

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) aggressive.

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 if 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 - "
```

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println "Make spawnpoints with script_origins"
println "with $targetname/dogpos"
}
else
{
level.dogpos = $dogpos.size
}

if (level.dogpos > 0)
{
level.dogpos = exec global/makearray.scr $dogpos
}
//local.origin1 = (0 80 17)
println "fifi inititalized"
while (1)
//iprintlnbold "fifi setup while-loop"
{
println "fifi idle loop "
if (level.spawneddogs < 1)
{
level.aggressive = 0
if ( randomint (20) < 1)
{
iprintlnbold "Warning: Fifi is hungry"
level.fifihungry = 1
}
//iprintlnbold "No fifi's - now spawning"
wait 5
local.ent = spawn animal/german_shepherd.tik "targetname" "spawned_dog"
local.r = randomint ($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

```

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}
wait 15
}
end

fifi-triggersetup:
for (local.i = 1 ; local.i <= $fifittrigger.size ; local.i ++ )
{
println "*****" local.i
$fifittrigger[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

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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