

ALTERNATIV TIPPING

USER'S MANUAL

The support for new heaps has been improved and is now easy to implant without even needing to edit this zip.

Don't think this will be easy! it will require that you got some basic/novice knowledge to perform this.

1. Copy all Files

Copy the AlternativeTipTrigger.xml file in this zip and place it in your map folder/zip, take the .i3d file too.

if you just want to replace the texture.

2. Open file

Open your map lua, normally called SampleModMap.lua

3. Place lines

Far up in it you will find this

```
function SampleModMap:load()
```

in this function you need to place this (place it at the bottom of that function before the end;)

```
self.addAlternativeTippingHeaps = {};  
self.addAlternativeTippingHeaps["file"] = "AlternativeTipTrigger.xml";  
self.addAlternativeTippingHeaps["dir"] = g_modsDirectory .. "/modMapSDK/";
```

These lines must be edited so that it suits your map.

I'm assuming now but the xml file you made a copy of have the same name? if not then rename the second line to that.

The third line can be done on another way too but this way will be okay, "modMapSDK" must be renamed to the name that your map zip holds.

3.01 Extra

Another way so that you wont need to hard script the path is to add an string before this

```
SampleModMap = {}
```

the line could be something like this

```
g_myCurrentModName = g_currentModName;
```

when you have done that then you can replace this

```
self.addAlternativeTippingHeaps["dir"] = g_modsDirectory .. "/modMapSDK/";
```

with this

```
self.addAlternativeTippingHeaps["dir"] = g_myCurrentModName;
```

4. Add heaps

Now open the xml file and have a look also look at the i3d file at the same time.

You will see that it has an i3d file, type plane and index
I'm going to break them down some for you

"fileName" points to the heap i3d that you also opened?

"type" there is something that you should know by adding one of the types you already have in the i3d then you will also

replace the default heaps so if you don't want that then remove those and only add the types that you need.

index values is not counted from the root tree but from the trigger (loadableTrigger)

think that covers most of it.. keep the structure of the i3d and just add remove the planes and you should be all good.

If you still have any questions, visit our board

www.vertexdeign.net/forums