journey)
- 12**: GameVersion dropdown (Main)
- 13**: AllowConquestSkirmish dropdown (false)
- 14**: AllowDestroyCapitalSkirmish dropdown (false)
- 15**: AllowDominationSkirmish dropdown (false)
- 16**: AllowSurvivalSkirmish dropdown (true)
- 17**: MaxHeroesSkirmish input field (4)
- 18**: SupplyLimit0 input field (-1)
- 19**: SupplyFactor0 input field (1)
- 20**: Target Script-Syntax/Logic selection (Spinebase, Spinebase, Spinebase)
- 21**: Add button for AdditionalDialogueContainers
- 22**: Remove button for AdditionalDialogueContainers
- 23**: DisplayName input field ([Journey] example map)
- 24**: DisplayDescription text area (this is a little map to show th aoptions of the journey model)
- 25**: Next button
- 26**: Cancel button

1 = Project Basis – Selects the type of Project you create and what base-script will be used

2 = exact name of the map that this project is created for

3 = auto-create needed config files with the wizard





```

    bool _bEnabled () const; // enabled or disable the entity
    bool _bInteractive () const; // can the entity be interacted with
    void _bInteractive (const bool _bInteractive); // set whether the entity can be interacted with
    bool _bSelectable () const; // can the entity (theoretically) be selected
    void _bSelectable (const bool _bSelectable); // set whether the entity can be selected
    // depending on the type of entity, there may be additional checks

```

4 = Name of the MultiplayerFaction to add

Faction slots available for use by players or AIs when hosting a skirmish game

Type: FactionSlot

5 = adds the entered Faction-Name to the database (needs to be done at least one time as base data for all scripts)

6 = List of the current registered MultiplayerFactions

7 = Removes the currently selected MultiplayerFaction

8 = selects the SingleplayerDefaultFaction

Faction you will control when starting the map directly via the commandline

Type: FactionSlot

9 = selects the MapType

Map type, may be either "Skirmish, Campaign, Journey or other modes"

10 = sets the DefaultEntryPoint

Name of the spawn point where the player's hero party will spawn when entering a campaign level.

Not used in Skirmish maps

11 = sets the KeepPrevLevelAssets config

Whether loaded assets can be kept in memory when entering this level from another level.

Can reduce loading times when returning to previous level, at the cost of using more memory.

Only relevant in Campaign levels, as travelling between levels is not allowed in Skirmish.

12 = Name of the AdditionalDialogueContainer to add

File names of dialogue containers to be loaded for this level.

(only necessary if the dialogue containers are named differently than the level file)

13 = adds the entered AdditionalDialogueContainer to the Database

14 = List of the currently registered AdditionalDialogueContainers

15 = removes the currently selected AdditionalDialogueContainer

16 = sets the Map display name in the game

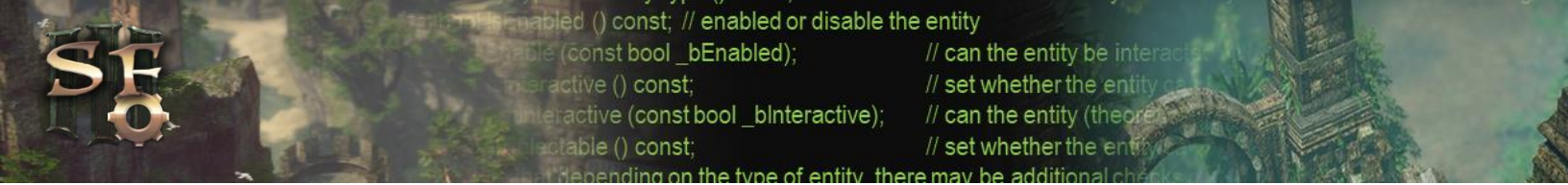
// Default display name for the level used in the game



```

    bool _bSelectable (const bool _bSelectable); // is the entity currently selectable
    void _bSelectable (const bool _bSelectable); // mark the entity as busy
    bool _bBusy (const bool _bBusy); // check whether the entity is currently busy
    bool _bHasInspectionText () const; // make the entity inspectable and add the inspection text
    void SetInspectionText (const uint _uTextId); // can the entity be attacked?

```

17 = sets the DisplayDescription in the game

Default description text displayed in the loading screen when entering the level.

(Note: You can use regular line breaks here if you want to break up the text a little)

18 = finishes the "Location_LocationMap.txt" configuration and goes to the "mapname.txt" configuration

19 = Cancels the New Project Wizard

20 = Selects if the Project will be based (targeted) on the SpellForce 3 base game logic or the SpellForce 3 Soul Harvest game logic and syntax

21 = sets the GameVersion for the map that its dedicated to

Game version this map is made for (either Main or EXP1, should generally be set to EXP1)

Scenario version this map is made for (Skirmish, Main, Exp1 or Exp2 custom campaign)

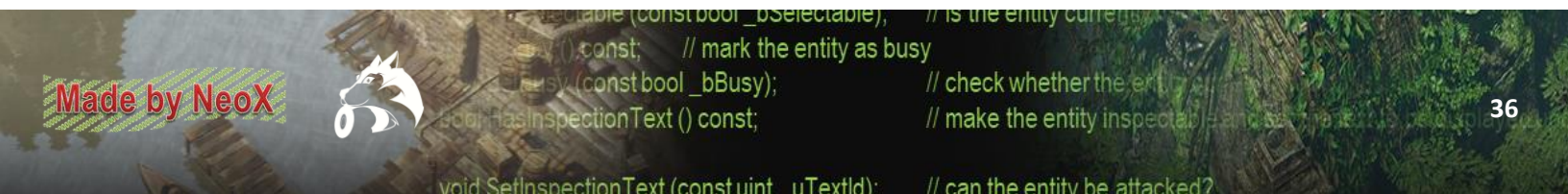
22 = sets the maximum population cap for all the players on this map. You can overwrite the default population cap this way

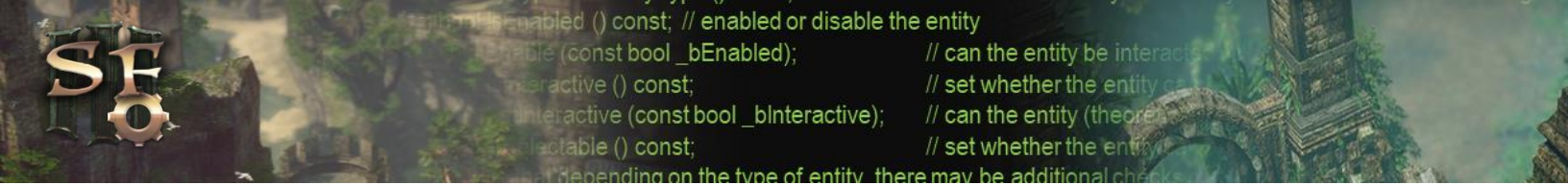
Maximum supply (population) limit for this map (per faction).

If this is -1, the GlobalSupplyLimit value from bin_exp1_win32\configs\gameplay.txt will be used.

Also sets the maximum hero summoning for the base game logic (if the map is designed for SF3 base) and the resource multiplier

23 = Sets the flags of what PVP/Skirmish game-modes this map can be played on the Exp2/Fallen God game logic/design





7.2 Map-Config

The screenshot shows the 'Map Config' window with the following elements and numbered arrows:

- 1**: Points to the 'SkirmishObjective' dropdown menu.
- 2**: Points to the 'InitialCamera' text input field.
- 3**: Points to the 'Faction ID' text input field.
- 4**: Points to the 'Add' button next to the 'Faction ID' field.
- 5**: Points to the list of currently registered InitialCameras.
- 6**: Points to the 'Remove' button for the list of InitialCameras.
- 7**: Points to the 'Use Sound Events' checkbox.
- 8**: Points to the 'Soundevent' label.
- 9**: Points to the 'Target' text input field.
- 10**: Points to the 'Area Type' text input field.
- 11**: Points to the 'Area Name' text input field.
- 12**: Points to the 'Music Event' text input field.
- 13**: Points to the 'Ambient Event' text input field.
- 14**: Points to the 'Parameter' text input field.
- 15**: Points to the 'Value' text input field.
- 16**: Points to the 'SortingOrder' text input field.
- 17**: Points to the 'Add' button for the sound events table.
- 18**: Points to the list of currently registered sound events.
- 19**: Points to the 'Remove' button for the list of sound events.
- 20**: Points to the 'Next' button at the bottom.
- 21**: Points to the 'UseGlobalResources' text input field.

1 = Sets the SkirmishObjective

Conquest *player loses when all sector centers and units have been killed*
DestroyCapital *player loses when the capital has been destroyed*

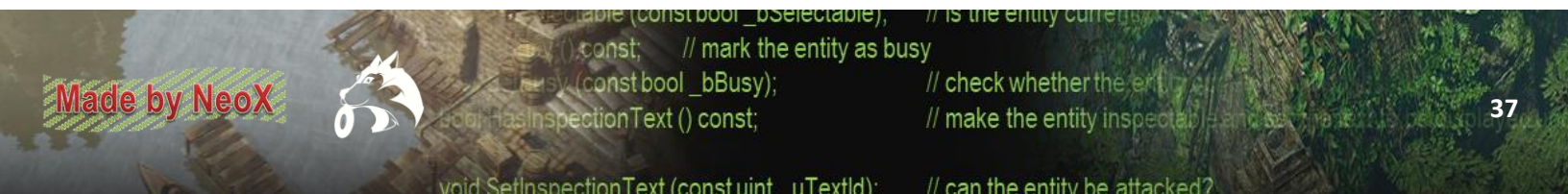
2 = Name of the to added InitialCamera

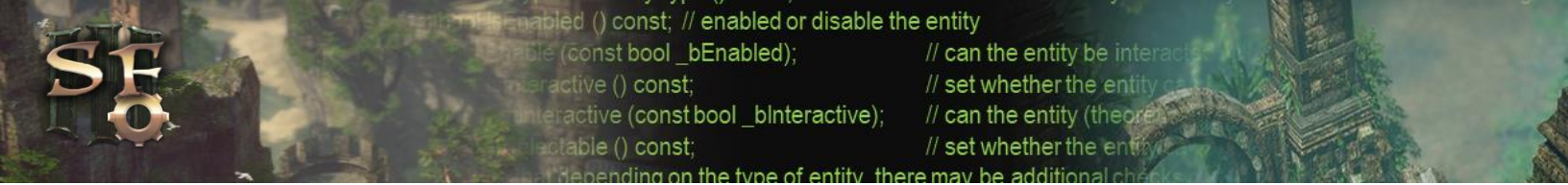
defines a logic box as initial camera for a faction

3 = ID of the Faction of the to added InitialCamera

4 = adds the setted InitialCamera to the database

5 = List of currently registered InitialCameras





6 = removes the currently selected InitialCamera

7 = activates the option to add Sound-Events

8 = Sets the Target for the current Sound-Event

Target: Either Camera or Avatar, specifies which position must be inside the area in order to apply its settings.

9 = Sets the AreaType for the current Sound-Event

Either Zone (for e.g. Logic Boxes or Paths) or Sector (for RTS sectors)

10 = Sets the AreaName for the current Sound-Event

Name of the target logic box/logic path/sector within which the settings should be applied

11 = Sets the Music for the current Sound-Event

music event to play while in this area

12 = Sets the Ambient for the current Sound-Event

ambient event to play while in this area

13 = Sets the Reverb for the current Sound-Event

reverb event to play while in this area

14 = Sets the Parameter for the current Sound-Event

15 = Sets the Parameter-Value for the current Sound-Event

parameter value to be set while within this area (multiple allowed)

16 = Sets the SortingOrder for the current Sound-Event

sorting order of zone. if the player is within multiple areas affecting the same audio track or parameter, the one with the higher sorting order will be used.

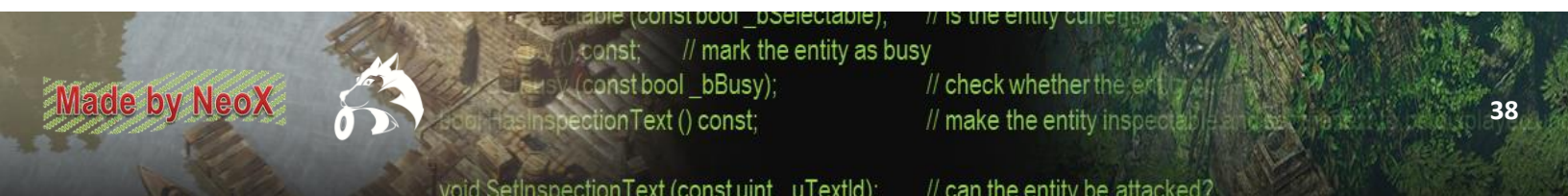
17 = Adds the current configured Sound-Event to the database

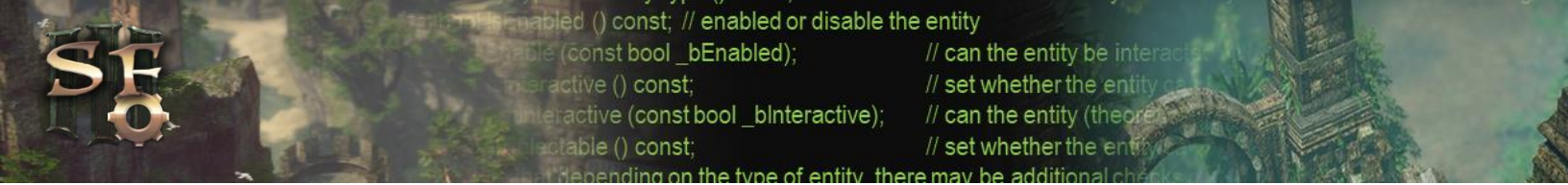
18 = list of the current registered Sound-Event

19 = removes the currently selected Sound-Event

21 = make it possible to transfer resources without carriages (required for Soul Harvest (Exp1))

20 = finishes the Map-Config and goes to the "Spot_Container.txt" configuration





7.3 Spot Container

The screenshot shows the 'Spot Container Config' window. It has a top bar with project type selection (New empty Project, New Coop/Journey Project, New Campaign Project, New PvP Project), a 'Map-Name' field (map_999), a 'Create Config Files' checkbox, and 'Target Script-Syntax/Logic' options. The main area is divided into sections for 'Chest-Name', 'Loot Item ID', 'Key', 'KeyName', 'LockWithoutKey', 'Random LootSets', 'GoldMin', 'GoldMax', 'Num Drops', 'EmptyDrop Weight', 'GoldChance', 'AdditionalLootItems', and a list of configured chests. Numbered callouts point to specific elements: 1 points to 'Chest-Name', 2 to 'Loot Item ID', 3 to 'Key', 4 to 'KeyName', 5 to 'LockWithoutKey', 6 to 'Random LootSets', 7 to 'GoldMin', 8 to the 'Random LootSets' list, 9 to the '-' button, 10 to 'GoldMax', 11 to 'Num Drops', 12 to 'EmptyDrop Weight', 13 to 'GoldChance', 14 to the 'AdditionalLootItems' list, 15 to the '+' button, 16 to 'HealthPotion', 17 to the '[+]' button, 18 to the '-' button, 19 to the 'Add' button, 20 to the 'Edit' button, 21 to the 'Remove' button, 22 to the 'Edit' button, 23 to the 'Next' button, and 24 to the '[+]' button.

1 = Sets the name of the Chest that will be configured

Each object name must match that of a loot container object placed in the level.

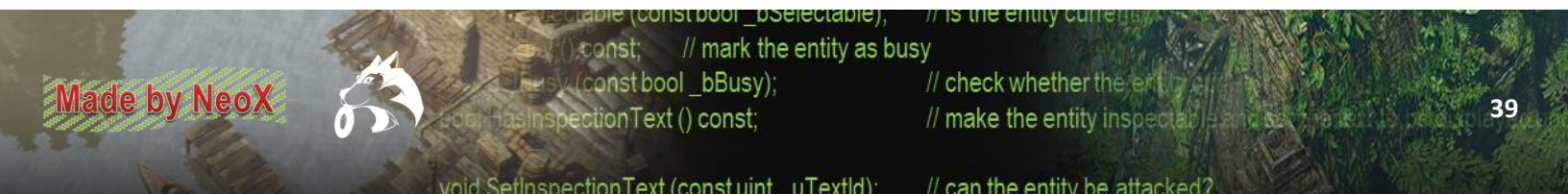
2 = Sets the Config ID of this container (auto created by default)

3 = Sets the Key for the chest

4 = Sets the KeyName for the chest

Name of the key item the player needs in order to unlock this container. Leaving this empty means the container will not be locked.

Type: Item





```
bool _bEnabled () const; // enabled or disable the entity  
bool _bInteractive (const bool _bEnabled); // can the entity be interacted with?  
void _SetInteractive () const; // set whether the entity can be interacted with  
bool _bInteractive (const bool _bInteractive); // can the entity (theoretically) be interacted with?  
bool _bSelectable () const; // set whether the entity can be selected  
// depending on the type of entity, there may be additional checks
```

5 = Sets the LockWithoutKey state

Whether the container should be locked, but not be openable with a key.

If you set this option, the container will need to be unlocked via Script in order for players to be able to loot it.

6 = Selects the Items that will be added as one of the random LootSets

One or more loot sets which can be randomly found in this container. Type: LootSet

7 = adds the selected LootSet to the collection

8 = list of the currently configured LootSets

9 = removes the selected LootSet

10 = Sets the GoldMin value for the current Chest

Minimum amount of gold that can be found in this container.

11 = Sets the GoldMax value for the current Chest

Maximum amount of gold that can be found in this container.

12 = Sets the NumDrops value for the current Chest

Number of loot sets from the list above to be randomly selected and spawned in this container.

13 = Sets the EmptyDropWeight value for the current Chest

Relative chance that each of the randomly selected loot sets above drop an empty set (nothing) instead.

14 = Sets the GoldChance value for the current Chest

Chance in percent that gold will be found in this container.

15 = Selects the AdditionalLootItem for the current Chest

List of additional items which will ALWAYS be found in this container.

16 = adds the selected LootItem to the collection

17 = List of the LootItems that will be added to the current chest

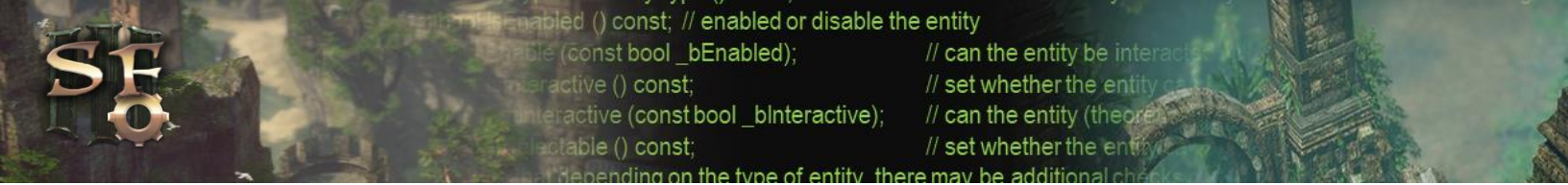
18 = removes the selected LootItem from the list

19 = adds the currently configured chest to the database /saves the changes of the currently edited data

20 = list of the current saved chests in the database

```
bool _bSelectable (const bool _bSelectable); // is the entity currently selectable?  
void _SetSelectable () const; // mark the entity as selectable  
bool _bBusy (const bool _bBusy); // check whether the entity is busy  
bool _bHasInspectionText () const; // make the entity inspectable and add the inspection text  
void _SetInspectionText (const uint _uTextId); // can the entity be attacked?
```



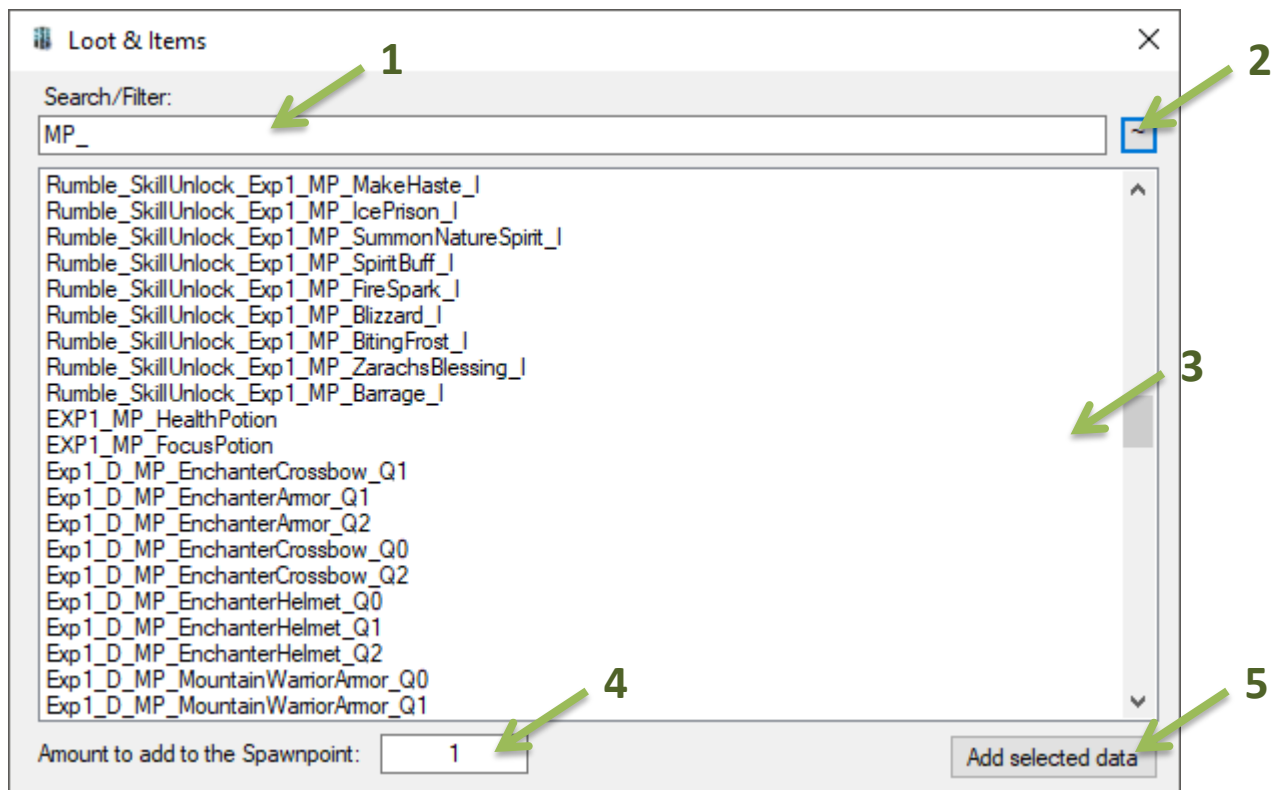


21 = removes the current selected chest from the database/resets the current edited data

22 = edit the currently selected data

23 = finishes the "Spot_Container.txt" config and moves on to the "Spot_FactionSlot.txt" config

24 = opens the Detailed and Filter Loot & Items Selection



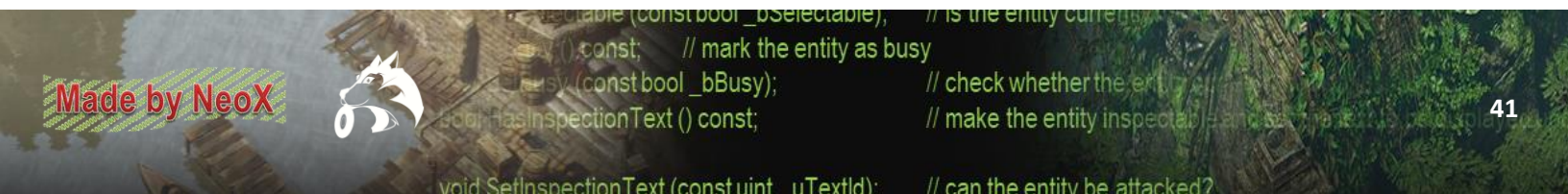
1 = Filter/Search bar – any word or symbol that has to be included in the results

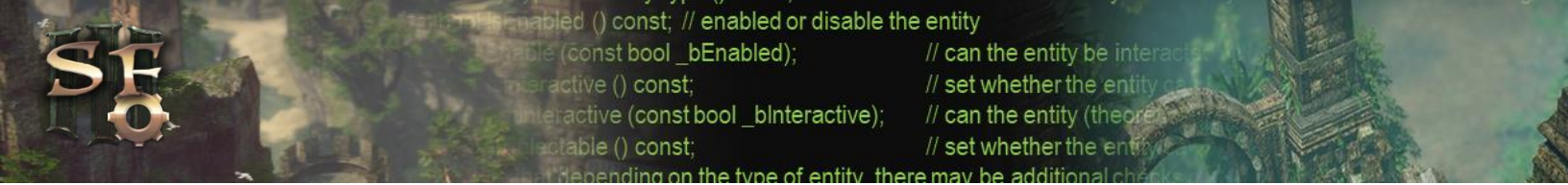
2 = start the search/apply the filter

3 = Result/Items/Loot List

4 = amount of selected item/loot that has to be added

5 = adds the selected item/loot with the selected amount to the current chest/container config





7.4 Spot FactionSlot

The screenshot shows the 'Spot_Faction Config' window. It has a top section for project selection (New empty Project, New Coop/Journey Project, New Campaign Project, New PvP Project) and a 'Map-Name' field set to 'map_999'. Below this is the 'Spot_Faction Config' section with radio buttons for 'Auto Generate' (1) and 'Manually' (2). The 'Manually' option is selected. A 'Generate FactionSlot for all Players' button (2) is also present. The main configuration area includes a 'MultiplayerFaction' dropdown (3) set to 'pl0'. Below this are fields for 'Index' (4) and 'Color' (5). There are three columns of checkboxes for 'Allies' (6), 'Enemies' (7), and 'Neutrals' (8). A 'Race' dropdown (9) is set to 'Human'. An 'AI' dropdown (10) is set to 'Default AI'. A 'CanUseGodstone' dropdown (11) is set to 'true'. A list of 'AllowedRaces' (23) includes Human, Orc, Elf, IronOne, and Demon. Below these are fields for 'HeroPartyMaxLevel' (15), 'HeroPartyStartingLevel' (15), 'ExperienceGainEnabled' (24), 'EconomyFactor' (24), 'JourneyHeroSpawn', and 'StartingResources'. There are also buttons for 'Add' (19), 'Edit' (20), and 'Remove' (21). A 'ForbiddenBuildings' field (16) has a '+' button (15) and a '-' button (18). A list of 'AI' settings (12, 13, 14, 17) includes 'AI_Easy', 'AI_Hard', and 'AI_Insane'. A 'Next' button (22) is at the bottom. A list of generated configurations (18) is shown at the bottom of the main area.

1 = Selects if the Spot_Faction.txt will be auto-configured or manually

2 = Auto-creates the needed configurations based on the configured Multiplayerfactions

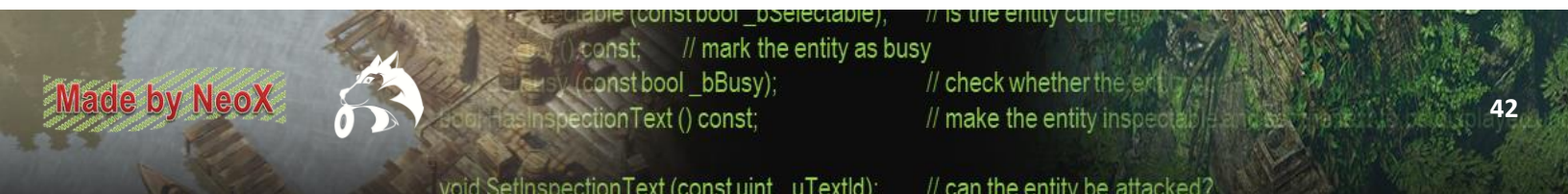
3 = Selection of the MultiplayerFaction that will be configured

4 = Sets the Faction-index

Faction index to use. Must be in the range [0..9]. Must be unique for each faction in the level.

5 = Sets the color for the current faction

Color index to use by default for this faction (only used for non-player factions or when starting the level directly via the command line)





```
bool _bEnabled () const; // enabled or disable the entity  
bool _bInteractive () const; // can the entity be interacted with  
void SetInteractive (const bool _bInteractive); // set whether the entity can be interacted with  
bool _bSelectable () const; // can the entity (theoretically) be selected  
void SetSelectable (const bool _bSelectable); // set whether the entity can be selected  
// depending on the type of entity, there may be additional checks
```

6 = Sets the allies for this faction

List of factions allied with this faction. Type: FactionSlot

7 = Sets the enemys for this faction

List of factions hostile towards this faction. (This is the default relation if not explicitly configured otherwise) Type: FactionSlot

8 = Sets the neutral factions for this faction

List of factions neutral towards with this faction. Type: FactionSlot

9 = Sets the race for this faction

RTS race to be used by this faction (only used for non-player factions or when starting the level directly via the command line) May be either Human, Elf or Orc

10 = Sets the AI for this faction

AI configuration to be used by this faction (only used for non-player factions or when starting the level directly via the command line) Type: RTSAIFaction

11 = Sets the flag for the usage of the godstones

Can this faction use godstones? (If a faction can't use godstones and one of their heroes dies, the hero will be revived at their capitol)

12 = Sets the easy AI for this Faction

Not used in Skirmish Type: RTSAIFaction

13 = Sets the hard AI for this Faction

Not used in Skirmish Type: RTSAIFaction

14 = Sets the insane AI for this Faction

Not used in Skirmish Type: RTSAIFaction

15 = selection of the forbidden RTS buildings to add

Names of buildings which may not be built by this faction Type: Building

16 = adds the selected forbidden RTS Building to the collection

17 = list of the forbidden RTS Buildings

18 = removes the selected forbidden RTS Building

19 = adds the configured MultiplayerFaction to the database



```
bool _bSelectable (const bool _bSelectable); // is the entity currently selectable  
void SetSelectable (const bool _bSelectable); // mark the entity as busy  
bool _bBusy (const bool _bBusy); // check whether the entity is busy  
bool _bHasInspectionText () const; // make the entity inspectable and add the inspection text  
void SetInspectionText (const uint _uTextId); // can the entity be attacked?
```



```
bool _bEnabled () const; // enabled or disable the entity  
bool _bInteractive (const bool _bEnabled); // can the entity be interacted with?  
void SetInteractive () const; // set whether the entity can be interacted with  
bool _bInteractive (const bool _bInteractive); // can the entity (theoretically) be interacted with?  
bool _bSelectable () const; // set whether the entity can be selected  
// depending on the type of entity, there may be additional checks
```

20 = list of the currently saved MultiplayerFaction settings

21 = removes the selected MultiplayerFaction

22 = finishes the "Spot_FactionSlot.txt" config and moves on to the "Spot_LevelSpawn.txt" config

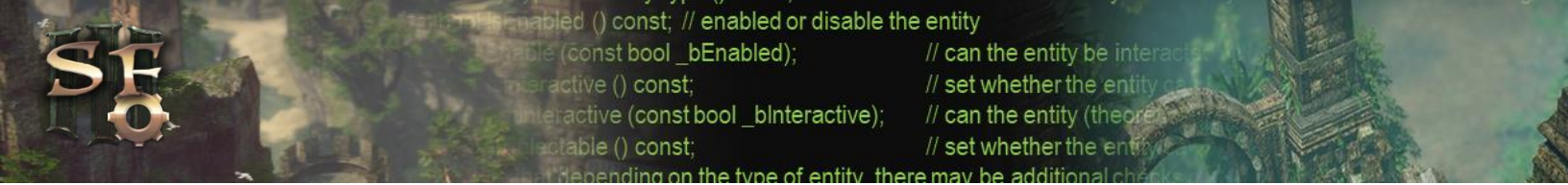
23 = dedicates with what factions the AI can choose/play with (scenario campaign maps only)

24 = configures the detailed data of the AI on the map (scenario campaign maps only)

25 = edits the currently selected factionslot data entry in manual mode



```
bool _bSelectable (const bool _bSelectable); // is the entity currently selectable?  
void SetBusy () const; // mark the entity as busy  
bool _bBusy (const bool _bBusy); // check whether the entity is busy  
bool _bHasInspectionText () const; // make the entity inspectable and add the inspection text  
void SetInspectionText (const uint _uTextId); // can the entity be attacked?
```

7.5 Spot LevelSpawn

The screenshot shows the 'Spot_LevelSpawn Config' window. It has a top bar with project type selection (New empty Project, New Coop/Journey Project, New Campaign Project, New PvP Project) and a 'Map-Name' field set to 'map_999'. Below this is the 'Spot_LevelSpawn Config' section. It includes a 'SectorSpawn Name' field (1) with 'spawn_enemy_03'. A row of fields for 'Spawn ID' (2), 'FactionSlot' (3), 'Time' (4), 'Limit' (5), 'Creatures' (6) with a dropdown, and 'Height' (10) with a '+' button. Below these are several rows of checkboxes and text fields for 'SwarmingBehavior' (11), 'LimitOverall' (12), 'Randomized' (13), 'Prewarm' (14), 'StartInactive' (15), 'SummonTime' (16), 'SpawnedCharactersAreHeroes' (17), 'POICategories' (18) with 'path_03', 'PatrolMode' (19), 'SpawnFormationRadius' (20), 'SpawnFormationHeading' (21), 'Walk' (22), 'EquipmentSet' (23), 'UseRandomEquipment' (24), 'RandomSeed' (25), and 'SpawnOwnedHeroes' (26). On the right, a list of creatures is shown with a '+' button (8) and a '-' button (9). An 'Add' button (27) is at the bottom right. A text area (28) at the bottom left contains JSON-like data for various spawn points. 'Edit' (30) and 'Remove' (29) buttons are to the right of the text area. A 'Next' button (31) is at the bottom center, and a 'Cancel' button is to its right.

1 = Name of the SectorSpawn that will be configured and added

The name of each spawn must match that of a spawn point present in this level.

2 = Sets the Config ID of this container (auto created by default)

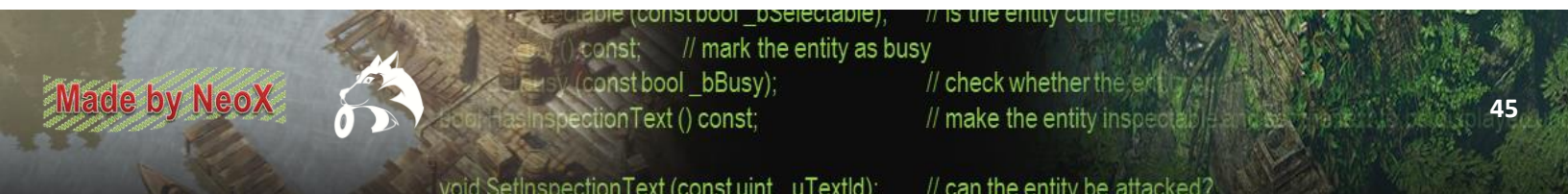
3 = Sets the MultiplayerFaction who the spawn will be connected to

Faction to which creatures spawned by this spawn point should belong.

If you leave this empty, the faction will be chosen automatically based on the spawn type configured in the level. Type: FactionSlot

4 = Sets the Time value of the current SectorSpawn

Time in seconds between creature spawns





```

    bool _bEnabled () const; // enabled or disable the entity
    bool _bInteractive () const; // can the entity be interacted with
    void SetInteractive (const bool _bInteractive); // set whether the entity can be interacted with
    bool _bSelectable () const; // can the entity (theoretically) be selected
    void SetSelectable (const bool _bSelectable); // set whether the entity can be selected
    // depending on the type of entity, there may be additional checks

```

5 = Sets the Limit value of the current SectorSpawn

Maximum number of alive creatures allowed at once.

6 = Selects the Creature that will be added to the spawn collection

List of creatures that can spawn at this spawn point.

Type: Mob/RTSUnit/MainCharacter/MiscCharacter/SideCharacter

7 = Adds the selected Unit to the Spawn

8 = list of the collected Units for this spawn

9 = removes the selected Unit from the Spawn

10 = Sets the Height value of the current SectorSpawn

Height of the spawn area in dm (only used for animal spawns not bound to the nav mesh, i.e. fish and birds)

11 = Sets the SwarmingBehavior value of the current SectorSpawn

Swarming behavior applied to spawned creatures. Type: AnimalSwarmingBehavior

12 = Sets the LimitOverall value of the current SectorSpawn

Maximum number of creatures this spawn is allowed to spawn in total (0 = no limit)

13 = Sets the Randomized flag of the current SectorSpawn

Should spawned creatures be selected randomly from the Creatures list above, or should each creature in the list be spawned once?

14 = Sets the Prewarm flag of the current SectorSpawn

Should the spawn already spawn creatures up to it's limit upon level start, or should the creatures spawn over time?

15 = Sets the StartInactive flag of the current SectorSpawn

Should the spawn be inactive on game start (if true, the spawn must be activated via Script in order for it to do anything)

16 = Sets the SummonTime value of the current SectorSpawn

Duration in seconds for which spawned creatures will remain in a summing state after being Spawned (cannot move or be attacked and may play their summoning animation if they have one)

17 = Sets the SpawnedCharactersAreHeroes flag of the current SectorSpawn

Should any hero characters spawned from this spawn automatically try to join the player's hero party?



```

    bool _bSelectable (const bool _bSelectable); // is the entity currently selectable
    void SetSelectable (const bool _bSelectable); // mark the entity as selectable
    bool _bBusy () const; // check whether the entity is busy
    void SetBusy (const bool _bBusy); // mark the entity as busy
    bool _bHasInspectionText () const; // make the entity inspectable and add a tooltip
    void SetInspectionText (const uint _uTextId); // can the entity be attacked?

```



```
bool _bEnabled () const; // enabled or disable the entity  
bool _bInteractive () const; // can the entity be interacted with  
void SetInteractive (const bool _bInteractive); // set whether the entity can be interacted with  
bool _bSelectable () const; // can the entity (theoretically) be selected  
void SetSelectable (const bool _bSelectable); // set whether the entity can be selected  
// depending on the type of entity, there may be additional checks
```

18 = Sets the POICategories value of the current SectorSpawn

Categories of POIs in the level which creatures spawned at this spawn can visit.

19 = Sets the PatrolMode flag of the current SectorSpawn

If the spawn is a logic path in the level file, you can let spawned creatures patrol the path.

Possible values:

None (no patrolling behavior)

Area (the path defines an area shape, creatures will randomly move within it)

LoopForward (creatures patrol along the path from start to end, go straight back to the start, then repeat)

LoopReverse (same as above, but in the other direction)

PingPong (creatures patrol along the path from start to end, end to start, start to end, etc.)

20 = Sets the SpawnFormationRadius value of the current SectorSpawn

If this radius is > 0, creatures will be spawned along a circle around the center of the spawn point

21 = Sets the SpawnFormationHeading value of the current SectorSpawn

Initial heading of spawned creatures, only used if SpawnFormationRadius is > 0

22 = Sets the Walk flag of the current SectorSpawn

Should creatures spawned here walk by default instead of running at full speed?

23 = Sets the EquipmentSet value of the current SectorSpawn

Equipment set index creatures should use. -1 for no equipment (This value is ignored if UseRandomEquipment is true)

24 = Sets the UseRandomEquipment flag of the current SectorSpawn

Should creatures select one of their possible equipment sets at random?

25 = Sets the RandomSeed value of the current SectorSpawn

Fixed random seed to use for this spawn. Set this to a value ≥ 0 if you want the spawn to behave deterministically, always spawning creatures with the same variations in the same order.

26 = Sets the SpawnOwnedHeroes flag of the current SectorSpawn (required in journey mode)

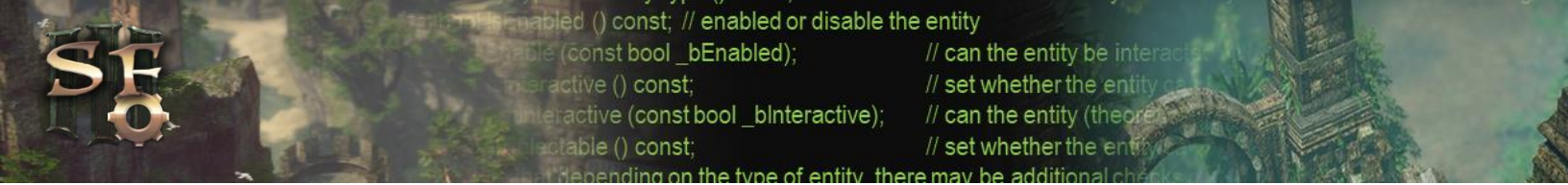
Whether this spawn should spawn heroes even if they are owned by the player (You will usually want to leave this value the way it is)

27 = Adds the current configured SectorSpawn to the Database/saves the changes of the currently edited data

28 = list of the currently added SectorSpawns

```
bool _bSelectable () const; // is the entity currently selectable  
void SetSelectable (const bool _bSelectable); // mark the entity as selectable  
bool _bBusy () const; // check whether the entity is busy  
void SetBusy (const bool _bBusy); // make the entity busy  
bool _bHasInspectionText () const; // make the entity inspectable and add the inspection text  
void SetInspectionText (const uint _uTextId); // can the entity be attacked?
```



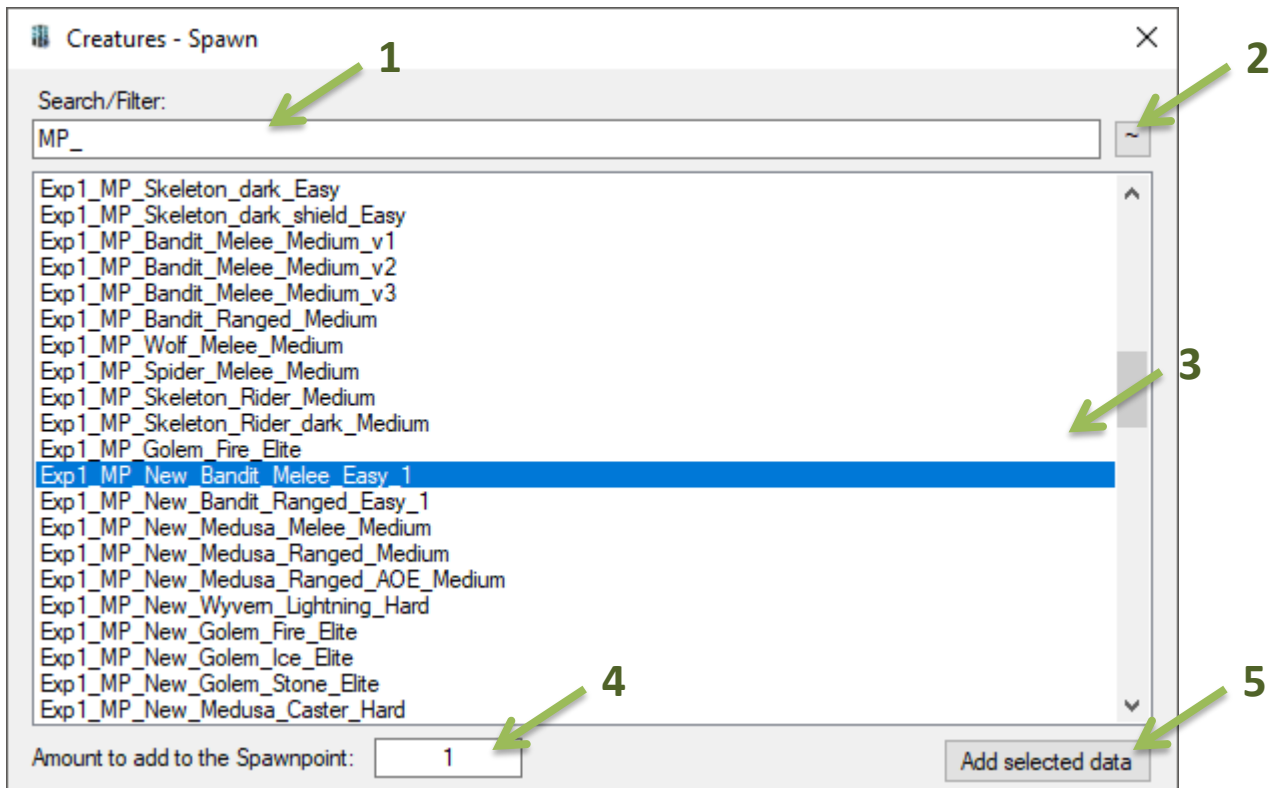


29 = removes the selected SectorSpawn /resets the current edited data

30 = edit the currently selected data

31 = finishes the "Spot_LevelSpawn.txt" config and moves on to the "Zone_Sector.txt" config

32 = Opens the Creature/Mob/Unit detail spawn option



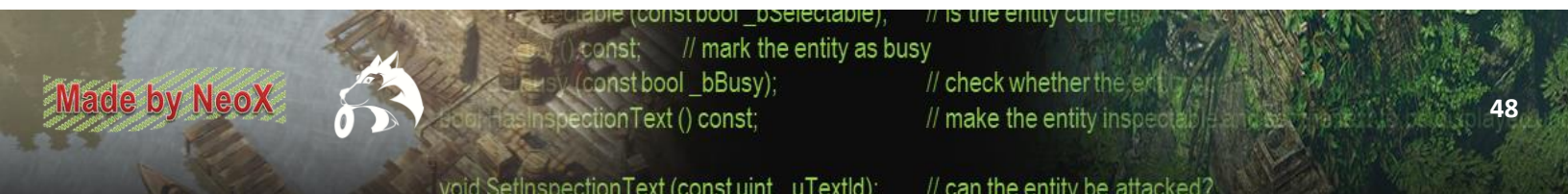
1 = Filter/Search bar – any word or symbol that has to be included in the results

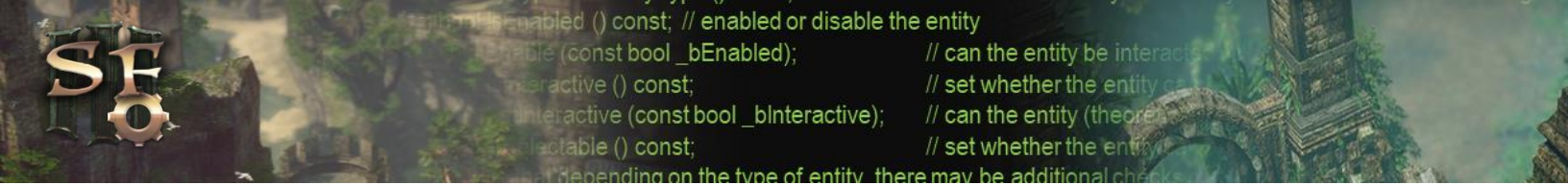
2 = start the search/apply the filter

3 = Result/Items/Loot List

4 = amount of selected item/loot that has to be added

5 = adds the selected unit/mob with the selected amount to the current levelspawn config





7.6 Zone_Sector

1 = Sets the name of the Sector that is going to be added

The name of each object must correspond to that of a sector in the level

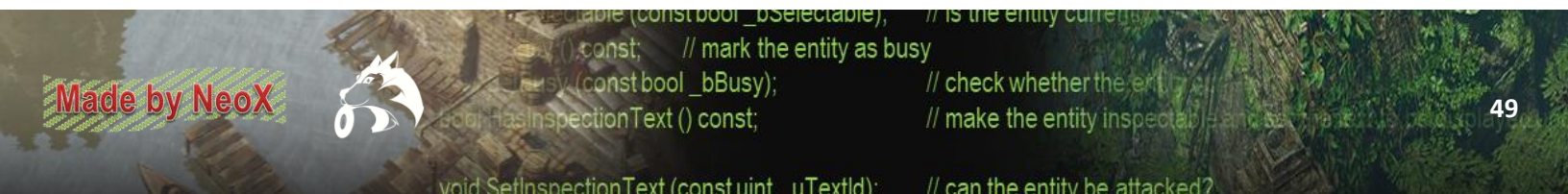
2 = Sets the Resource values

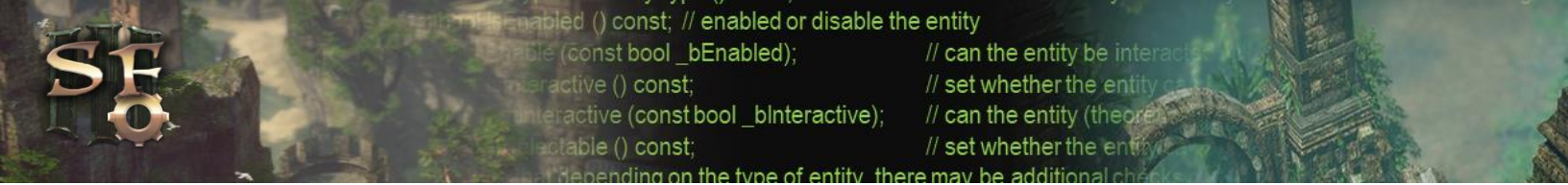
Amount of resources available in this sector. Resources will be distributed automatically among all resource deposits placed in the sector via the level editor.

3 = Sets flag to decide if the sector is going to be blocked

If this is true, the sector cannot be conquered by players or AI during gameplay

(if an initial owner is configured or the owner is changed via script, it may still be used for RTS gameplay)





4 = Selects the Building that is going forbidden in this sector

List of building tags not allowed in this sector. Players and AI will not be able to place any buildings with these tags in this sector.

5 = Adds the selected forbidden building to the collection

6 = list of the currently forbidden Buildings

7 = removes the selected forbidden Building

8 = Sets the supply value

*Base amount of supply (population) points made available to players holding this sector
(actual amount depends on the supply factor of the outpost/capitol built in the sector)*

9 = Selects the MultiplayerFaction that this sector is owned to

Initial owner faction of this sector, Type: FactionSlot

10 = Sets the InitialBuilding value

Type of building to spawn as initial sector center (leave empty to use the default outpost building for the player's chosen race) Type: RTSBuilding

11 = Sets the DominationTarget flag

Does this sector award victory points when a player holds it in domination mode?

12 = Sets the SpawnSectorCenter flag

Should a sector center building be spawned in this sector initially?

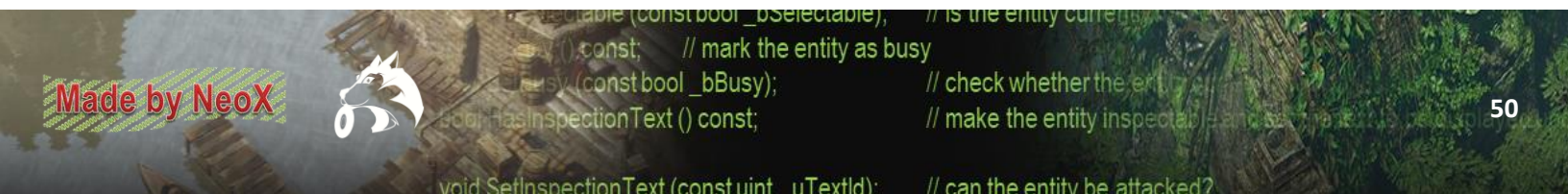
13 = adds the current configured sector to the database/saves the changes of the currently edited data

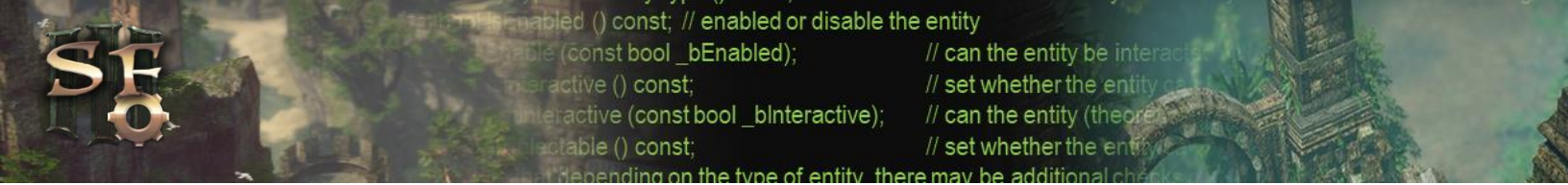
14 = list of the current registered sectors

15 = removes the selected sector/resets the current edited data

16 = edit the currently selected data

17 = finishes the "Zone_Sector.txt" config and goes to the Editor Management and Project overview





7.7 Editor-Management & Create Project

☐ New empty Project ☐ New Coop/Journey Project
☐ New Campaign Project ☐ New PvP Project

Map-Name: ☒ Create Config Files

Target Script-Syntax/Logic:
☐ SpellForce 3 ☐ SpellForce 3 Reborn ☒ SpellForce 3 Reborn (Fallen God+)

Project Overview

Project/Map-ID:	map_999	Chest/Loot/Container Data:	6
Map-Name:	[Journey] example map	FactionSlot Data:	3
Project/Map-Type:	Journey	LevelSpawn Data:	9
Game-Type:	Main	Sector Data:	14
Game-Script Logic:	SpellForce 3 Reborn(Fallen God+)		

Script/Config

Script/Config	Created as/IDE Mode
Main Event-Script	as a new TAB in the Main-IDE
Weather-Script	as a new TAB in the Main-IDE
LocationMap Config	as a new TAB in the Main-IDE
Map-Information Config	as a new TAB in the Main-IDE
Spot_Container Config	as a new TAB in the Main-IDE
Spot_FactionSlot Config	as a new TAB in the Main-IDE
Spot_LevelSpawn Config	as a new TAB in the Main-IDE
Zone_Sector Config	as a new TAB in the Main-IDE

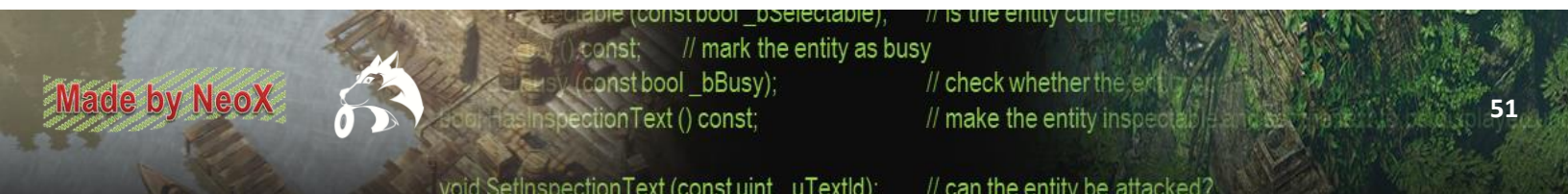
1 = Shows the core data of the to create project in an overview

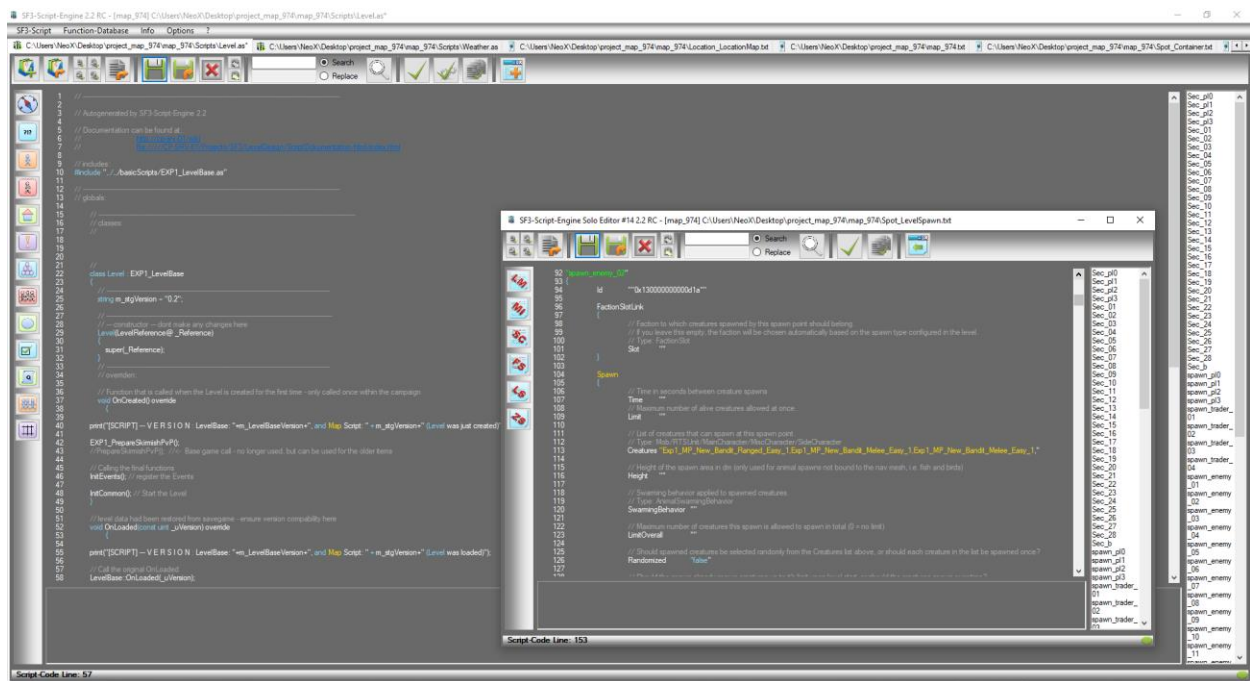
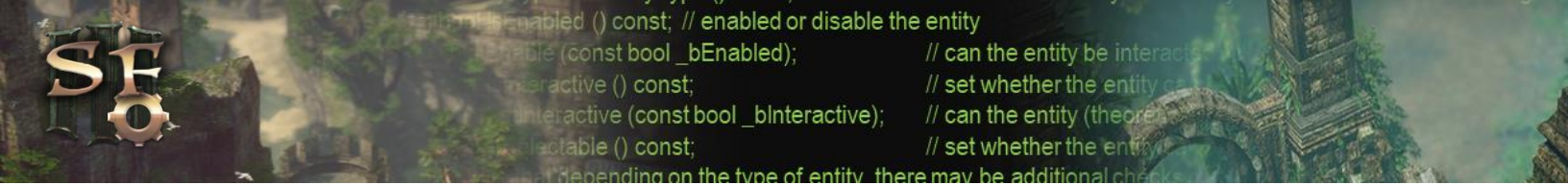
2 = Shows the amount of data-entry's that the to create project includes in an overview

3 = configure what script and config file will be opened in a Tab-Editor or Solo-Window Editor

4 = Creates the project based on the given data and ends the Project Wizard.

After pushing this button the SF3-Script-Engine will create the project based on the given data and opens all created scripts and configs(!This can take some time depending on the System you use !)



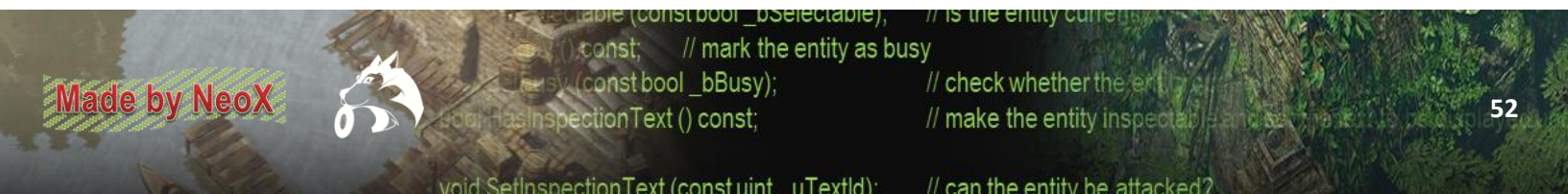


After the Project Creation process is complete you will have 8 Editors open with following content:

- Main Editor → Main Event Script
- Solo Editor #1 → Weather Script
- Solo Editor #2 → Location_locationMap config
- Solo Editor #3 → Map-Config config
- Solo Editor #4 → Spot_Container config
- Solo Editor #5 → Spot_FactionSlot config
- Solo Editor #6 → Spot_LevelSpawn config
- Solo Editor #7 → Zone_Sector config

After you took a little overview, you can just MINIMIZE these who you don't need. Since you have a project and not a single script, the whole IDE will close if you close one Editor.

In the Folder you selected, it created the whole script-architecture that is needed and can just be moved to the games folder.





```

    bool _bEnabled () const; // enabled or disable the entity
    bool _bInteractive () const; // can the entity be interacted with?
    void _bInteractive (const bool _bInteractive); // set whether the entity can be interacted with
    bool _bSelectable () const; // can the entity (theoretically) be selected?
    void _bSelectable (const bool _bSelectable); // set whether the entity can be selected
    // depending on the type of entity, there may be additional checks

```

8.0 Hot-Keys and Shortcuts

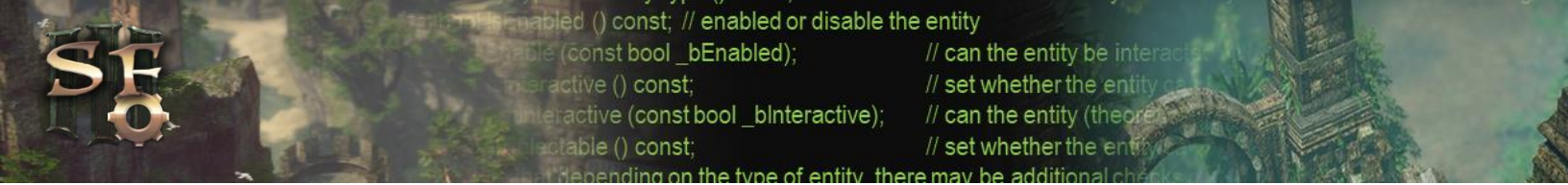
Function	Shortcut	Main-Editor	Solo-Editor
New Project	CRTL/STRG + P	YES	NO
Load File	CRTL/STRG + L	YES	YES
Load Project	CRTL/STRG + M	YES	NO
Save File	CRTL/STRG + S	YES	YES
Save File as	CRTL/STRG + U	YES	YES
Save active Project	CTRL/STRG + Q	YES	NO
Open new Tab-Editor	CRTL/STRG + T	YES	YES
Open new Window-Editor	CRTL/STRG + W	YES	YES
Info	CRTL/STRG + I	YES	NO
Support-Forum	CRTL/STRG + H	YES	NO
Functions-Database	ALT + F	YES	YES
Enums-Database	ALT + E	YES	YES
Entity-Mob-Database	ALT + M	YES	YES
Entity-Items-Database	ALT + I	YES	YES
Entity-LootSet-Database	ALT + L	YES	YES

```

    bool _bSelectable (const bool _bSelectable); // is the entity currently selectable?
    void _bSelectable (const bool _bSelectable); // set whether the entity is currently selectable
    bool _bBusy () const; // mark the entity as busy
    void _bBusy (const bool _bBusy); // check whether the entity is currently busy
    bool _bHasInspectionText () const; // make the entity inspectable and add the inspection text
    void _bHasInspectionText (const bool _bHasInspectionText); // set whether the entity is inspectable
    void SetInspectionText (const uint _uTextId); // can the entity be attacked?

```





9.0 Support & Update

The SpellForce 3 – Script-Engine is a Fan-Project and will always be worked on as long the Community has need for it.

Visit the main dev thread of the SpellForce 3 – Script-Engine in the official forum for information's about the development and Updates.

Main-Dev Threat: <http://spellforce.boards.net/>

Main-Dev Discord: <https://discordapp.com/invite/spellforce>

If you need support, then just contact us in the forum or via PM.

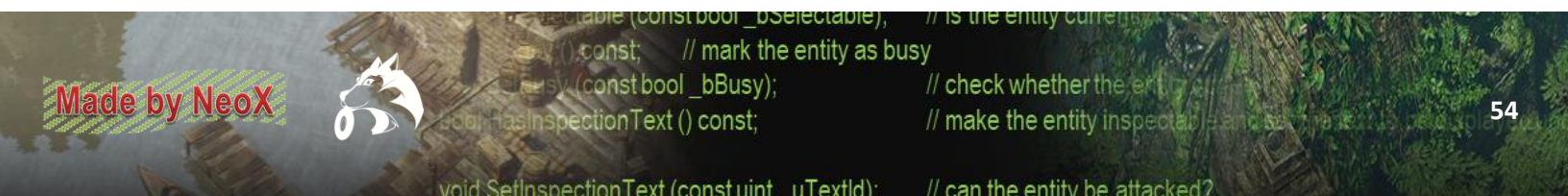
We are always happy to support this awesome SpellForce Community with creating new content and ideas.

If you find Bugs or have some critical issues you can send me an email to neo_svenx@web.de .
I will look over it as soon as I find the time. Just call me NeoX if you need to address me ;-).

Also if you have some new ideas or questions about the development of Maps and Mods for SpellForce 3 and need a second advice, don't be shy to contact us at the forum or Discord-Server.

P.S.: Not such a "little tool" or what would you say?

Hierarchie	Wartbarkeitsindex	Zyklomatische Komplexität	Vererbungstiefe	Klassenkopplung	Codezeilen
SF3SCRIPTENGINE (Release)	63	17.811	7	182	41.717
SF3SCRIPTENGINE.wizard_uc	41	349	7	42	4.439
SF3SCRIPTENGINE.UCs	36	6.601	7	118	14.999
SF3SCRIPTENGINE.dummy_data	96	37	1	0	38
SF3SCRIPTENGINE.app_forms	52	6.544	7	152	15.341
SF3SCRIPTENGINE.app_classes	76	4.262	1	33	6.814
SF3SCRIPTENGINE	63	18	7	37	86





```
bool _bEnabled () const; // enabled or disable the entity  
bool _bInteractive (const bool _bEnabled); // can the entity be interacted with?  
void _bInteractive () const; // set whether the entity can be interacted with  
bool _bInteractive (const bool _bInteractive); // can the entity (theoretically) be interacted with?  
bool _bSelectable () const; // set whether the entity can be selected  
// depending on the type of entity, there may be additional checks
```

Thank you for choosing



SF3-Script-Engine

Made by NeoX



Manual Version 3.50 – 06.12.2021

Made by NeoX



```
bool _bSelectable (const bool _bSelectable); // is the entity currently selectable?  
void _bSelectable () const; // mark the entity as busy  
bool _bBusy (const bool _bBusy); // check whether the entity is currently busy  
bool _bHasInspectionText () const; // make the entity inspectable and add the inspection text  
void SetInspectionText (const uint _uTextId); // can the entity be attacked?
```