

progs_dump devkit by dumptruck_ds
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This is a Quake mod for mappers with “quality of life” features collected from various existing mods and bits of code. Some of this code dates from as recently as 2018 and some dates back to 1997! Please read the credits listed below for more detailed info.

NOTE: If you use this DevKit, your map should be released as a stand-alone mod and installed into its own folder in the Quake directory. This is not intended to be a mod that people make and release content for.

progs_dump is intended to give Quake mappers more creative options than “vanilla” Quake while retaining the look, feel and gameplay of the original. Mappers can use the custom *progs.dat* and a matching *.fgd* to add the following features to their mapping projects:

- trigger spawned monsters
- custom sounds (ambient and triggered)
- custom models and sprites with optional animation frames
- multiple targets, targetnames and killtargets
- custom trigger_push (can be used for water currents, et al.)
- enhanced triggers (is_waiting flag to delay triggering)
- enhanced plats (toggle, start at bottom, etc.)
- trigger_setgravity (on player and / or monsters)
- trigger_usekey (trigger volume that requires a key to fire)

This progs also fixes the Rotfish monster kill count bug in addition to making Rotfish non-solid as soon as they are killed.

There are four sample maps included with this package that are meant to show examples of what is possible with this project. You can reach those from the Start menu. See *readme1st.txt* for more details. You'll find the *.map* files in the maps directory.

Thanks to the following people for their assistance and generosity. I could not have compiled this mod without their guidance either directly, through tutorials, code comments or forum posts:

ionous, McLogenog, Preach, Joshua Skelton, Spike, Khreathor, Shamblernaut, c0burn, ericw, metlslime, necros, negke, Baker, sock, G1ftmacher, NewHouse, Johnny Law, iJed and many others on func_msgboard.

You can inquire about *progs_dump* on the Quake Mapping Discord:

<https://discordapp.com/invite/j5xh8QT>

dumptruck's Quake videos: <https://www.youtube.com/c/dumptruckds>

Features

Trigger Spawned Monsters

Setting spawnflags to 8 allows monsters to be hidden in place until triggered. If you use the included .fgd file, the spawnflag *Trigger Spawn* is selectable on all monsters. This makes spawning monsters much easier than in vanilla Quake.

The *delay* key allows you to add a custom delay to each trigger spawn. Normally, multiple targets will spawn simultaneously. If you want to stagger the time each monster enters the map add a delay, use the drop down menu to select some predefined values or enter a custom value in seconds if you need a specific time set.

Setting the *wait* key to 1 will disable the teleport visual effects and sounds. In the included .fgd can use the drop down menu to select *Spawn Silently*.

Multiple targets, targetnames and killtargets

Most entities can now trigger up to four separate targets at once (target, target2, target3 and target4). They can also have multiple targetnames (targetname, targetname2, targetname3 and targetname4). Mappers can also create setups with killtarget and killtarget2. In addition, mappers can use target and killtarget in the same entity. This is not possible in vanilla Quake.

Multiple triggers can be used in any combination or order. For example: target3 can trigger targetname2 in a different entity.

IMPORTANT: When using path corners or other similar entities, use the primary target and targetname fields for navigation only. The additional numbered fields may not function as expected in these cases. The Quoth mod has the same feature and the rule of thumb there applies here. As Preach states on the Quoth tutorial site: *A recommended structure is to use the original targetname field to give entities unique identifiers, and use the remaining fields for group triggers.*

Custom Sounds

This mod has three custom sound entities:

- `play_sound_triggered`
- `play_sound`
- `ambient_general`

IMPORTANT - New sound files used with these entities must be in the SOUND folder of your mod (or a sub folder under that SOUND folder.) There is no need to add “sound” in the “noise” path. (e.g. *boss2/sight.wav*) Most Quake source ports require a mono sound file for custom sounds. Do not use stereo files in your mod.

play_sound_triggered

Play a sound when triggered. Most of these key / value pairs can be left to their defaults. Can be looping or a “one off” sound.

NOTE: Looping sounds that are triggered ON will NOT play after the player loads a saved game. They will have to be triggered OFF then ON again.

- `toggle` (spawnflags): sound can be stopped and started when triggered
- `volume`: how loud (1 default full volume)
- `noise`: path of the sound to play (e.g. *blob/sight1.wav*)
- `impulse`: sound channel 0-7 (0 automatic is default)
- `speed`: attenuation factor (default recommended)

play_sound

Plays a “one off,” non-looped sound at a random interval. Like thunder or a monster sound.

IMPORTANT: Do NOT use looped sounds with this entity. For looped sounds see *ambient_general* below.

- `volume`: how loud (1 is default full volume)
- `noise`: path of the sound to play (e.g. *boss2/sight.wav*)
- `wait`: random time between sounds (default 20)
- `delay`: minimum delay between sounds (default 2)
- `impulse`: sound channel 0-7 (0 automatic is default)
- `speed`: attenuation factor

ambient_general

Plays a custom looped sound. Cannot be toggled off or triggered.

- `noise`: path of the sound to play (e.g. *ambience/suck1.wav*)

Custom Models and Sprites

misc_model

A point entity for displaying models and sprites. A frame range can be given to animate the model.

- **mdl**: The model to display. Can be of type mdl, bsp, or spr.
- **frame**: Single frame to display. Can also be used to offset the animation.
- **first_frame**: The starting frame of the animation.
- **last_frame**: The last frame of the animation.
- **speed**: The frames per second of animation. Divide 1 by the fps for this value.
- **angles**: pitch roll yaw (up/down, angle, tilt left/right)

IMPORTANT: Set the angle value to 0 if using angles_ key to rotate mdl's

Enhanced Triggers

This mod has some enhancements to triggers that allow some to be started off or even toggled off and on. See the table below for more information.

trigger_push_custom

This can be used to create traps, jump pads, currents in water and more.

If *Start Off* spawnflag is set the entity will not trigger until targeted. This can be targeted and toggled off and on. If the *Silent* spawnflag is set it won't make the standard "windfly" sound. Use *Custom Noise* spawnflag and the noise key/value together to use a custom push sound. Custom sounds should be "one off" sounds NOT looping sounds.

A good way to simulate a water current is to have the trigger_push_custom under the surface of your water brush by about 32 units. You can see an example in progs_dump_gallery.map

trigger_monster_jump

If *Start Off* spawnflag is set the entity will not trigger until targeted. This can be targeted and toggled off and on. So monsters can be attacking from a distance and then be triggered to jump.

NOTE: The way trigger_monsterjump works requires a monster to be "awake" and "angry" at the player before the jump is activated. Keep this in mind when using this new functionality.

trigger_setgravity

If *Start Off* spawnflag is set the entity will not trigger until targeted. This trigger changes the gravity on a player or monster that touches it. The trigger itself can be toggled on and off.

NOTE: the amount of gravity can only be changed by touching *another* trigger_setgravity with a different setting. The *gravity* key defaults to 0 which is normal gravity. Lower numbers equal lower gravity levels up to 100 which is normal gravity. Numbers above 100 will make the player “heavier”, i.e. not able to jump.

trigger_usekey

Variable sized single use trigger that requires a key to trigger targets. Must be targeted at one or more entities. Use the *message* key to create a custom message for this. e.g. “Bring the Gold Key here mortal!” This trigger cannot start off or be toggled.

is_waiting

If this key/value set to 1, certain triggers will do nothing until another trigger activates it. The FGD provides a dropdown selection or you can enter the value by hand. The following table shows which triggers use *is_waiting* 1:

| trigger | is_waiting (start off) |
|---------------------|------------------------|
| trigger_once | yes |
| trigger_multiple | yes |
| trigger_teleport* | yes (use targetname2) |
| trigger_changelevel | yes |

*In order to use *is_waiting* on a trigger_teleport, make sure and use *targetname2* instead of *targetname*.

Enhanced Platforms

func_new_plat

This entity adds new capabilities to plats. It uses spawnflags to dramatically change the behavior of the entity. As with the standard plat, build your plat in the raised position so the entity will be lit correctly when you compile your map.

NOTE: You must use one of the following spawnflags with func_new_plat. Even though they use the same entity name, each spawnflag creates a very different plat.

Spawnflag 1: Setting the *Start at Top* spawnflag creates a plat that starts at the top and when triggered, goes down, waits, then comes back up. *health* = number of seconds to wait (default 5)

Spawnflag 2: Setting *Toggle Plat* creates a plat that will change between the top and bottom each time it is triggered.

NOTE: You must use the *height* key when *Toggle Plat* is used. Use a negative height number to start the plat off in a lower position.

Spawnflag 16: *Plat2* creates a plat in the bottom position, just like the standard plat. If a plat2 is the target of a trigger, it will be disabled in the lowered position until it has been triggered. *Delay* is the time before the plat returns to original position.

IMPORTANT: *Plat2* can be finicky so it's advised to create your plat the exact height you need it to travel (as opposed to having parts sticking into the ground or in hollow pockets below the plat for cosmetic reasons.) You can set a height to tweak the amount of lip needed. See *The Gallery* map for an example.

Misc Entities

tele_fog

When triggered, tele_fog plays the teleport particle effects and sound. Use this when killtargeting an entity if the player can see it happen. You can see an example of this near the trigger_use key entity in *The Gallery* map.

FireAmbient

This is a simple looping sound from the torches. Use this if you are using custom fire sprites or models.

Credits

QuakeC

misc_model.qc, math.qc by Joshua Skelton

<https://gist.github.com/joshuaskelly/15fe10fbaaa1bf87b341cba6e3ad2ebc>

Trigger Spawned Monsters added via Preach's excellent tutorial:

<https://tomeofpreach.wordpress.com/2017/10/08/teleporting-monsters-flag/>

custents by Carl Glave

<http://www.quaketastic.com/files/tools/windows/quakec/custents.zip>

various .qc from Hipnotic's Quake Mission Pack Scourge of Armagon

Original Code written by Jim Dose and Mark Dochtermann

http://www.quaketastic.com/files/tools/windows/quakec/soa_all.zip

various .qc from Rogue's Quake Mission Pack Dissolution of Eternity

http://www.quaketastic.com/files/tools/windows/quakec/doe_qc.zip

Preach's clean Quake 1.06 source courtesy of Johnny Law

https://github.com/neogeographica/quakec/tree/1.06_Preach

various .qc from Rubicon Rumble Pack Devkit

http://www.quaketastic.com/files/single_player/mods/RRP_DEVKIT.zip

Code snippets and examples from Khreathor (a.k.a. Grim_Fandango) and c0burn.

Sample Maps

Ineffable Crown of Darkness

progs_dump_ionous by Ionous

Eigenstate

progs_dump_gravity by Ionous

voice.of.the.nephilim@gmail.com

@voiceovnephilim

Magic River

progs_dump_yoder by Yoder

AndrewYoder@live.com

@Mclogenog

Hello World

start by dumptruck_ds

The Gallery

progs_dump_gallery by dumptruck_ds

lango.lan.party@gmail.com

@david_spell

Please refer to readme_first.txt for licensing info.

Go Map!