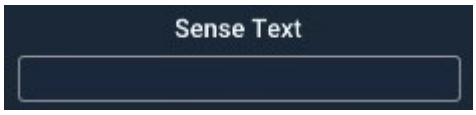


Congraulations on purchasing the GameGuru MAX Wasteland Creatures Booster Pack.

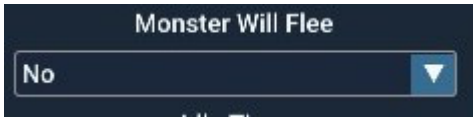
This pack contains a custom made script that allows the end user to customise the creatures behavior. You can alter lots of different aspects from the Behavior drop downs.



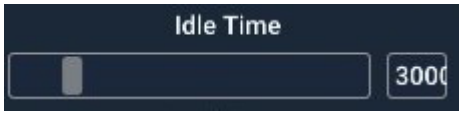
This box display a text message when the creature spots the player.



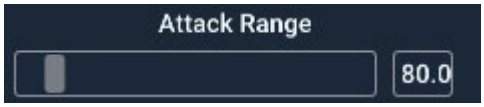
This is where you can set the range the creature will sense the player. The higher the number, the greater the range of detection.



Monster will flee if flagged as neutral NPC's and will flee randomly when hurt or player is within 1/2 to 1/3 sense range.



Fere you can set the number of milliseconds the creature will remain idle before either roaming or responding to sensing the player.



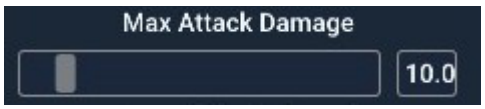
This is the range in game units that the creature will actually attempt an attack strike.
The default setting is 100 units, so creatures will look better with shorter or longer ranges depending on the creature. For example, the Beetle works well with an attack range of 80 unit.



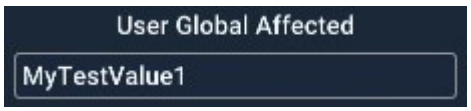
Here you can set how many milliseconds pass between each attack strike. By default it's set for 1000 milliseconds or 1 second. You can lower or increase this value for faster or slower attacks. Regardless of the interval, the creature will randomly choose between 3 attack types.



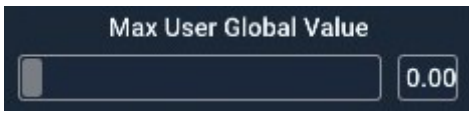
The Hit Frame Range is a setting for artists, and is the animation point range at which an attack causes damage during the attack animation.



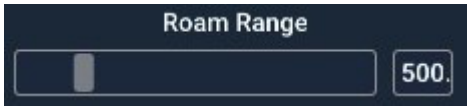
Each attack causes a random amount of damage between 1 and the Max Attack Damage, for a chance of higher or lower damage adjust this value.



You can add your own User Globals via the HUD editor. This setting allows a value equal to the attack damage to affect that Global. For example, you might want the scorpion to cause Poison damage. Of course, you'll need another behavior that decides how that affects the player.



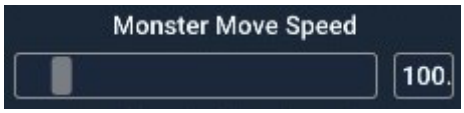
This setting allows you to set a maximum value for damage to be applied to the User Global specified previously. For example, you might want the scorpion to cause 10 points Poison damage on every attack strike.



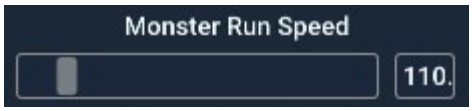
If ‘Monster Can Roam’ is set on, this is how far a creature will randomly roam from its starting position.



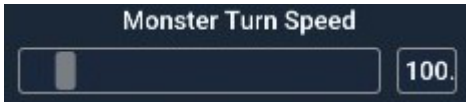
This sets the animation speed at which the animations will play.



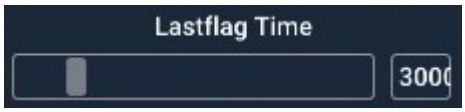
This sets the creatures basic walk speed. It's set at 100, which works well for all the creatures included in the pack.



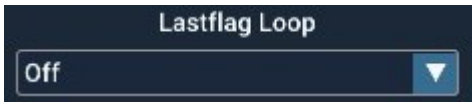
This setting is how quickly a creature will run. This value is one of the most important and will need adjusting for several creatures. For example, the Hyena works very well with a run speed of 400.



This allows you to decide how fast the creature will turn when moving to confront the player or to follow a new flag when roaming.



How long will the creature pause at the last flag in a movement chain.



For the last flag setting, you can decide if the creature will continue to follow the flags or pause to idle when reaching the last one.

You will find sound slots for the sounds played by the creature during certain actions.

Sound0 = The walk and run sound.

Sound1 = The sound the creature will make when attacking.

Sound2 = The sound the creature will make when it's sensed or is threatening the player.

Sound3 = The last sound is played when the creature is killed.