**Multiplayer Dog Script**

**By: Vonderbakluft**

This script puts a respawning dog in your map with multiple spawnpoints. It's the same script as i used in the map Amsterdam  
  
Put this in your main:  
...  
  
thread fifisetup  
  
  
...  
Now you can make as many (re)spawnpoints you like with placing script\_origins in your map named  
...  
  
$targetname/dogpos  
  
...  
Set the angle of the script\_origins to spawn fifi in a specified direction. Fifi will spawn with his ASS in the direction of the angle, not the head! (I don't no why yet)  
  
You can make as many triggers you like and of any type. Example you can put a trigger\_use in front of a door which triggers fifi (guarding the house) agressive.  
Name them   
...  
$targetname/fifitrigger  
....  
Fifi will search and attack the same player untill she dies (or untill some smartguy start shooting at her).  
In this version you get penalties of you're eaten.  
C&P the next script bundle below your main script.  
Oh check your returns after c&p !  
  
You can use pathnodes to help here navigating thru your map.  
Enjoy   
...  
  
fifisetup:  
thread fifi-triggersetup  
level.spawneddogs = 0  
level.aggressive = 0  
if ($dogpos == NULL)  
{  
level.dogposs = 0  
println "\*\*\* ERROR no spawnpoints - "  
println "Make spawnpoints with script\_origins"  
println "with $targetname/dogpos"  
}  
else  
{  
level.dogposs = $dogpos.size  
}  
  
if (level.dogposs > 0)  
{  
level.dogpos = exec global/makearray.scr $dogpos  
}  
//local.origin1 = (0 80 17)  
println " fifi inititialized"  
while (1)  
//iprintlnbold "fifi setup while-loop"  
{  
println "fifi idle loop "  
if (level.spawneddogs < 1)   
{  
level.aggressive = 0  
if ( randomint (20) < 1)  
{  
iprintlnbold "Warning: Fifi is hungry"  
level.fifihungry = 1  
}  
//iprintlnbold "No fifi's - now spawning"  
wait 5  
local.ent = spawn animal/german\_shepherd.tik "targetname" "spawned\_dog"  
local.r = randomint ($dogpos.size) + 1  
println "local.r=" local.r  
local.ent.origin = ($dogpos[local.r].origin)  
local.ent.angle = ($dogpos[local.r].angle)  
  
local.ent.health = 275  
local.ent.sound\_awareness = 100  
local.ent.noticescale = 50  
local.ent.fov = 180  
local.ent.hearing = 1600  
local.ent.accuracy = 100  
local.ent.sight = 4000  
local.ent.leash = 10000  
if (level.fifihungry == 1)  
local.ent.health += 100  
level.spawneddogs++  
level.dog = local.ent  
//iprintlnbold level.dog  
println "fifi spawned waiting for victim - still in mainloop sapwnddogs>0"  
  
println "Fifi spawned - triggered victim = " local.victim.origin  
println "Fifi spawned waiting for trigger - subloop halted"  
local.ent thread fifi-die  
  
  
  
  
}  
wait 15  
}  
end  
  
fifi-triggersetup:  
for (local.i = 1 ; local.i <= $fifitrigger.size ; local.i ++)  
{  
println "\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*" local.i  
$fifitrigger[local.i] thread fifiwaittrigger  
}  
  
end  
  
fifiwaittrigger:  
  
while (1)  
{  
local.self waittill trigger  
//iprintlnbold "triggered"  
if (level.spawneddogs > 0 && level.aggressive < 1 )  
{  
level.dog thread fifi-attack  
}  
wait 15  
}  
end  
  
fifi-attack:  
level.aggressive = 1  
self.enemy = parm.other  
self forceactivate  
while (isalive self)   
{  
  
  
self thread fifi-bite   
wait .1  
  
}  
end  
  
fifi-die:  
println "deadthread waiting..."  
self waittill death  
level.aggressive = 0  
level.spawneddogs--  
println "Fifi died - spawnddog should be zero"  
wait 5  
self delete   
println "Dead Fifi removed from thread"  
  
end  
  
fifi-bite:  
  
if (isalive self.enemy == 1)  
{  
  
if ( self istouching self.enemy == 1)  
  
//bite!!  
{  
  
self setmotionanim dog\_bite\_leg  
if ( self . enemy != $player )  
{   
  
self.enemy damage self 75 self (0 0 0) (0 0 0) (0 0 0) 1 9 0 0;  
self.enemy damage $world 75 $world (0 0 0) (0 0 0) (0 0 0) 1 24 24 0;  
self.health += 15  
}  
else  
{  
local . dir = $player . origin - self . origin;  
if (level.fifihungry == 1)  
{  
//EXTRA STRONG !!   
self.enemy damage self.enemy 140 $world (0 0 0) local . dir (0 0 0) 1 2 0 0;  
}  
else  
{  
self.enemy damage self.enemy 75 $world (0 0 0) local . dir (0 0 0) 1 2 0 0;  
}  
self.health += 15  
}  
  
self waittill flaggedanimdone  
  
}  
else  
{  
//chase enemy  
self setmotionanim dog\_run  
self waittill flaggedanimdone  
}  
  
}  
end  
  
  
SUCCESS  
Von