Unreal Tournament

MonsterHunt Tutorial

for beginners and advanced users.

by Terraniux

part 2 (updated version)

Preface

This is first version of this tutorial, and will hopefully be a way to increase your production for MH, mapping skills and knowledge about MonsterHunt. Please mind all (syntax / grammar)errors in my writings, I'm not a native english speaker. This tutorial has pictures using Microsoft Windows 7, and using a UT GOTY installation. Anything on your screen can differ from the picture or text, but everything is made as clear as possible. If not, contact me (shown underneath) or post in the corresponding topics on UT-related forums.

Terraniux   22/12/2017.

This tutorial requires the following:

Unreal Tournament game; v436 or GOTY or any working up-to-date working installation of Unreal Tournament, with a working editor!

Also is some basic knowledge of the game and "mapping" for UT required.
And the most important thing: A good mood and creativity.

For any commentary, tips and suggestions please contact me on:
MAIL: terraniux@crystalunreal.com
PM   http://ut99.org forum and or http://hooksutplace.freeforums.org.
I thank everyone for the support and help given me to make this tutorial.
Please enjoy!

Terraniux

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This index is underconstruction.

text123

What is MonsterHunt?

MonsterHunt is a special gametype created by Kenneth "Shrimp" Watson in 2001 and finished in 2002 for Unreal Tournament.

Website : https://shrimpworks.za.net/projects/monster-hunt/

Copied from the website:

Programming, maps, graphics, website & help files:
Kenneth "Shrimp" Watson

Playtesters:
BikerBob
Wipeout
DuckMan
Tuke
Special thanks:
Valkyrie
Albert Reed (Also worked on the HeadHunters mod)
Beppo (lead coder for Infiltration)
JohnMcL (lead coder for Warbots)
UsAaR33 (creator of OldSkool)

Epic Gamesand everyone at UnrealZA "

"

Monster Hunt is a team based modification for Unreal Tournament comprising of two new game types, Monster Hunt and Monster Arena.

In Monster Hunt, you and your team of hunters (humans or bots) must work your way through the level while killing everything that stands in your way. Monsters you'll face range from the tiny but deadly Pupae, to slimy Sliths that spew blobs of slime at you, to the huge stone-throwing Titans.

Monster Hunt is the perfect blend of multiplayer and single single player, single player in the sense that the levels and style of Monster Hunt are very much like that of a single player game, but the team based gameplay gives it a great multiplayer feeling.

Players must work as a team to survive, players on their own will be overpowered by the monsters and sent back to the beginning of the level. Players shouldn't grab all the health and ammo as they come to it, it should be shared out amongst the players who need it most, or you could let one player grab lots of health and pick-ups and he can then charge the monsters to weaken them, the other players following. All this also adds a bit of strategy to the game play.

Monster Arena is very different from Monster Hunt, in Monster Arena, you and your team aren't battling your way through the level to get to the boss at the end, rather you are faced with one extremely powerful monster that must be killed. "

So basically MonsterHunt is recreation of Unreal SP into UT with a team play action mission. It can be played on-line and off-line.

Online MP footage from dU MonsterHunt server :

If you like you can have a look at my youtube channel:
https://www.youtube.com/user/Terraniux1   There are plenty of videos with MH gameplay on!
Note: Most of them are online gameplay from: http://destinationunreal.com

MonsterHunt (MH) has a large collection of maps. There are plenty of maps out there for the gametype ready to played. MH is considered one of the most played gametype of these days. The reason for this is because MH brings back the good old feeling from Unreal singleplayer and provides a large community server based game play. UT's lifespan is greatly increased ever since Kenneth and his crew created this awesome gametype.

As said before you can make anything for this gametype, whether be a mod or mutator or a plain actor. A lot of forums like UT99.org and UnrealSP.org provides much topics about coding and programming your own creations in addition to any game type.

This tutorial provides a list of (re)sources with websites and communities to help you to find what you might need. You can find this page in the index list.

Personal note:
As I know a lot about MH, I do know not everything. Therefore I try to provide you with as much as can give you concerning useable stuff :) This document might get updated!

Installing and configurations

There are a few packages you can download in order to play MonsterHunt.
Kenneth's original-and-lastest MonsterHunt version "**503**" is the most commonly used.
It is a stable working edition of MH. Below is list of download links provided :

Umod = Unreal Installer package   Non-umod = manual installer. * = basic files / actors.

Mirrors:

* |
 http://medor.no-ip.org/index.php?dir=GameTypes/MonsterHunt/&file=monsterhunt503.zip
Non-Umod |
http://utfiles.com/index.php?dir=GameTypes/MonsterHunt/&file=MonsterHunt503_NonUMOD.zip
Umod |
http://ut-files.com/index.php?dir=GameTypes/MonsterHunt/&file=monsterhunt.zip

If the links do not work search the web for : MH503.zip or MonsterHunt503 or something related. There
are plenty of links still working.

There are also "expanded" and updated versions of MonsterHunt available with bug fixes and some
tricks and twists added by coders and developers in the UT99 community.

Personal Note: *I have not much experience with these MH versions. Read the READ ME FILES carefully!*

MH v504 by Nelsona "sektor2111" Non-Umod |
http://unrealtournament.99.free.fr/utfiles/index.php?dir=GameTypes/MonsterHunt/&file=MH504.zip

MH2GOLD by Gopostal "KellyD" Non-Umod|
http://unrealtournament.99.free.fr/utfiles/index.php?dir=GameTypes/MonsterHunt/&file=MH2Gold.zip
----
These forums provide extra information on those versions:

v504 | http://hermskii.com/forum/viewforum.php?f=38 |
https://ut99.org/viewtopic.php?f=4&t=12295&hilit=monsterhunt#p98660

MH2GOLD | http://www.moddb.com/mods/monsterhunt2/downloads/monster-hunt-2-gold

End of part 1

Mapping for MonsterHunt

Now we know a bit of history of MH, it is time have some real learning. This part will learn you how to make successful maps for MonsterHunt and -kind like gametypes.

But first things first. This tutorial does **not** explain how to map, yet I may show some cool techniques or brushwork done in a specific way. There are plenty of tutorials out there. I'll provide you a few links and suggestions.

Recommended:

This is the youtube channel from *"Smeerkat".*
https://www.youtube.com/user/honeywellz/featured
https://www.youtube.com/user/honeywellz/videos?shelf_id=1&view=0&sort=dd

He has very relaxing and easy-to-learn video tutorials for basic and advanced persons.
Go to his uploads and scroll down. The titles will give away what you will learn.
I highly recommend watching these extremely useful videos. There are plenty of youtube downloaders out there, so you can save them for offline. But this is at your own risk, there are fakes/scams out there.

There is also BB' dracs's tutorials spreaded on the internet, you can fast download them in a under 15mb zip package. This is text based and clear pictures.

http://www.unrealfuzz.com/forums/Toots/BBDrac/ut_ued.html

I may have the original package on my disk somewhere.
Send a mail to terraniux [at] crystalunreal [dot] com if you want to download it as a package.
Or in the future it will be presented as a download on my host as well. This download page may be updated in the future.

U / UT has a entire wiki database as well. You can find nearly anything there too.

https://wiki.beyondunreal.com/

For questions you can always contact me :) .

Assuming that you have knowledge of mapping and scrolled down to this page, let's get started!
 *High Five *.

MonsterHunt maps - preface

Making MH maps will give you headaches, a painful wrist and square eyes. Since this gametype takes up a lot of time, you need discipline and free-time scheduling. Been mapping for this mod ever since Shrimp made the mod. The reason for this is that it often calls a large crowd and minimal 4+ players game play. You can make small maps, yes, but they are finished in less than 8 minutes. Also working bots are a must have - unless you have it online with no bots. This depends on your audience.

So even the smallest MH map, can take up to 2 months! This is entirely up to you. If you start, you must go ALL the way, there is no midway half stopping and quickly finish it off roughly. Taking breaks from the project is very healthy, but the longer you take break the less energy you will find to go on. MonsterHunt is VERY time consuming, even for the smallest map!

Before you start on your MH project you must note down, and question yourself these questions:

- *What is my public ? Offline, online or both?*
- *Do I want it to have on specific server or compatible with all servers possible?*
- *Is my project no copycat , a bit original and am I ready to do this?*
- *Do I have time at the moment, and in the future?*
- *Am I willing to get commentary , tips and even maybe corrections from others?*
- *What is my plan on how to release it and how will it be handled?*

As I also began as a 'noob' , beginner, novice, guy --- In the early years I found commentary and corrections highly upsetting, because I didn't understand it well back then . The reason I say this, is you are getting a large crowd facing you. Be ready for anything. Be calm, be cool, and be nice.

But remember this:

Making MonsterHunt maps is highly appreciated, rewarding and satisfying. People will genuinely thank you for the effort and creativity you spend on / it. It is a great thing! =)

Monsterhunt layout

I know what you are thinking, bla bla bla get me some editor pics already! Relax, we get there very shortly! But if you want to do it good and professional you need all this info. Trust me. MonsterHunt has certain patterns in layout, but I will show you the most common ways progressing your maps. This will aid you in making maps more easily.

As seen in a greater perspective, MonsterHunt should be an **ADVENTURE.** Therefore you must try to make your map like watching a movie or reading a book. You should <u>guide</u> the player through the map, and use <u>different kind of stages</u> to process throughout the map. This only will not only get people to like your map more, it also <u>reduces</u> the amount players getting lost in your map(s) and eventually abandon your map(s). This is very important stuff. <u>Remember this!</u>

Formula of a successful MH map - 12 crucial points

1 Use a intro, midway adventure, outtro. This can be rooms, or just texts, songs etc...*
2 Make not too complex maps, unless you have very specific audience.
3 Be different and creative; not cubic, bleak, depressive repetitive style.*
4 Add plenty of monsters, inventory items, health, if able bot support.
5 Use certain rooms, as 'plot twists'. So the gameplay will not be monotonous. *
6 Use as many resources as you can: Textures, music, weapons, sounds, songs etc....
7 Maximize <u>YOUR</u> style as much as you can. Make the map juicy, tasteful, finger licking. *
8 Accept mistakes. <u>Keep listening to your audience!</u>
9 Reward players as much as you can in game and out of the game! Like secrets or eastereggs!
10 Have patience, and be disciplined. MH eats up a of lot time!
11 Minimize hardcore details, players will <u>not</u> notice them.* Go for a midrange to big map.
12 Have fun, and be happy. Express yourself in the map as much as you can. *

1 Remember it is all about gameplay, adventure, guiding the player(s).*
3 Use water, use lava, use terrains, make the scene and atmosphere complete. The use of stairs, movers and doors everywhere and walking ledges etc..... are must have. This will be more explained later.*
*5* This can environmental, like lava or water, but also bosses or jumping events.*
7 For example: If you are making a castle-themed map: make the castle a CASTLE, and not a cubic castle look-alike castle without medieval stuff. BE FAT, BOLD, and give your audience something to chew on. If they play it again, it is the finger licking. Your maps are like your signature or kind of brand maps.*
11 Focus on general looks, architecture and gameplay. Making certain parts highly detailed will often not be recognized. Finishing the actual map with fun & high scores weigh way more than obnoxious detailed lagging maps. People like a balance between detail and gameplay. This is up to you. Short maps are finished in no-time.*
12 Players like to see , and feel comfortable that is <u>YOU</u> that made the map. For I like crystals so much , I leave my custom made crystals as my signature. I also add my statue (player model/skin).*
It gives a certain trust, gameplay and fun experience. <u>BE YOU.</u>

MH MAPPING AND ANALYSIS
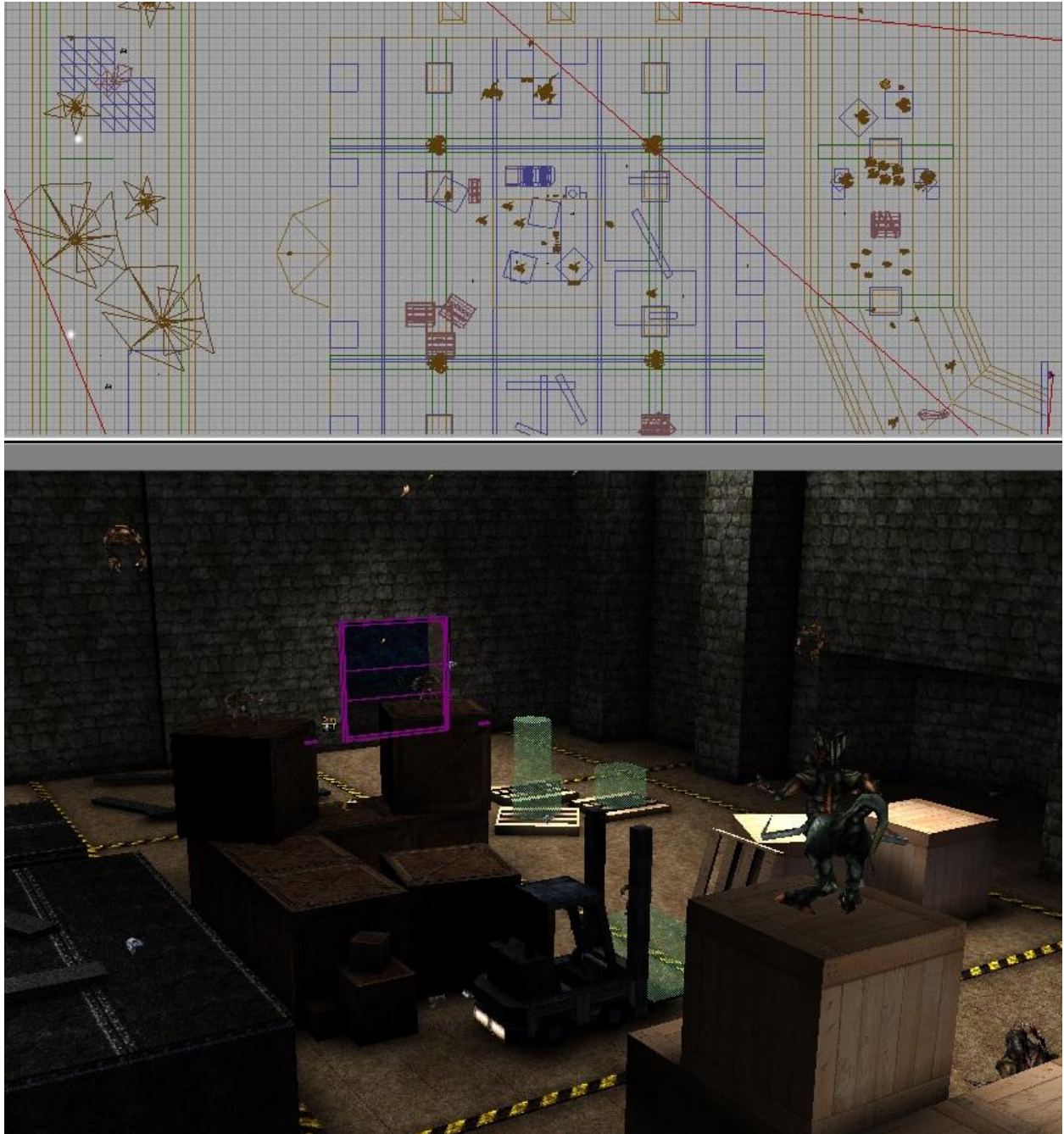
MH-CrystalMine3 - it has a barely working botpath, but brought me great success!

Yay! EDITOR PICTURE! , an actual picture ! Good job that you made it this far already!
*high five * **From here on it will be less reading and more looking. =)**

Since you want to make MonsterHunt maps, I assume that you have experience with online MH servers and offline gameplay. If not, quit this file and startup an MH map. Go play some maps, then come back.

Still here? Good. I want YOU play this map: **MH-Canyon**, unless you know it well and have available at the moment. It comes stock with MH. If you don't have it will provide a download link.
I want you to look at this picture and analyze it. Tell yourself where is : the begin, midway - to - end adventure , the boss, and ending. Also you noted that somewhere in map, there was a plot twist, and had to go back to proceed farther. Where was it? If you can answer these questions without peeking into UED, you are already half-way understanding MH / Mapping for MH..

<mark>MH-Canyon</mark>
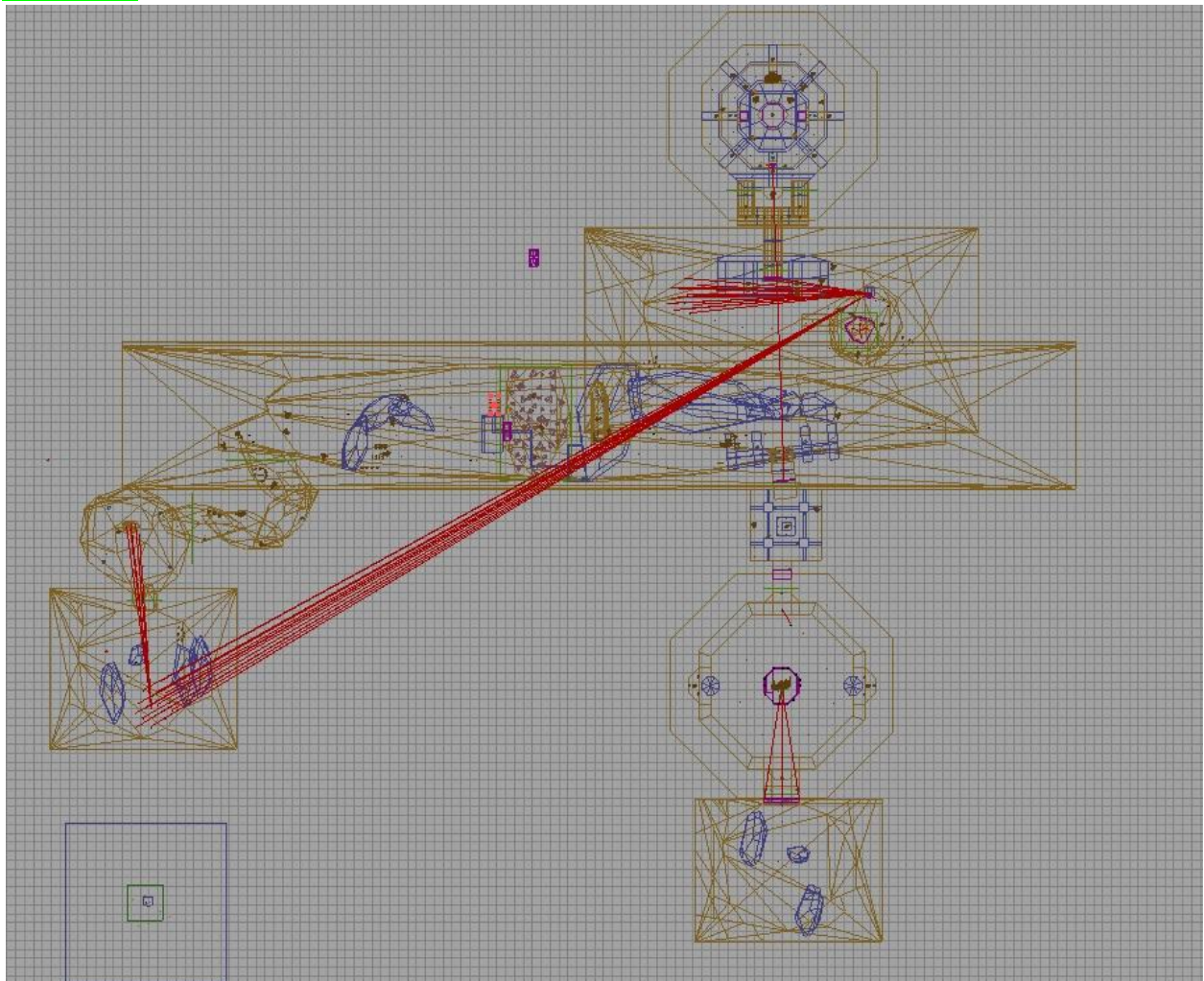
As simple this map is, it is a beauty of a map. It has an intro room, midway adventure and a boss fight. This map is classic MonsterHunt in its most pure form. It provides a second playerstart (READ: a new chapter) and certain bosses to kill. It is well textured, nice architecture and has juicy winter theme*. Even though there are a few minor errors, this small map cannot describe more than what MH should be in the most essential way.*

You say (Terraniux) that this map is (almost) perfect to set an example for MH, what was wrong with it?
- *some textures where black, read: not lit. -- Test, and play your own map well!*
- *too less monsters, even for offline. -- This is the public it addresses.*
- *Could have used a door between spawn and the cave. (Spawnkilling!) --Maybe forgotten?*
- *The lift over the abyss was bugging. Sometimes it stopped halfway. --Maybe it's me? or the game?*
- *I ran out of ammo too often in offline. -- There really needs to be more ammo*
- *It is not suitable for online*. --* Too less monsters, too less ammo and too small. But again, this depends on your audience.
Maybe some more points, but I will not be nitpicking.

Here is the analysis! (My great MS-Paint skills :"))
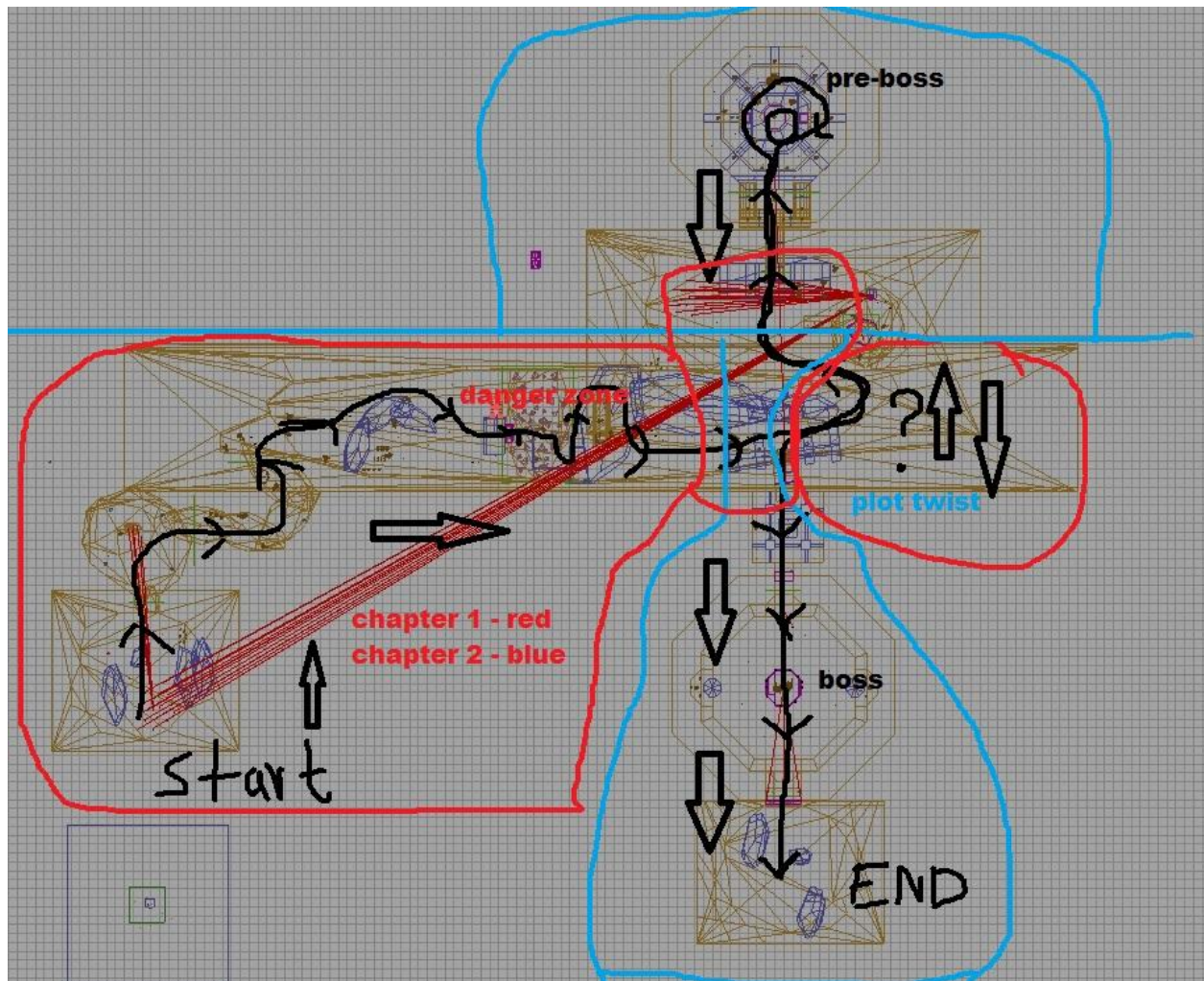
As you can see in this map, it guides the player perfectly, unto the player has given a certain puzzle.
Then it most go a somewhat uncertain route, encounters a big GASBAG eventually -- return,
Only to get more trouble.

==This is how you should want it, and make it! <u>Guide the players INTRO TROUBLE</u>== after each room! MAKE THEM USE OF THE WEAPONS, TEAM, make them go RAAAAAARRRHGGG....That is MonsterHunt.

Ok, Ok, Please nothing obnoxious! There are some maps only to make people disconnect) but that's another story. So to make genuine, chronological MonsterHunt maps, use this order it is almost never ending unless you give it a stop. It's like a movie, a book, or television soap. Or give it an example you like. ==<u>BRING THE ACTION.</u>==

==**To bring this into a perspective remember this streamline.**==

1 Spawn ☞ PROCEED ☞ FIGHT ☞ PROCEED ☞ FIGHT AGAIN ☞ .... some SAVE... take a "breather" ☞ and bring the TROUBLE twice as much ☞ **end of your current chapter**. ☞

☞ FIGHT ☞ PROCEED ☞ FIGHT AGAIN ☞ .... some SAVE... take a "breather" ☞

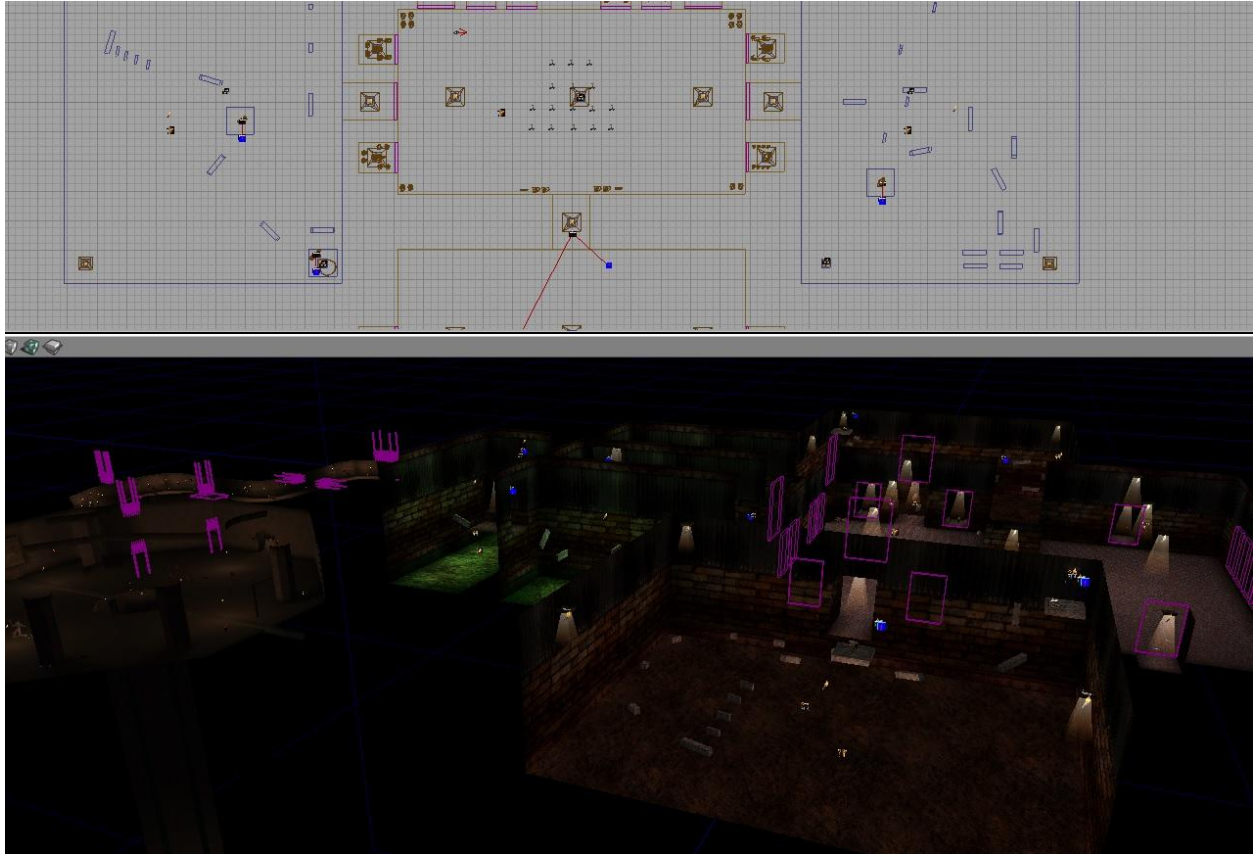FIGHT ☞ BOSS(es) ☞ ..... ☞ ...   ☞ .. ☞ . ☞ repeat till end.

A perfect example of this is *MH-Assassination.* **This is truly a very fun map to play.**

It blends, light and dark scenery, different action stages and a safe spawnroom. 'Scary' rooms, uncertain routes and pickups scattered everywhere. You can read the word 'proceed' in this case as corridors or hallways with no monsters. "breather" as-- rooms where there no monsters to wait on your teammates / bots. Or just nice rooms to provide only ammo, health or other pickups.
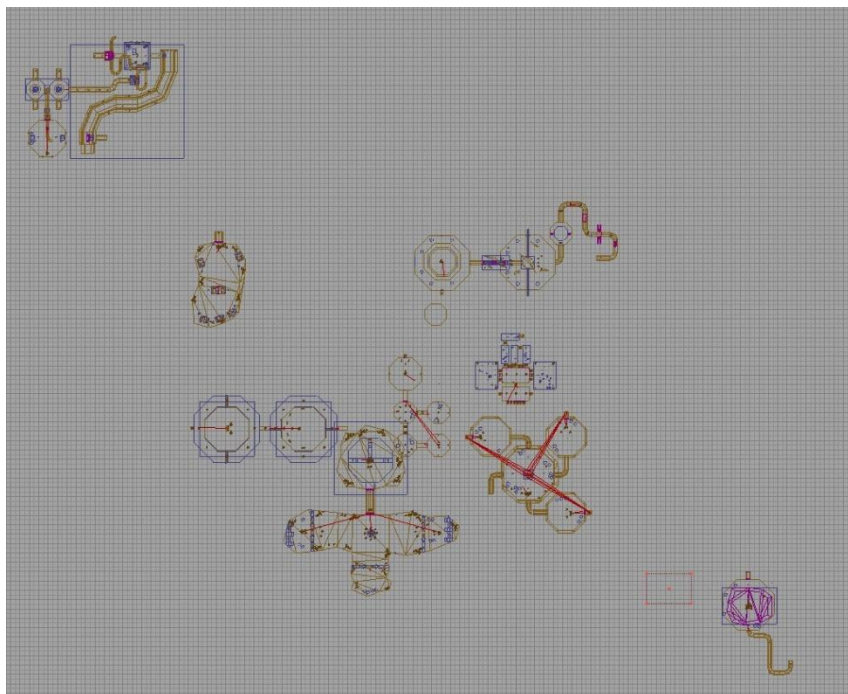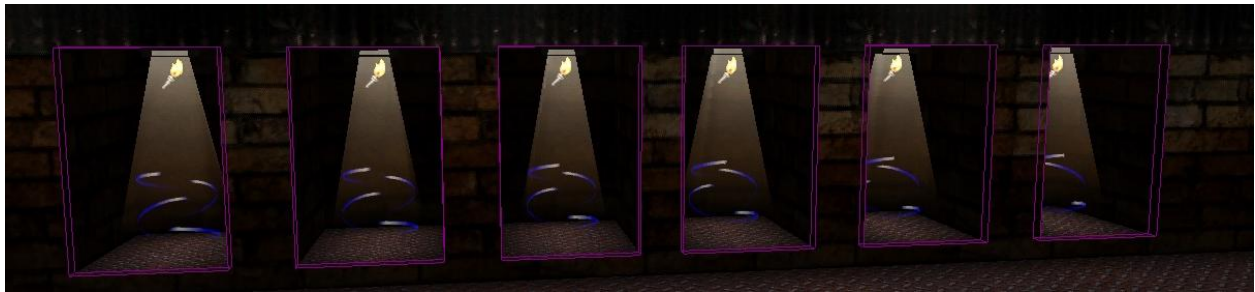

MH-Assassination

But this map has 2 major flaws: *Too many teleporters, and (some)weapons are not directly available.*

MH-Assassination

Some weapons in here are not directly available, as you must run a BT track to unlock them. Many players sincerely hate it, some people like the challenge. Well, it is nothing but time consuming and annoying if you cannot proceed well because you don't have the weapons you need. For fresh connecting players and early game this is a PAIN. The map should have more balanced in this case-- if the weapons where available after a certain stage or boss fight. Connecters happy, current players happy, future connecters happy.

I highly suggest playing this map (MH-Assassination), study it, and get inspired by this map.
You may of course choose another map you like. Take a map you like and or wish to recreate.
The reason I selected this map, because it covers most MH parts broadly. And learn from the mistakes this map has too.

Which teleporter to choose? No signs, no monsters statutes, no numbers. Nothing but CONFUSING.
So minimize teleporters as much as you can, unless you make the player obvious where to go.
Experienced player or people who know the map have no trouble with this, but it about the principle.
Teleporters BRING CONFUSION. Make it obvious -- use texts, signs, sounds, anything, if ever want to
make such maps. But I highly advice you to not. As much fun this map gives, it is confusing, annoying
and requires some skill in jumping, BT and other stuff. Not MH. So make this at your own risk.

Tele = teleporter
I killed the first boss(es) and the second tele is available, but the first tele is still active and available.
The tele of the first chapter should either disabled or not available (mover back to its blocking position)
Only upside of leaving the tele active is that players can checkout all stages for forgotten monsters and
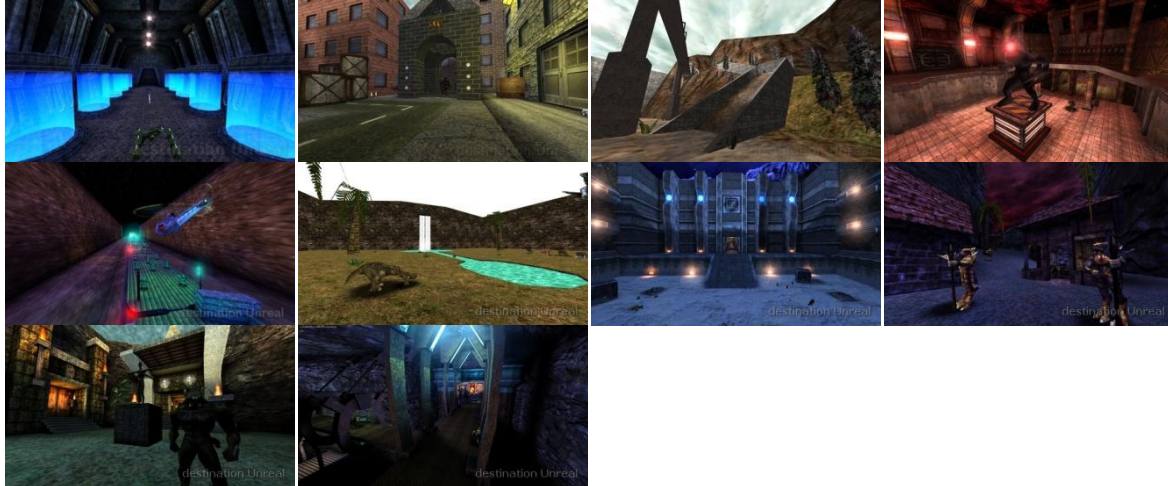see the whole map when connecting later in the match.

As there are so many good maps out there I will point out some other maps which are worth playing and checking out in the editor. I will provide you a list and pictures of _some_ honorable MH Maps. There a thousands of good maps out there.

Hereafter we will study the actors from beginning to start! =)

Some Honorable MH Maps.

MH-AlienX - Energizing, team pumping map!

MH-HiSpeed-Train-HTD - Truly on a mission!

MH-ICRedone(Rex) - Huh what is going on? The weirdness is the great thing on this.

MH-Barrier - Well made, mission map. Good guiding.

MH-Annihilation-V240 - Fierce action, blood pumping map!

MH-ShakrahV2 - UnrealSP feel to the bone! Amazing map!

MH-LandsofNaPali -UnrealSP. Amazing and immersive map! A bit confusing, but worth roaming.

MH-KrogaarSE - Truly beautiful and well designed!

MH-Tarmation2 - The most godlike MH map I've ever met. I truly bow down to this mapper.

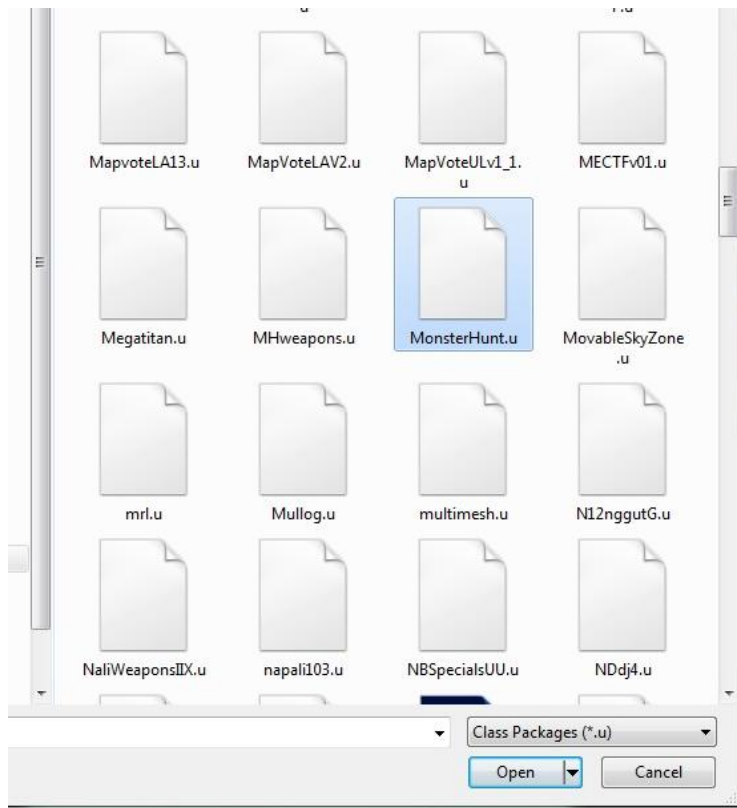MH-HellFireV3-UTJMH - Well made, good guidance and complotting to the bone. Nice visuals.

I highly recommend to play, study and be inspired of these maps. They offer a true MonsterHunt gameplay, are somewhat complex in a certain way , they are guiding and have very good balance between detail and fun gameplay.

Again there are many more worth checking out, this is just a small honorable list.

MH Mapping actors and events

Here we are, let's use the actual editor. Let us talk about important actors that have a very important role. Let's summon them up and their applies.
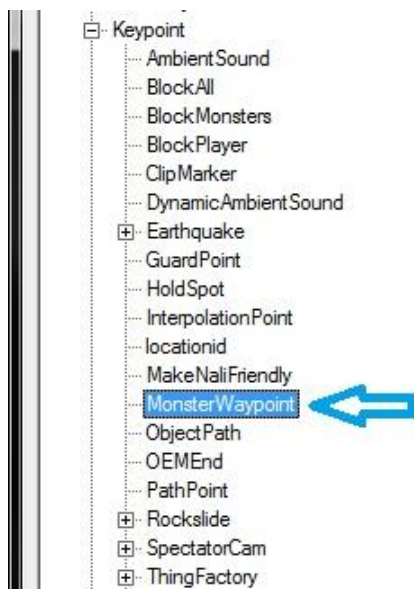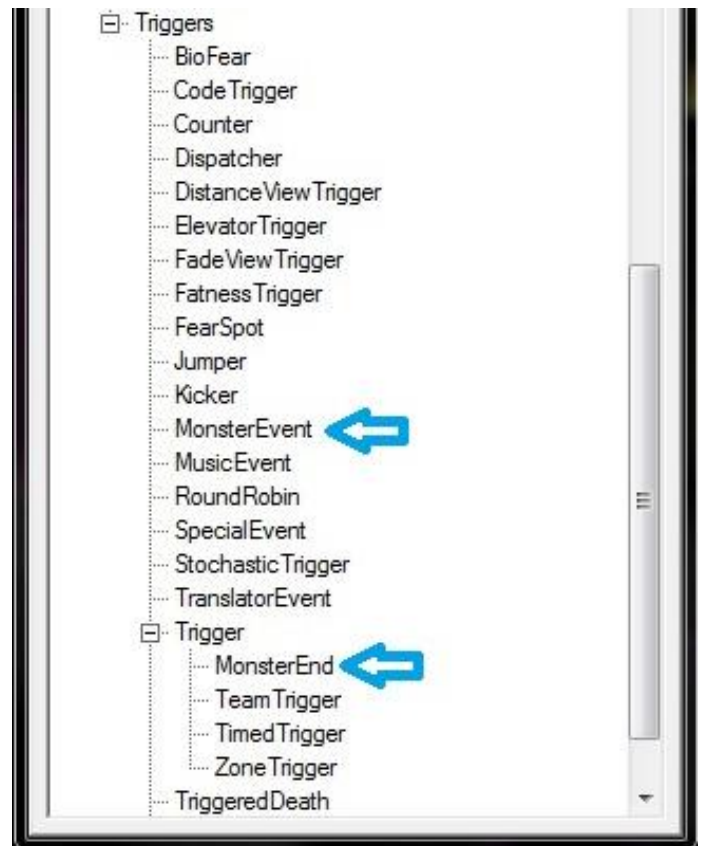
the MH actor with the actorclass browsers

It will give these actors:
- **MonsterHunt game actor** - to be put in the default gametype settings in LevelProperties.
- **MonsterEvent** - A screen displaying message that last around 5 seconds. This is your main instruction actor when creating intros, progressing and outtro's. All players will see this on their screens. Very important actor in telling the ' story ' or just as a ' thank you for playing' message.
- **MonsterWayPoint** - The actor to tell bots where to proceed, from point A to B to C. You can adjust the priorities by applying numbers.
- **MonsterEnd -** And of course the most important of them all - the MonsterEnd actor. The use of this may should be obvious -- it lets the game know that when this point is reached : Finished!

This page shows where they are in the actor classes browser.

```
Ė-- GameInfo
    Ė-- TournamentGameInfo
        Ė-- DeathMatchPlus
            ---- ChallengeDMP
            ---- ChallengeIntro
            ---- LastManStanding
            ---- TDarkMatch
            Ė-- TeamGamePlus
                Ŧ-- Assault
                Ŧ-- CTFGame
                Ŧ-- Domination
                ---- MonsterHunt
            ---- TrainingDM
        Ŧ-- UTIntro
    Ŧ-- UnrealGameInfo
```

```
Ė-- Triggers
    ---- BioFear
    ---- CodeTrigger
    ---- Counter
    ---- Dispatcher
    ---- DistanceViewTrigger
    ---- ElevatorTrigger
    ---- FadeViewTrigger
    ---- FatnessTrigger
    ---- FearSpot
    ---- Jumper
    ---- Kicker
    ---- MonsterEvent   ⇐
    ---- MusicEvent
    ---- RoundRobin
    ---- SpecialEvent
    ---- StochasticTrigger
    ---- TranslatorEvent
    Ė-- Trigger
        ---- MonsterEnd   ⇐
        ---- TeamTrigger
        ---- TimedTrigger
        ---- ZoneTrigger
    ---- TriggeredDeath
```

```
Ė-- Keypoint
    ---- AmbientSound
    ---- BlockAll
    ---- BlockMonsters
    ---- BlockPlayer
    ---- ClipMarker
    ---- DynamicAmbientSound
    Ŧ-- Earthquake
    ---- GuardPoint
    ---- HoldSpot
    ---- InterpolationPoint
    ---- locationid
    ---- MakeNaliFriendly
    ---- MonsterWaypoint   ⇐
    ---- ObjectPath
    ---- OEMEnd
    ---- PathPoint
    Ŧ-- Rockslide
    Ŧ-- SpectatorCam
    Ŧ-- ThingFactory
```

MonsterHunt Assembly part1 Workflow

Since MH takes up a lot of time, it is wise to have this as your guideline.
Starting from the top to the bottom.

1. *Think of an idea. What are you going to make (or update)?!*
2. *Build your map in general using brushes, zones, terrain , and skybox.*
Just simple lightning , simple textures, and simple brushwork. <u>Nothing detailed</u>
*Do **not** run the map unless you have the urge to do it. You will restart the map over 20.000 times in the future (speaking figuratively). Trust me you are going to start up the game many times. Try testing your map, as less as possible. Backup often. MH is very time consuming*
3. *When you are satisfied with a global idea, then add a couple of monsters in your map, not 1.000. Spread them around. Add Weapons, some pickups as well.*

4. Test and go play your map. This is the part where you get ideas, inspiration and suggest yourself into things. This is your actual dream weaver. All the ideas all the suggestions and all the 'errors' you find are your FUTURE makings. This step is very crucial. Write them down.

5. *Let your product flow. All the things in step 4 will be now yours to make. Whether it be brushwork, lightning, or monsters, it doesn't matter. Don't think. Just do it.*
This is the great secret behind any form of art. Make your product whether good or wrong.
Make anything from here. New rooms, Secrets, advanced lightning? ***Proceed and repeat this step till you are done. Like 'done - done'.***

6. Play, test and evaluate. - Update and work on what is be needed to work stable.
7. Upload your great work, if you want to. Starting alpha, beta , main... etc...
8. Ask for tips, commentary and suggestions, if you uploaded it.
==9. Repeat. Start from step 1 again.==

MonsterHunt Assembly part 2
Guiding the adventure!

intro - midway adventure - ending (outtro)

I'm going to use this map as simple presentation which actors make the adventure juicy, warm and adventurous big time! You can read the trigger area, as a somewhat mid-way.
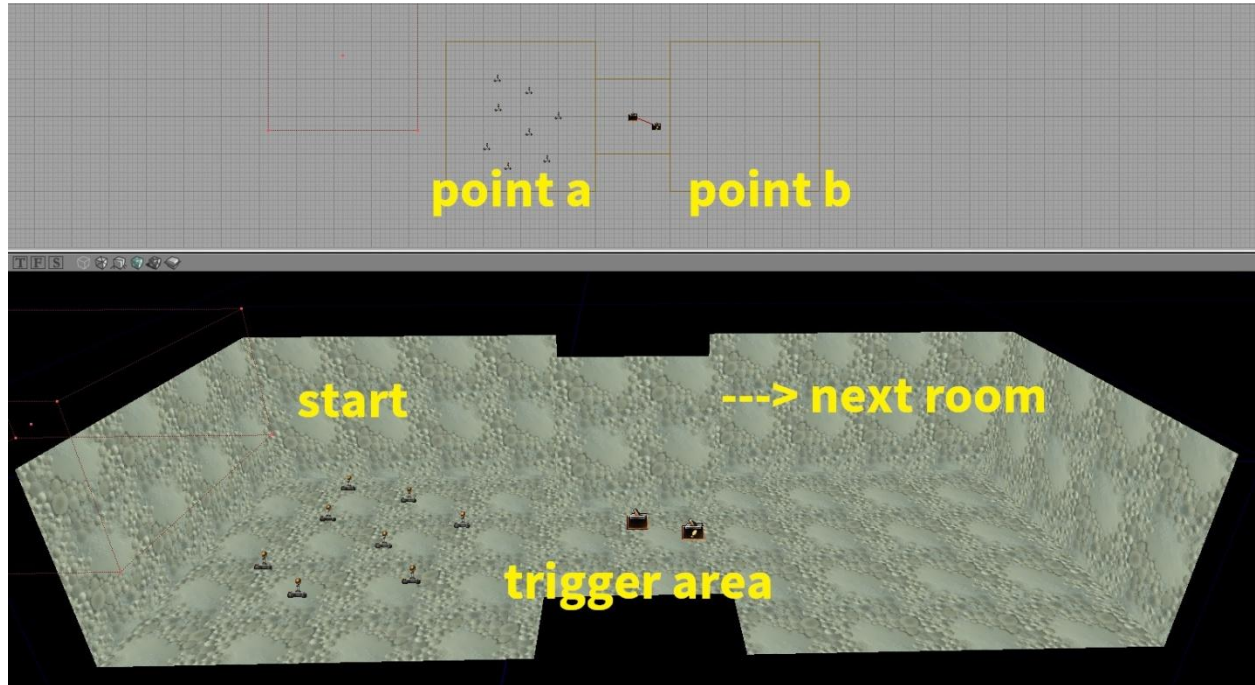
There are plenty of actors that available. Let's have this list for now:

-Trigger
-Dispatcher
-Counter
-SpecialEvent
-MonsterEvent
-MonsterEnd
-MusicActor.

The Trigger actor will be your number 1 favorite actor in MH. Love it, hug it, and use the actor as much as you can. _With this you can trigger messages on the screen, play sounds, music, let people get trapped, get confused, but also get going._ You can do 100000000 things with the trigger actor, depending what you connect to it.
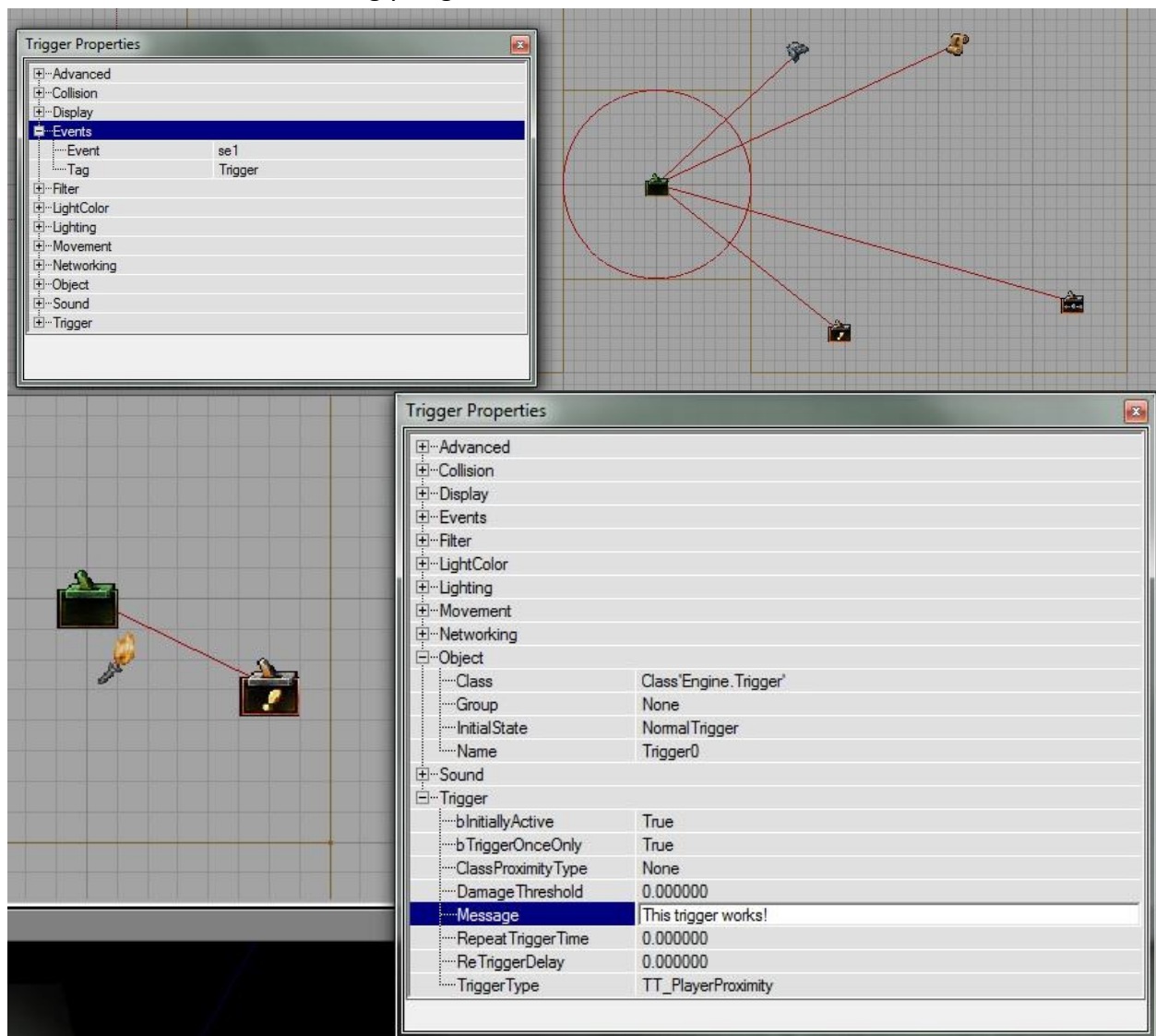
Remember this:
For a SINGLE event (Triggered actor) use : Trigger > Actor
For more than 3 events : Trigger > Dispatcher
You can use a single trigger on more than 1 event, but this only possible if all triggered actors wear the same tag. Shown below

The trigger has as event: se1 . The SpecialEvent actor has the tag: se1
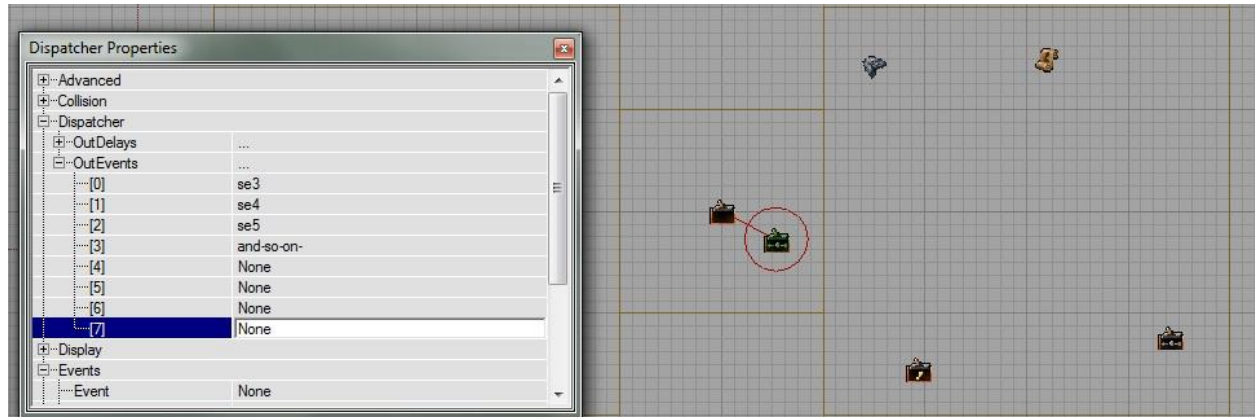If more actors use the same tag you get this:

It is import to check and configure your trigger well. If you do not do this, this can crash, stop or just block the way for players, forcing a revote.

Let me show the functions : Next picture, COPIED AND PASTED FROM "**Birrabrothers UED tutorials**". Credit to him/them.

Trigger > Dispatcher

The only and only function of a dispatcher is the same as a normal trigger.
But as said before, this is a more structured and easier way to trigger more events.
You can even set timers in the OutDelay functions
The numbers are TIME IN SECONDS. 1 = 1 second. 0.1 = 1/10 second (very fast)
3 = 3 seconds. Etc.

I named the dispatcher as tag 'se2' and the rest I called numerological. Se3, Se4, Se5 and so on.
As you learn now, this method prevents alot of sight-blocking redlines but is slighty unclear.
You must enter the dispatcher to lookup everything again. This is up to you, depending the situation which you are trying to create.

The numbers ARE CORRESPONDING TO THE ACCORDING EVENT UNDER OUTEVENTS.
Piece of cake.

See next page. This explains all functions
Next picture, COPIED AND PASTED FROM "Birrabrothers UED tutorials". Credit to him/them.

Property	Specific
+Collision	
CollisionHeight	Height of the collision cylinder area.
CollisionRadius	The Radius of the collision cylinder area.
+Events	
Event	Ident name to be sent when trigger is triggered.
Tag	Used if the trigger should be triggered by other trigger.
+Object	
InitialState	Activation status of trigger.
+Trigger	
bInitialActive	If the trigger should be active or not.
bTriggerOnceOnly	Set if trigger can be triggered more than once or not.
ClassProximityType	Used if InitalState is "ClassProximity" to determine what class.
DamageThreshold	Used if InitailState is "Shoot" to determine amount of dmg needed.
Message	Displayed message each time trigger is triggered.
RepeatTriggerTime	Repeats the event for each time interval as longs as trigger is active.
ReTriggerDelay	Delay before the trigger can be triggered again.
TriggerType	This is how the trigger should be triggered.

Different Trigger Types:

TriggerType	Specific
PlayerProximity	Activated by all players, including real-life and bots.
PawnProximity	Activated by all creatures, players, bots.
ClassProximity	Activated by Class specific actors only.
AnyProximity	Activated by any type of actor.
Shoot	Activated by damage, "bDamageThreshold", from shot.

The trigger can also be controlled by other triggers.
This is the different "States" a trigger can have:

InitialState	Specific
None	Trigger will be inactive and useless.
OtherTriggerTurnsOff	Triggers "bInitalActive" will be false when triggered
OtherTriggerTurnsOn	Triggers "bInitalActive" will be true when triggered
OtherTriggerToggles	Triggers "bInitalActive" will change when triggered
NormalTrigger	Default and trigger is immune against other triggers.

So the trigger is the 'trick' for events, actions and make special moments. Which actor should it connect to? Let me show you.

How to have a simple message in the chatbox / log.
Trigger >< 	(See picture from BBdrac for reference)

Message : Hello world!
When you touch the trigger it says Hello World! EVERYTIME you touch it. So what do we do?
Yes: Put bInitialActive to false , *to make the trigger go off once, and never ever more.*
This setting is very important. Or Set ReTriggerDelay in <u>seconds</u> you wish.

How to have a simple message in the chatbox / log / IN FRONT OF SCREEN in blue letters
Trigger > SpecialEvent

Toy with the settings under: Object - InitialState. You will figure it out soon enough
Enable SpecialEvent > SpecialEvent - bBroadCast - to true. (This casts the message to all, if this is to false, it's only YOU, or the player that touches it.

Under InitialState : Use : DisplayMessage, to broadcast your message, to all.
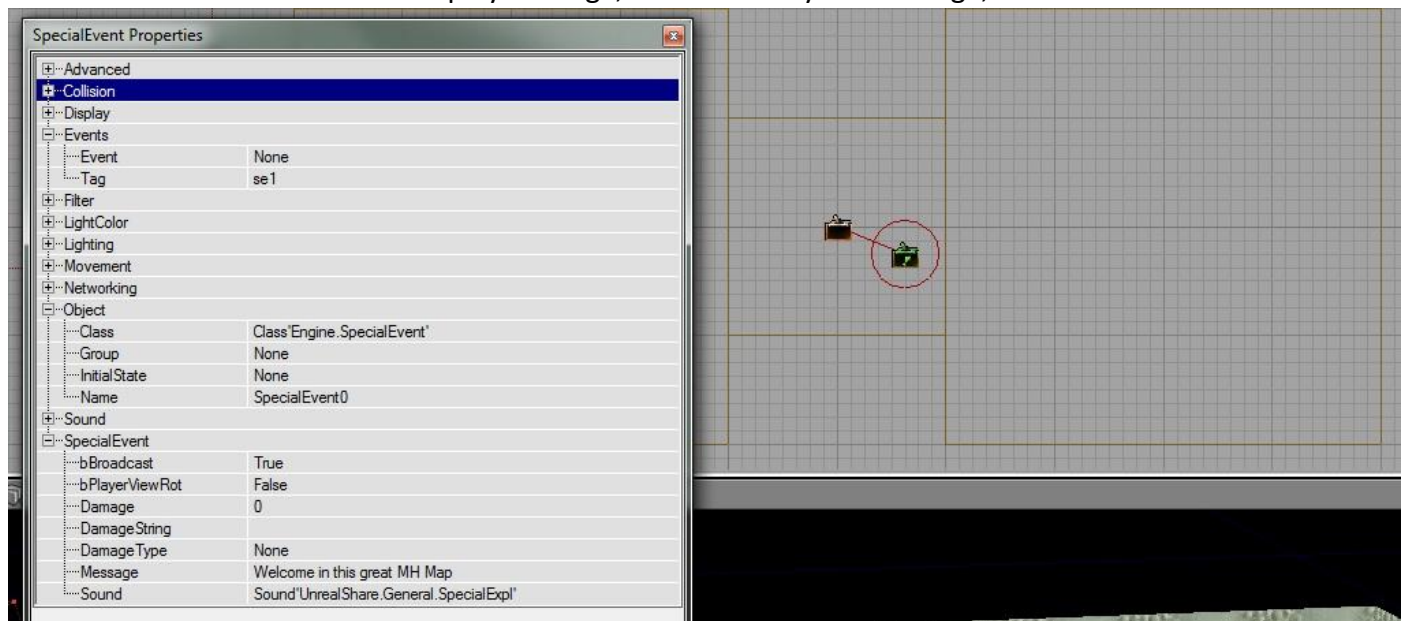
How to have a simple message in the chatbox / log / IN FRONT OF SCREEN in GREEN letters
Trigger > MonsterEvent

This is the MonsterEvent actor. These are nice green letters, that last around 5 seconds so people have more time to read. This is your number #1 actor to tell the story (read: Adventure) It is the same thing as the SE and Dispatcher.
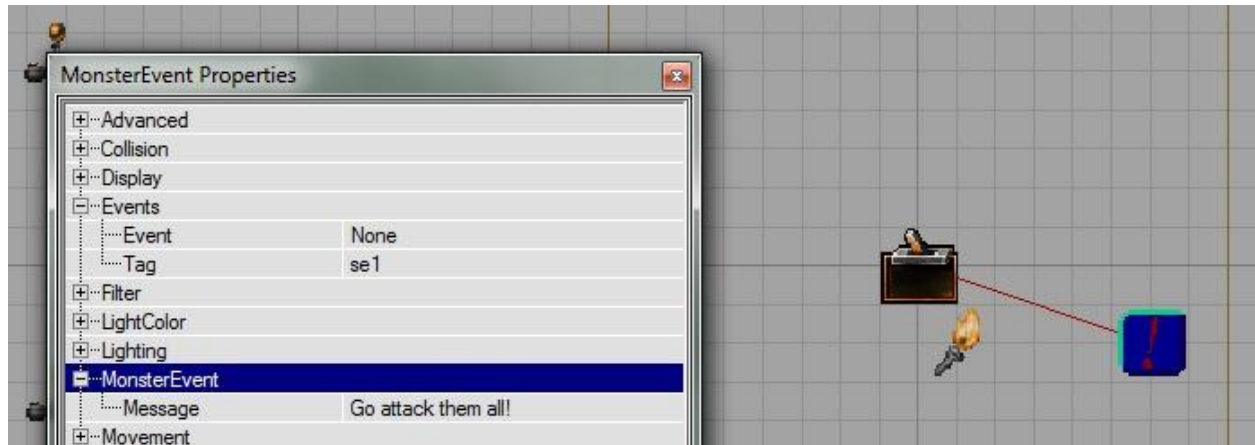

So when you touch the trigger it will say: Go attack them all!
Telling the story needs more sentences right, so what do we use? ...... ???. Guess it. ......
tictoc tictoc tictoc tictoc tictoc tictoc tictoc tictoc. Times up. If you guessed ' duplicate the actor and change the text' you are right. But remember change the TAGS! Otherwise it will not work. What do use when more than 3 actors going to be triggered? Yes, the Dispatcher.
Duplicate the ME actor several times and name the tags numerological. Shown below
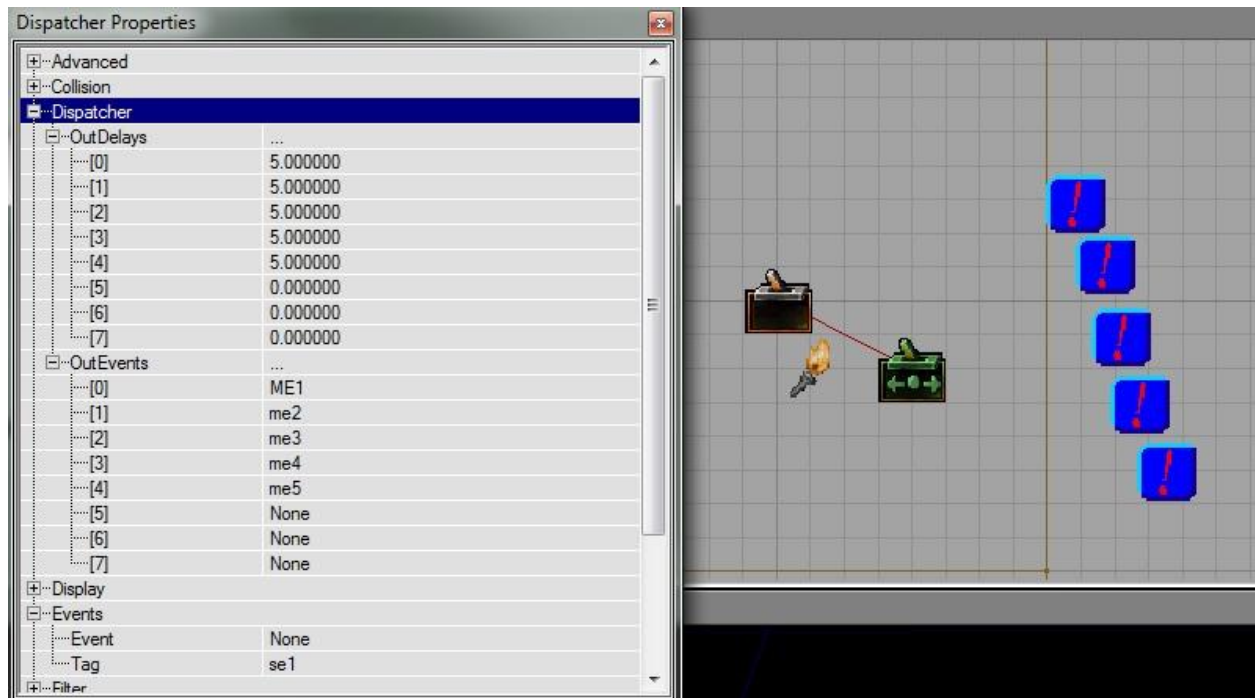
This is my intro:


```
⊟ Events
    ─ Event              None
    └ Tag                ME1
⊞ Filter
⊞ LightColor
⊞ Lighting
⊟ MonsterEvent
    └ Message            Welcome to MH-yourmap
⊟ Events
    ─ Event              None
    └ Tag                me2
⊞ Filter
⊞ LightColor
⊞ Lighting
▬ MonsterEvent
    └ Message            The base is under attack!
⊟ Events
    ─ Event              None
    └ Tag                me3
⊞ Filter
⊞ LightColor
⊞ Lighting
⊟ MonsterEvent
    └ Message            Grab some weapons and push them back
⊟ Events
    ─ Event              None
    └ Tag                m4
⊞ Filter
⊞ LightColor
⊞ Lighting
⊟ MonsterEvent
    └ Message            Help each other, and work together
⊟ Events
    ─ Event              None
    └ Tag                me5
⊞ Filter
⊞ LightColor
⊞ Lighting
⊟ MonsterEvent
    └ Message            Good luck!
```

I'd recommend not using more than 5 ME actors at the beginning. Use clear, short sentences.
Spread the story around the map, not all at once. You getting where I'm aiming at? Nice.
Toy with the OutDelays from the Dispatcher, this is your time-framework. 5-8sec is perfect.

MH-Assembly - Music and Sounds

As you should ascertain chapters in your gameplay, people find it nice to have multiple songs to listen too. A map that has a 45 min gameplay, with only one song is HORRIBLE. At some point you hate it, or just don't hear it anymore. Your brains / ears filtered it away.

To change the music in-game
Trigger > MusicEvent
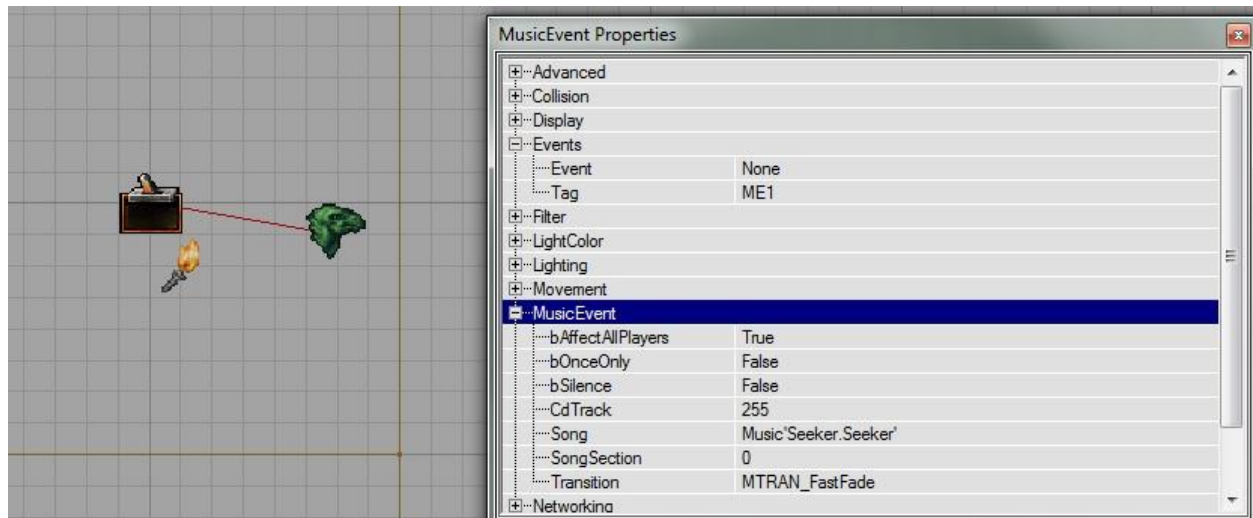
BAffectAllPlayers: TRUE
That's always be your choice for online gameplay, unless you have strategic player for player sequence. (like slow relaxed players, still behind the others) Song: select a song in the music window. This (picture upshown) will play the song Seeker when you touch the triggers. Remember, **the trigger** must be : TriggerOnceOnly, Not the ME. If the ME is set to bOnceonly it will play the song just once. *Trigger once , keep playing the song over till the next song is hit. That is how you should want it.* REMEMBER: CHECK THE TRIGGERS RADIUS, TO MAKE SURE THEY HIT / TOUCH IT.

Transition speaks for itself -- How do you want the Music's intro? From low to high volume in a fast or slow way? Your call.
 bSilence is a mute option.

Rest of the options are advanced stuff, It's wise to leave them alone. (For now)How many tracks to add? - That depends entirely on your map, and plan. (READ: Adventure!)

Adding sounds and effect is essential to any digital form of art (Videos, presentations etc...)
Unreal is all about sounds and music! Let me show you.

How to play a sound (+ text)

Trigger > SpecialEvent
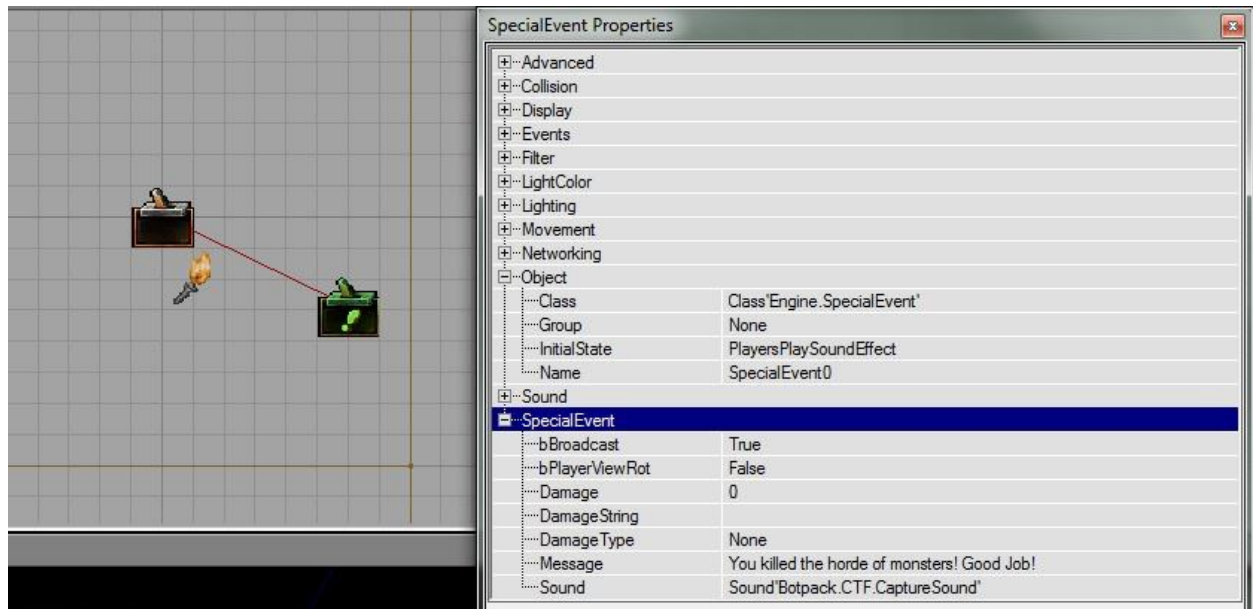
Set under Object : InitialStage: PlayerPlaySoundEffect.

This will cause to all players hear the sound. Under

SpecialEvent:

bBroadcast = True

Message = Whatever your message is. This is also in blue letters.

Sound = Open an UAX package and select a sound, then hit use.

 So this trigger setup would be cool after a horde of monster is killed and proceed to next room, it will popup a message, play a sound and will be all to hear. Toy a bit with the seconds, it will speak for itself.

TIp!

You can also leave the message blank, and add an extra MonterEvent actor with the same tag as the SpecialEvent. This will make the event more obvious. So the trigger will have 2 red linked lines to a ME and SE actor. Remember for more events, use a dispatcher!

How to play an ambientsound (+ text)
Trigger > SpecialEvent
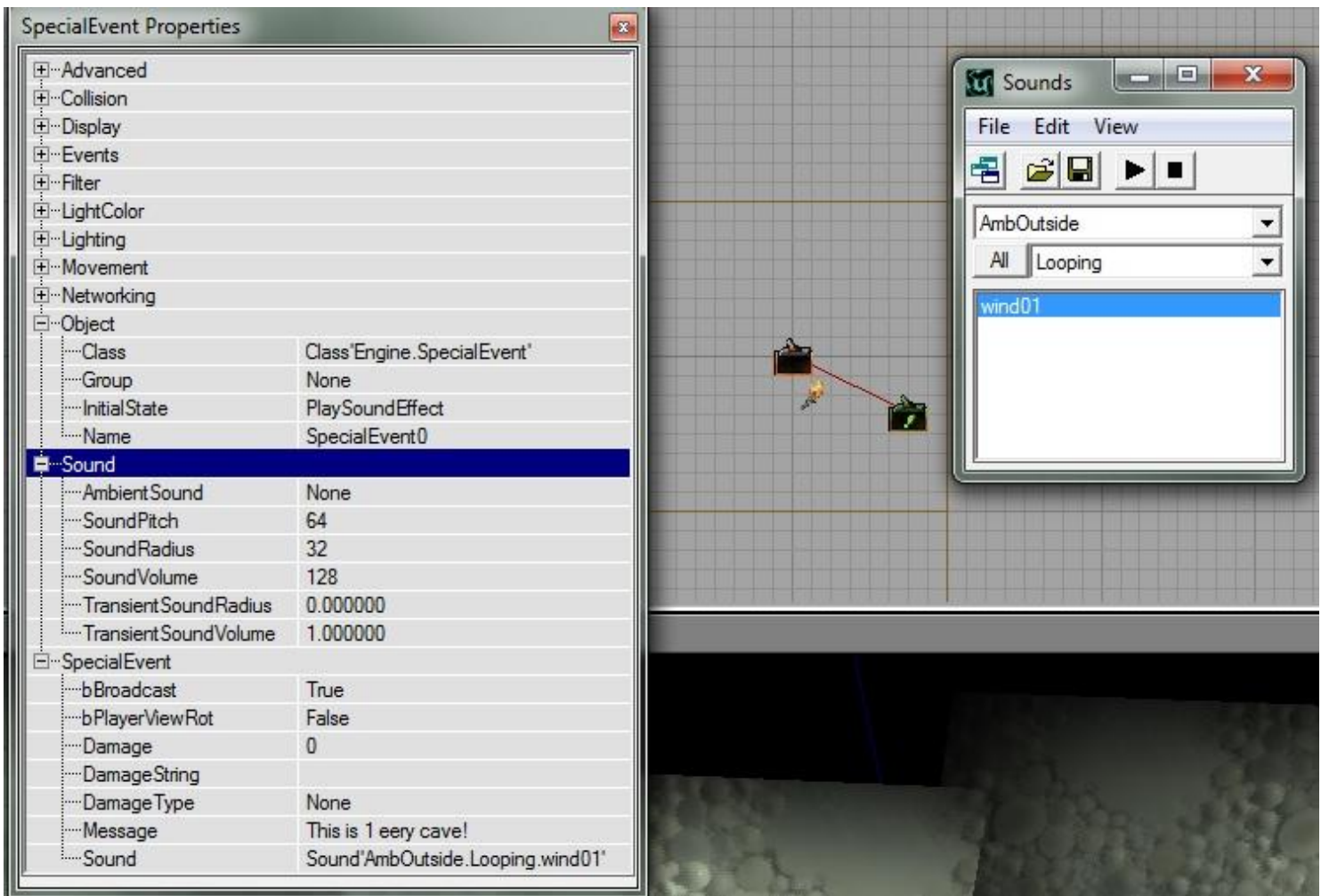
This is pretty much the same configuration as the previous one. Only make sure you select under InitialState : PlaySoundEffect. Also make sure you have a 'looping' sound. The settings under Sound are are mixer settings (read VOLUMES). If you put a looping sound under Sound : AmbientSound, this bypasses the trigger and plays music/sound regardless of it's trigger.

Remember this:

PlaySoundEffect - is AREA OF EFFECT AUDIO. Based on RADIUS.
PlayersPlaySoundEffect - Bypassed audio is and directly streamed to the listeners.
The tab Sound is your mixer!

end of update "2.1 " .

Next Monsters, Weapons , Pickups and Trivia.
Also MHEnd - and MonsterWay.

Waiting for feedback