

GRIM  
COMBAT SYSTEM  
OWNER'S MANUAL.



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# **The Grim Combat System Owners Manuel**

## **Grim Combat System**

For more Information go to [www.grimcombat.com](http://www.grimcombat.com)

This book will guide you through all the steps on setting up your Grim Combat System.  
It will also explain what each component does and how to set up and use it.

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## Main Set up

To set up the combat system, first rez the GCS Brain Terminal.



This object is the brains of the game and must remain rezzed at all times; it is only 2 prims so it should not be a problem. The GCS Brain Terminal can be placed anywhere on your parcel or region but it must stay out at all times for everything to work properly. The purpose of the GCS Brain Terminal is to keep track of everyone's score and communicate with the web server to load and save the players scores.

### IMPORTANT\*\*

You may only have 1 GCS Brain Terminal per region. DO NOT attempt to set up a new GCS area at an existing GCS location.

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If you want to create multiple levels within the same region you may do so without requiring another Brain Terminal.

## Inside the GCS Brain

The GCS Brain Terminal contains 3 notecards that should be configured by the owner, AccessList, LevelUp, and, SetUp.

**ACCESSLIST NOTECARD** - contains names of people that are allowed to access the system. The owners name does not need to be in the list, as the owner will always have access to menus an all objects.

**LEVELUP NOTECARD** - contains the how much experience points are required for each level and the bonuses received for that level

**SETUP NOTECARD** - contains all the data needed to set up your parcel or region for GCS, this data is written to a server.

## Setup Notecard

From inside the content tab of the GCS Brain Terminal you must open the Setup notecard. Many of these parameters are self-expiatory or are commented in the notecard itself, do not delete any of the parameters, however the comments can be deleted. These parameters can be changed anytime you wish. However after each change you must save the note card and re-save the setup using the GCS Brain Terminal menu options, Setup, and then Save Setup.

The .Setup Note card will look like this:

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Select score grid. Scoring=network means all players on your sim will scoring on the main GCS network. Scoring=local means all scores are local to your sim only and therefor you are not on the main scoring grid. Remember to be on the main score network you MUST abide by the GCS TOS or risk losing all rights to use the GCS system. If you select Scoring=local you may set up the system any way you like.

## Scoreing=network

Select pvp (player vs player) default option. PVP=off, will have everyone's PVP turned off when they first arrive or attach the GCS HUD at your location. PVP=on will set everyone's PVP setting on.

## PVP=off

PVPoverride=on setting will allow you to keep every players PVP setting locked to the above selection. PVPoverride=off will allow players to toggle PVP on or off from their HUD.

## PVPoverride=on

Select a name for your combat area. This name will appear on our web site and allow people to find your combat area on the grid. Having a cool name may help bring you more traffic.

## Name=Soandso's kickass zombie wasteland

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Enter your SLURL. In your viewer click on the map button. Then in Map window click the Copy to Clipboard button. Then paste it below. **If you don't put your SLURL in the note your setup will NOT save.**

SLURL=<http://maps.secondlife.com/secondlife/SAMPLENAME/237/133/31>

Type in a message. Everyone who is wearing a HUD will see this message when they first enter your sim, or attach a new HUD. You may edit this message later from our web site.

MOTD=[Welcome to Soandso's kickass zombie wasteland. Please read the rules posted in the lobby.](#)

Option to have your sim listed on our web site.

ListOnWeb=yes to be listed. ListOnWeb=no to remain unlisted.

**\*NOTE** if you have scores networked to main grid you must be listed on the web site. Setting ListOnWeb=no will automatically change your scoring setting to Scoreing=local

[ListOnWeb=yes](#)

Make up a name for your local sim scores. This name will appear in everyone's HUD when they have score setting to local. It will also appear in the advanced scoreboard.

[LocalScoreLabel=Wasteland Scores](#)



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Warning=on will send messages to all players Not wearing the HUD and ask them to please wear the HUD in order to play the game. Warning=off will not send any warning messages. Use Warning=on OR Warning=off

## Warning=on

Role Play mode is to cause GCS weapons to run out of ammo and need to be refilled use RPmode=on OR RPmode=off  
With RP mode on you should set out ammo packs for players to find so they may reload guns.

## RPmode=off

Groups setting will enable or disable the ability of players to create groups for cooperative play. Use Groups=on OR Groups=off for this setting.

## Groups=on

Grim Gun Settings-These settings may be set to yes or no they will control some basic features for all GCS guns.

Example: AllowAuto=yes will let GCS guns be set to full auto. AllowAuto=no will only permit GCS guns set to semi, or burst fire. AllowBurst=yes will allow burst fire, AllowBurst=no will prohibit burst fire. ForceRayCast=yes will force all GCS guns to use ray cast ammo only. This feature can reduce the amount of physical bullets being rezzed on your land greatly reducing lag. ForceRayCast=no will allow player use normal physics bullets in GCS guns  
NOTE this only effects Official GCS guns. 3rd party guns are not affected.

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API=-1542

AllowAuto=yes

AllowBurst=yes

ForceRayCast=yes

After you have completed the Setup Note card save the note card with your new settings.

If you are setting up for local scoring, you may also edit the Levelup Notecard in your GCS Brain. If you are using the network scores then ignore the LevelUp Notecard since the System will get that information from the main web server.

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### Completing Setup

Once your SetUp note card has been completed and saved, left click on the GCS Brain Terminal. You will see a Menu appear on the screen of the Terminal. Click on Setup. Then click on Save Setup.



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The Terminal will then save all of your settings to the web server. (Wait for saving to be completed)

Upon completion, your system will be connected to the web server and ready for the next step.

**Remember;** any time you change your settings in the Setup note card you must click on the GCS Brain Terminal and select Setup, then Save Setup again to upload your new settings to the web server.

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## Level up Notecard

The LeveUP notecard provides settings on how players gain levels from experience points. The card will come pre-configured with settings and you can leave them as is if you like. These settings are only used if scores are set to local only.

If Grid wide scores are used levels are loaded from the server to keep them uniform across the grid. The default settings are as follows:

```
xp_death_deduction=50;
level=1;XP=0;Health=75;Armor=55;Power=10
level=2;XP=500;Health=80;Armor=60;Power=15
level=3;XP=600;Health=85;Armor=65;Power=20
level=4;XP=700;Health=90;Armor=70;Power=25
level=5;XP=900;Health=95;Armor=75;Power=30
level=6;XP=1100;Health=100;Armor=80;Power=35
level=7;XP=1300;Health=105;Armor=85;Power=40
level=8;XP=1500;Health=110;Armor=90;Power=45
level=9;XP=1700;Health=115;Armor=95;Power=50
level=10;XP=2000;Health=120;Armor=100;Power=55
level=11;XP=3000;Health=125;Armor=105;Power=60
level=12;XP=4000;Health=130;Armor=110;Power=65
level=13;XP=5000;Health=135;Armor=115;Power=70
level=14;XP=6000;Health=140;Armor=120;Power=75
level=15;XP=7000;Health=145;Armor=125;Power=80
level=16;XP=8000;Health=150;Armor=130;Power=85
level=17;XP=9000;Health=155;Armor=135;Power=90
level=18;XP=10000;Health=160;Armor=140;Power=95
level=19;XP=11000;Health=165;Armor=145;Power=100
level=20;XP=15000;Health=170;Armor=150;Power=105
```

The complete list may be found on the GCS web site [grimcombat.com](http://grimcombat.com) by clicking the Levels link.

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The first line labeled “xp\_death\_deduction” is the amount of XP the player will lose if they are killed by a monster after level 3.

Setting xp\_death\_deduction=50; means that you lose 50 XP per level after level 3. So at level 4 you lose 50 XP each time you die. At level 5 you lose 100 Xp on death, level 6 its 150, and so on.

Each line after xp\_death\_deduction declares a level. The same format must be followed for it to work properly. Only the numbers may be changed.

XP=500 is the number of experience points needs to achieve that level. Each time a player levels up their total Health and armor will increase.

Each player begins with 75 health, 55 armor, and 10 Power at level 1. This setting is universal and cannot be changed. The very first time a new player wears the HUD, there is bonus health and armor to help them get use to the game. This helps a new player keep from dying right away their first time out.

### Access List Notecard

There are access list Notecards in the GCS Brain Terminal, scoreboard, and in every Monster Spawner. These access list Notecards may be edited to allow people you trust to have access to the menu of these objects. You will see 2 names in all access list when you get them. Joeey Aura & Grimly Darkfold. We are the creators of the system and you're welcome to delete our names from those lists. However we

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will be able to help you correct issues easier if our names are left in them.

## Access List Name Finder

This is a simple little scripted box that is full perm. It may aid you in finding an Avatars proper name to be added to any of the scripted GCS objects that use an access list.

Have the resident click on the Name Finder box and it will say their correct name in chat for you to copy and paste into your access list.

## Scoreboard

It is important to know the difference between scoreboards. There are two different kinds supported by GCS.

- Basic Scoreboard for 2.40
- Score Board 2.40

**Basic Scoreboard** is exactly as the same suggests. It's very simple and basic. Its menu options are

- Clear
- Monster Stats
- Sort

Clear: will clear the displayed scores.

Monster Stats: will display monster and player deaths in chat.

Like this:

[23:21] Basic Scoreboard for 2.40: Zombie:27

[23:21] Basic Scoreboard for 2.40: Zombie Child:34

[23:21] Basic Scoreboard for 2.40: Crow:12

[23:21] Basic Scoreboard for 2.40: Rabid Turkey:7

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[23:21] Basic Scoreboard for 2.40: Players:4

Sort: will open a sub-menu with the following options:

- Time
- Scores

Time: displays the most recent score or kill at the top.

Scores: displays the highest score at the top with lowest on the bottom.

This Basic Scoreboard comes with all GCS Monster spawners. It may be used on its own without the GCS core system and Brain Terminal. These basic scoreboards are NOT networked to the grid. They run independently.

**Score Board** is a much more advanced model than the basic version. Its menu options are:

- **Reset**-to reset the scoreboard
- **Reconnect**- will attempt to reconnect the scoreboard to the brain terminal if connection was lost.
- **PVP Mode**-Display Player vs player kills
- **Monsters**-Display number of monsters killed
- **Order:** Opens Sub-menu options
  - **Top 10** –Shows top 10 player scores
  - **Time**-Shows most recent scores
  - **Score**-Shows current highest score at top
  - **Level**-Shows current heist level player at top
- **Local:** Display local parcel/region scores
- **Weekly:** Display grid weekly scores
- **All Time:** Displays all time grid scores

You may set up multiple scoreboards and have each one show different scores in different orders. One may be set to display the top ten players the other to Local, and yet another to Grid



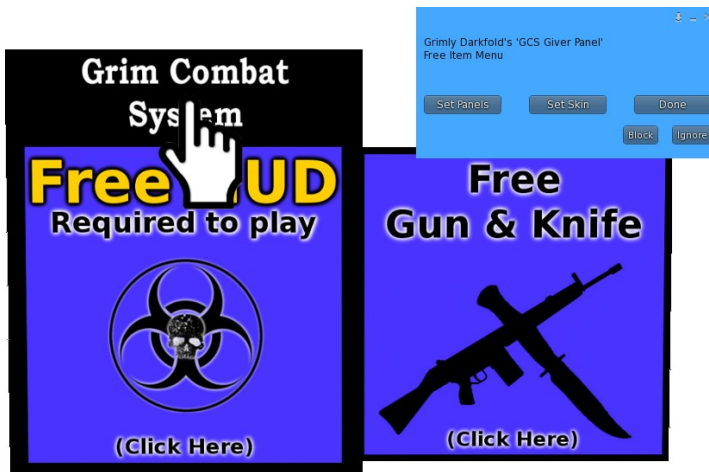
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wide. Play around with the different settings to become familiar with them.

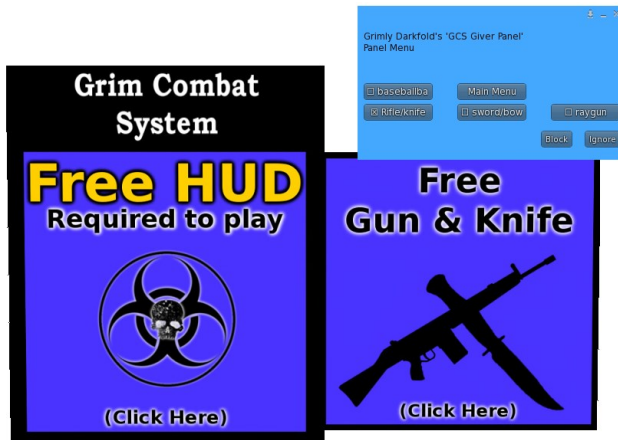
## HUD & Weapon Giver

This object is almost as important as the GCS Brain Terminal. You'll want to be sure this is displayed at the main landing point of your combat area so your guests can get a copy of the GCS HUD and a free GCS weapon.

Rez the GCS Giver Panel on the ground. Click on the black field as indicated in the picture below to see the Giver menu options. From the menu box select Set Panels.



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**Panels Menu:** Here you may select the weapons that you wish to have available for your guests. The GCS Giver Panel may offer a maximum of 4 free weapons including the GCS HUD.

If you click on the Black field again you may select the Set Skins Option to give your GCS Giver Panel a different look.



New skin options will be added to the Panel over time.

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## GCS Monster Spawner

The monster spawner only comes with the Grim Combat System Plus, or the Grim Combat System Complete. If you purchased the basic Grim Combat System you may purchase monster spawners separately. All GCS monsters are designed to work with the GCS system.

Set the Spawner on the ground. It should look something like this.



Click on the spawner to access the spawner control menu. You will see a wide variety of options. Most of these controls should be intuitive.

- **Start-** turns the spawner on.
- **Stop-** turns the spawner off
- **Options-** opens the options menu
- **Hide-** Hides the Spawner from view, you may press **CTRL ALT T** on your keyboard to highlight transparent objects if you need to find your spawner once it has been hidden.

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- **Show**- Will make the spawner reappear after it was hidden.
- **Monsters**- opens the monster menu
- **Range**- is the distance a player may be from the spawner before it activates and spawns a zombie or monster.
- **Time**- is the time the spawner waits between spawns.
- **Rez Radius**- is the max distance that creatures may spawn from the spawner, setting 0 means they will always spawn directly above the spawner, setting 5 means they may spawn anywhere from 0 to 5 meters from spawner. But once a monster has spawned they are free to travel any distance until they die or de-rez.

### Options Menu

- **IgnoreCont**-stands for Ignore Contact Trigger.
- **Main Menu**-return to main menu.
- **RezNum**- stands for rez number, this sets a max number of creatures the spawner will create before putting itself to sleep. The spawner will remain asleep until 1 or all of the creatures are either killed or de-rez.
- **LineOfSigh**- stands for Line of sight. With this option active the spawner will only activate when a player is within the spawner's line of sight even if the player is well within the spawning range. This feature is ideal for everyday use.

Example: the spawner is in the bedroom of a house, the player stands outside with the door closed, the spawner will not trigger until the player enters the room and is in visual range

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of spawner. This feature helps greatly reduce lag and unwanted monster spawns.

## Monster Menu

- **Healthbar**- toggles monsters health bar display on/off
- **Particles**-toggles monster particles on/off
- **Status**-displays status settings on individual spawner
- **Show level**-toggles level display of monsters health bar
- **GCS Only**-toggles GCS only mode in monsters\*
- **Special Att**-toggles monsters special attack\*\*
- **LL Damage**-toggles Linden Damage capability\*\*\*
- **[3]Level**-allows you to set the monsters level.

\*GCS Only mode means that only official GCS weapons will affect the monsters. Any NON GCS weapons will have no effect and cannot be used to kill the monsters.

\*\*When special attack is activated monsters may use their special attacks, for zombies it's an infection that may slowly kill the player over time and will not go away until they die or are cured by a potion.

\*\*\*LL Damage is a health meter built into all second life viewers. When activated it looks like a little heart with a number next to it at the top of the second life viewer. The number indicates your health. If you are using the GCS system you want LL Damage turned OFF at all times. This is not compatible with the GCS System. This option is only useful for those who only buy a monster spawner and like to use it for casual enjoyment with the LL damage meter.

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## GCS Doors

GCS doors are different than your standard scripted Second Life door. The GCS door script is customizable by editing the note card in the door named “config”.

The GCS door pack also include an assortment of keys, and a welcome mat which may also be edited to interact with the GCS doors.

We will start by explaining the door first. Right click one of your GCS doors and select edit then left click on the content tab and double left click on the config note card to open it.

You will see something like this:

KeyName:HUDKey

RequiredValue=1

Channel:-43

OpenSound:0480399d-9cd7-a63d-b2af-c3229bb6adc5

CloseSound:a7189dfe-2a04-5d93-f8db-c2dce742588a

LockedSound:378b553c-d511-aab3-d220-c239a6d15ad3

LockedMessage: This Door is locked. You must wear the Grim Combat HUD(GCS) to unlock it.

StayOpenTime:10

Type:Hinge

ZombieOpen:No

SwingAmount:80

## Editing GCS Doors

You may also edit sounds the door plays when it opens, closes or is locked. Just copy and paste the UUID of the sound you

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like to use and paste it in the config note card like the example below.

```
OpenSound:0480399d-9cd7-a63d-b2af-c3229bb6adc5  
CloseSound:a7189dfe-2a04-5d93-f8db-c2dce742588a  
LockedSound:378b553c-d511-aab3-d220-c239a6d15ad3
```

You may also create a locked message. The text message the door displays in chat when the player tries to access it without the HUD or the Key.

```
LockedMessage:This Door is locked. You may need to find a  
key to unlock it.
```

Or if the player just needs to wear the HUD you can try this message.

```
LockedMessage:This Door is locked. You must wear the GCS  
HUD to open this door.
```

Next you may choose how long the door stays open. Type a number value in seconds. For a full minute you would type

```
StayOpenTime:60
```

For ten seconds you would type

```
StayOpenTime:10
```

You may also select how the door opens. Keep in mind that some types may work better with mesh, others may work better with prims. Valid types are Phantom, Hinge, Slide, and Hollow. Hinge is a typical swinging hinged door.

```
Type:Hinge
```

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You may also decide if you want to allow zombies or other GCS monsters to be able to open the door. Type Yes, give monsters door access, and type No, to restrict door access to players only.

ZombieOpen:No

Finally you may decide how far a hinged door swings open. 90 would be 90 degrees.

SwingAmount:80

### GCS Keys

KeyName:HUDKey – is the name of key required to open the door. All GCS player HUDs have key name HUDKey permanently coded into them. This means that only players wearing the HUD may pass through this door. Players not wearing the HUD will not be able to pass.

KeyName:nohud – may be set if you want anyone to pass through the door. They will not be required to wear the HUD.

You may want to create custom keys for your doors. We include several scripted key models with the GCS door pack. These may be used with the GCS door.

Say you want to have your door locked to everyone until they have acquired the appropriate key. It may even be part of a quest.



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For example Billy has found a locked cabin in the woods. He has tried both doors with no luck. Billy finds an unlocked tool shed just a short distance from the cabin. He looks inside and finds an old fashioned key on the ground. He walks over to pick it up and when he returns to the cabin and may now open the door.

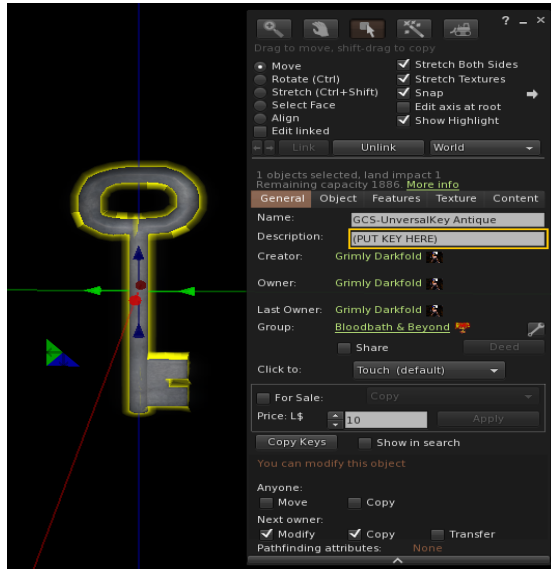
To set a key to a door you must make up a name for the key. Set up the cabin door config note card like this

KeyName:Cabinkey1  
RequiredValue=1  
Channel:-43  
OpenSound:0480399d-9cd7-a63d-b2af-c3229bb6adc5  
CloseSound:a7189dfe-2a04-5d93-f8db-c2dce742588a  
LockedSound:378b553c-d511-aab3-d220-c239a6d15ad3  
**LockedMessage:This Door is locked. You may need to find a key to unlock it. \***  
StayOpenTime:10  
Type:Hinge  
ZombieOpen:No  
SwingAmount:80

**\*This text is important and is often overlooked or ignored. You should edit this to suit the situation. Tell the player if they just need to wear a HUD or if there really is a key hidden somewhere.**

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Next you must make the key match the doors key name. Set the key name in the Description box of the key where it says (PUT KEY HERE) you would write Cabinkey1 to match the door key written into the doors Config note card.



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## GCS Ladder

GCS ladders are one of the simplest objects to set up. You may set a ladder up next to a building or a cliff, or even for sewer access. You will need to test the ladder by wearing your GCS HUD. Players can only climb the ladder from one side. You want to be sure that your guests can access the correct side so the ladder lists the player up to where they need to go.

If you have a seven meter tall building you must stretch the ladder to the height of the building. Then set the ladder in front of it.

Walk up to the base of the ladder and your avatar should climb up to the top. Remember the GCS ladder only works with the GCS HUD.

If your avatar does not climb the ladder turn the ladder on the Z axis and try climbing the other side.

We recommend a maximum of twenty meters for the height of any GCS ladder. You can always create a landing every 20 meters with a new ladder to climb greater distances.

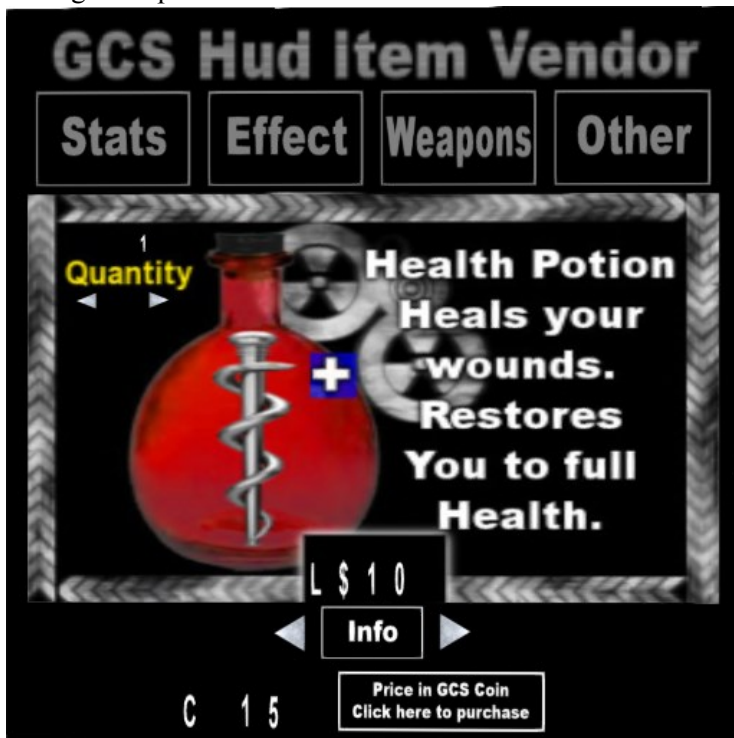
Feel free to create your own ladder mesh to use with the GCS ladder script. Just be sure you set the mesh to stand vertically when it's at zero rotation. You can always set a transparent prim over your ladder sculpture with the script if your ladder object does not work properly with the GCS ladder script.

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## GCS HUD Item Vendor

Setting up the GCS HUD item vendor is simple. Rez it on the ground and you will see a permissions request window appear. This permissions request is to allow the vendor to take linden dollars from you. The reason for this is that the vendor splits the sales two ways. You keep 33% of the sales while the rest goes to the creators of the system.

Selling potions is a great way to earn a little extra cash to help you pay your land fees. Players love the health potions because they can use them in the middle of battle without having to stop to recover health.



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On top of vendor, there are four large category buttons. Click on these to select HUD item types. Below the category buttons and to the left you will see Quantity. Touching the two small arrows under that allows you to raise or lower quantity. Below that in the center is the linden dollar price display, price will go up as you increase the quantity. For every five items a player buys they receive one free of the selected items. This is not an error. The vendor is designed to give 1 free item for every five purchased. Buying 10 will give them 12, and buying 20 will give them 24.

The last thing you'll notice on the HUD item vendor is at the bottom. C 15 and a button that reads, "Price in GCS Coin, Click here to purchase. You may ask, why is the GCS coin price greater than the L\$ price? This is to encourage players to buy HUD items with L\$ over coins. L\$ which are split with you the owner. Land in second life is not free, encouraging players to spend some L\$ may better help owners to cover their land fees.

### **GCS Affiliate Vendors**

The GCS Affiliate vendors work in a similar way to the HUD item vendor. They too need to be given permission to take Linden dollars from you in order to work properly. The affiliate vendors sell GCS weapons and monster packs. You keep 15% of all sales made from your GCS affiliate vendors. In fact you may also make all your future GCS purchases from the affiliate vendors to save 15% on each purchase since you keep 15%.

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## GCS-Vendor Pay with Coins

GCS coins vendor will not request permissions to take money because it does not accept money. It only accepts GCS coins. GCS coin is a type of role playing currency awarded to players for completing quests.

Quest givers may be set up to give prize objects directly to players but not all prizes are appropriate for all players. Like completing a quest and being awarded, a pretty dress is great when you're a woman, but may feel disappointing if you're a man. The Coin vendor allows players to pick the prizes they really want.

This vendor is optional. You are not obligated to set up and use the coin vendor, but having one may draw more players to your combat region.

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### **GCS Coins Prize Vendor OFFLINE!**



**Vendor Must be Set Up.  
Add your own products, and fill out the  
note card to configure vendor.  
Players will be able to use GCS coins from  
completed quests to purchase items from  
this vendor.**



**GCS Coin Vendor**

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## Respawn Checkpoint

The Respawn checkpoint is exactly what it sounds like. It's a checkpoint for players. When a player walks over this checkpoint the HUD records the location. When a player dies in the combat field a green bubble appears over them. When they click that bubble they are transported to the last checkpoint they walked over.

It is best to place these checkpoints in safe areas where there aren't any monsters or zombies. Allow a player time to revive before getting attacked again.





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## GCS Pickup Items

These are objects you may set out to help players. Each object has a different use and effect.

**Pickup-Health Pack,**  
Heals the players health



**Pickup-Armor Pack,**  
Repairs the players armor



**Pickup- Cure syringe**  
Cures disease and zombie infection



**Pickup- GCS Ammo Box**  
Reloads the players weapon



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Each of these pickup objects has a respawn timer of sixty seconds. Meaning after a player walks over the object; it will vanish for sixty seconds before returning. You may not reduce this time, but if you desire you may increase this time.

In the Description window of each pickup you may see  
(TYPE RESPAWN TIME HERE)

This is where you may edit the pickup by typing in any number over 60 seconds for the respawn timer. 120 would be two minutes. 300 equals five minutes, and so on.

The Pickup Ammo box is only useful when you have RP Mode enabled in the GCS Brain Terminal. RP mode causes weapons to run out of ammo and players need an ammo box to reload. **Please, DO NOT activate RP mode if you are allowing third party weapons. Third party weapons will not run out of ammo, and they will not benefit by having ammo pickups.**

IF your region is set for GCS weapons only, and RP mode is enabled, you may edit settings in the ammo box in the description window. The ammo box has two variables to edit. The first number represents number of ammo clips. The second number represents respawn timer.

1:60 equals one clip every sixty seconds

3:90 equals three clips every ninety seconds

5:120 equals five clips every two minutes

Five is the maximum number of clips you may set per ammo box.

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## GCS Web Kiosk

This is a simple kiosk allowing residents to register for the GCS web site. Guests touch the kiosk and set a password. When they visit the site, they use their avatar name to log in and whatever password they set at the GCS web kiosk. Its best to have this 1 prim mesh kiosk displayed in your landing area.

## Grim Combat System-Updater Client

The updater client is a simple box with a script in it. You should rez this as soon as you get your system. Not only will it check for any updates, but it will register your system with the web site in case you need a redelivery.

When you hear about any updates to the GCS system you should rez this box. The client script will contact the server and check to see if your system is up to date. Once you receive your update it will include a new Grim Combat System-Updater Client. Delete your old client box and use the new one when checking for future updates.



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## GCS Volume Protector

The protector is an object that will instantly kill any GCS monsters that come within range. This is useful when protecting any designated safe area.

Rez the Volume Protector in an area that you want designated as a safe zone where zombies will not harm players.

Stretch the cube to the size of the area you want protected. Be sure the protector is touching the ground and that you stretch it about least four meters high.

Left lick the Volume Protector to see the menu.

- On: turns the protector on
- Off: turns the protector off
- Set Area: This will set your Volume Protector to protect that area

Click on the Volume Protector again and select "on" to activate the Volume Protector. Now when zombies try to enter that area they will die instantly.

You may now resize the Volume Protector so it only shows an outline of the safe area along the ground. So players know where the safe area begins and ends.

Or you may just make it into a small box and hide it somewhere near the protected area.

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## GCS Zapper Protector

The zapper protector is similar to the volume protector. The zapper launches lightning bolts to kill approaching monsters. It is used to protect a safe area.

Click the zapper for the menu options

- **Range** opens range sub-menu
  - 50 kill all monsters within 50 meters
  - 45 kill all monsters within 45 meters
  - 40 kill all monsters within 40 meters
  - 35 kill all monsters within 35 meters
  - 30 kill all monsters within 30 meters
  - 25 kill all monsters within 25 meters
  - 20 kill all monsters within 20 meters
  - 15 kill all monsters within 15 meters
  - 10 kill all monsters within 10 meters
  - 5 kill all monsters within 5 meters
- **Off** Turn the zapper off
- **On** Turn the zapper on

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## Recommended Practices

Running a combat region takes more than just setting up the Grim Combat System and distributing HUDs. There are a few basic things you can do to improve your chances at running a successful combat region.

### Land settings

In your Second Life Viewer click **World** then select **Parcel details**. Click the options tab and make sure the, *show parcel in search*, tab is checked. This makes your region searchable. Many residents use the second life search option to find new places to visit. Making your place searchable will allow your location to appear in search results. You should also check, **Safe (no damage)** and the **No pushing option**.

### Region Description

Next click on the **general** tab in the parcel details window. Think of a catchy name for your combat region. It may describe the theme of your décor. For example, an urban zombie apocalypse region may be called, Rick's zombie city. It's simple and descriptive. Then create a nice description. Welcome to Rick's post apocalypse urban city zombie nightmare. Bring lots of ammo because the zombies are hungry.

### Avoiding litter

Litter is often an issue in combat areas. People unpacking their HUDs and weapons may leave boxes behind. Some sim owners restrict rez rights to solve this issue, but it is often a bad idea for GCS combat. There are HUD weapons that players can purchase to use against zombies that must be able

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to rez to work properly. When players die the HUD will rez a green dome to help them respawn at the checkpoint.

Other people may have all of their guests join their land group in order to rez objects, but if a malicious resident joins your land group they can cause a lot of grief.

The best idea for a GCS combat region is to allow all residents to rez objects on your land, but to have auto return set to one minute. Auto return is a built in feature that returns the objects of anyone that is not in the land group. This keeps your land clear of litter. Open parcel details window and select the Objects tab, Find the part that reads, **Auto return other resident's objects**, and set it to 1 minute by typing a 1 on the box.

### Monster Spawner Settings

The settings on your monster spawners may also make the difference between a fun successful combat region, or a dull region doomed to failure. You want to make sure you have plenty of spawners without going overboard. Making a region with too many zombies spawning all at once can cause lag and be as much of a disappointment as a region with too few monsters.

Try these recommended spawner settings for your region and see how your guests respond.

### Main menu settings

There are 3 main menu settings that are very important for a fun and successful combat experience.

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**Range:** 30m is the best recommended range for most monsters.

**Time:** 5 or 10 seconds between spawns is good and will keep players moving.

**Rez Radius:** 5m is usually good so your monster is not spawning directly over the spawner and players won't know exactly where the next one will appear from.

### Monster Menu Settings

Check off Health Bar and Show level, this lets players know what level and health the zombies have.

Select the appropriate monster level for your target audience. If you like your region to be beginner friendly having an area near the landing with level 3 zombies for beginners is a great idea. Then have higher level zombies farther out.

If you like to focus on advanced high level players then have higher level zombies.

### Options Menu Settings

This may be one of the most important sub menus of the monster spawner.

**[1]Rez Num-**stands for Rez Number. This is the number of creatures the spawner will create before going into sleep mode. When the spawner is in sleep mode it will not spawn any monsters until the current ones have been killed. This feature is very important for controlling lag. If a guest is running around spawning zombies but not killing them the region can quickly be bogged down by too many scripted objects. This helps limit the number of zombies spawned by any one spawner. Any number between 1 and 3 is good for this setting.

**[x]LineOfSigh-** stands for Line Of Sight. This also an important setting to have enabled to prevent lag. With Line Of



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Sight enabled monsters will not spawn until a player is within view of the spawner.

### **Spacing your spawners**

Spacing is also important with monster spawners. You want to keep your players interested and entertained. If you have your spawners spawning range set to 30 meters, then it is a good idea to place a new spawner every 30 meters to avoid dead or inactive zones. Not sure how far 30 meters is? Rez a prim and make it 30 meters long to measure the space between your spawners.

### **Combining Monster Spawners**

All GCS monsters are interchangeable with all the monster spawners. If you have the child zombie, adult zombie, and dog zombie spawner packs you can unpack a copy of each spawner into your inventory. Delete the spawner script and note cards from the unpacked spawners in your inventory and then add all those monsters into a single spawner. Now you have one spawner that can spawn three kinds of zombies, child zombie, undead dogs or adult zombies. This allows for a greater variety of monsters while needing fewer spawners.

### **Safe Areas**

It's a good idea to have a few safe areas in your combat region. Safe areas are a place where there are no zombie spawners. You may also set a GCS Volume protector in these safe areas to help keep any wandering zombies out. Most safe areas also have a respawn checkpoint where players who die will respawn. Safe areas allow players to take a break from killing zombies to stretch, use the bathroom, or socialize. It's always good to have a few safe areas spread out through the combat area.

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## GCS Quest Expansion

Setting up quests may be the most complicated thing about the GCS system. Although it will become easier with practice. This chapter will guide you step by step on how to set up quests for your players to enjoy using the GCS Quest system.

The GCS Quest system consist of two important scripts. The Quest NPC, and the Quest Item scripts. You do not need to know scripting or understand scripting to configure these scripts to your liking. Everything is done by editing note cards.

The Quest NPC script is used in your quest giver. This is usually a sculpted or mesh object designed to look like a person. Players will click on the person or NPC (non player character) to receive the quests they offer.

The Quest Item Script is used inside of the quest item. The Quest item is usually a sculpted or mesh object made to look like something that the quest NPC needs. Like a jug of water or a can of food for example.

When configured correctly a player wearing the GCS HUD will click on the quest NPC. The NPC will then greet the player and request that the player complete a task for them. Here is an example:

NPC Jane Doe: Hello there stranger. You must be new here. My name is Jane. I help feed the homeless people of this town. We are running low on clean water. Could you please find some?

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After this dialog the player can open his, or her quest window in the GCS HUD, and they will see the quest information.



As you see here the quest window shows the quest requesting 10 water jugs. Each time a player collects one jug the number will drop by one. When the Quest window displays “Collect 0 water jugs” the player must return to the quest giver to complete the quest and receive their reward.

Collecting the required quest items is as simple as walking into the object, and the Quest item script will send a message to the GCS HUD saying 1 quested item has been found. If the player does not have the quest required for that item it may display a HUD message saying they do not need the object.

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## Quest NPC Setup

When creating new quest it is best you do so in a private area away from any GCS players. You do not want them clicking the NPC before the quest is ready.

Set your quest giver NPC on the ground. Right click the NPC and open the content tab. Locate the note card named **npc\_config**. Open this note card by left clicking on it twice.

It may look something like this:

NPCname=Jane Doe

HudNpcName=Jane

nomore=I do not need any more help, thank you.

Testing=off

##Quest 1

QuestID=JaneDoe1

Time=NA

Type=any

MonsterType=

NumberOfItems=10

Repeatable=no

RepeatText=NA

RequiredQuestID=HUD

HudScreenText=collect %num water jugs

QuestBeginText= Hello there stranger. You must be new here. My name is Jane. I help feed the homeless people of this town. We are running low on clean water. Could you please find some?

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**QuestCompletedText**=Thank you stranger. This is plenty of water. This will help many people.

**QuestNotCompletedText**=Have you not found any water yet? Please do not give up. Maybe you can look in those abandon buildings down the road.

**GiveCoins**=15

**GiveExperience**=100

**GiveInventory**=NA

**GiveHudDisplay**=15 coins 100 XP

The Blue text in this example represents settings that you must fill out. Pay close attention to ensure each line is correct for your quest to work properly. Any error may cause problems with the quest.

### Spelling

While the internet may be riddled with poor spelling and grammar you must do your best to ensure that Quest dialogs are written with the correct spelling and grammar. Remember Second life is a worldwide platform. Your zombie combat area may attract people from non-English speaking countries. Many of whom may copy the dialog and paste into a translator to better understand the quest. Translators cannot always compensate for misspelled words or poorly constructed sentences.

### Quest NPC Configuration

This is a detailed description of each Quest NPC Configuration Note Card setting

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What is the Quest giver's name? Create any name you desire and write it here.

`NPCname=Jane Doe`

What will your Quest giver tell players once they have completed all of her quests and there are none left?

`nomore=I do not need any more help, thank you.`

The Quest NPC script has a testing mode. This may be useful if you like to test your quest, but you must be sure you set Testing off when the quest is ready for players to use.

`Testing=off`

Quest givers can support up to 10 quests. It is a good idea to number your quests.

`##Quest 1`

Every quest MUST have a unique identification code, this may be as simple as the Quest givers name with a number. DO NOT use spaces in the quest ID.

`QuestID=JaneDoe1`

Is your quest timed? You may enter a time here in minutes. 10 would be ten minutes. 20= twenty minutes. You must enter 0 if the quest is NOT timed.

`Time=0`

There are multiple quest types. These types are, any, unique, inorder, and kills.

Any= is the easiest and most basic quest type. You should use any for your first few quests until you become comfortable with setting them up.

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Unique= is a more advanced quest type. It means that each quest item may only be picked up once and that your player may need to gather 10 unique objects to complete the quest. Inorder= works similar to unique except that each unique object must be gathered in a specific order to be completed. Kills= Instead of collecting objects, the kills quest requires that the player kill a set number of monsters.

Type=any

MonsterType= This setting is only used for kills quests. You may specify the type of monster that a player must kill to get credit. Just use the monster names that appear in monsters head bar. If you want only zombies to count you put MonsterType=zombie. If you want only child zombies to count you may put, MonsterType=child. For rats you put

MonsterType=rat

How many collection items, or monster kills are needed to complete this quest. Enter the quantity here. For collection quest, the maximum number is 31. For kills quest you may have up to 2,000.

NumberOfItems=10

Can players repeat this quest once each day? Type Repeatable=yes to set the quest as repeating. Type Repeatable=no if you do not want players repeating the quest. You should set most quests to Repeatable=no. Having to many repeating quests in one quest giver may cause confusion.

Repeatable=no

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If you have made this quest repeat then you want to enter dialog here. EXAMPLE: RepeatText=Do you wish to collect 10 water jugs again?  
RepeatText=NA

Required Quest ID setting is important. Most quest bugs and errors come from this setting being incorrect. The first Quest of each Quest giver must have RequiredQuestID=HUD. This tells the quest giver to only offer the quest if player is wearing the GCS HUD.

The second quest in any NPC RequiredQuestID must be the Quest ID from the previous quest. This tells the quest giver that a player must complete quest one before getting quest two. Then they must complete quest two before getting quest three, and so on.  
RequiredQuestID=HUD

If the Quest ID for quest 1 was, Jake1, then the Required Quest ID for quest 2 will be RequiredQuestID=Jake1  
Because you do not want the quest giver to give quest 2 until quest 1 is complete. Incorrect RequiredQuestID will always cause problems. Be sure to check this twice.

Now enter the text that will appear in players HUD when they get the quest. %num will display the number of objects left to find. In the HUD it may look like this:

HudScreenText=collect %num water jugs

This text will appear like this in the players HUD:  
"Collect 10 water jugs"



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For Timed quests you can use %time to display the time in minutes. For a timed kill quest, you put this:

HudScreenText=Kill %num zombies in %time min

In a players HUD it looks like “Kill 10 zombies in 5 min”

A timed collection quest may look like this:

HudScreenText=Find %num apples in %time min

Simple quest that are NOT timed look like this:

HudScreenText=find %num food.

HudScreenText=collect %num water jugs

This is where you get creative. Write the dialog for your quest giver. Are they nice, are they grumpy? You may even write the dialog in your native language such as Italian, or German. You must keep this dialog under 255 characters.

QuestBeginText= Hello there stranger. You must be new here. My name is Jane. I feed the homeless people of this town. We are running low on clean water. Could you please find some?

If 255 characters is not enough for your quest giver to explain the quest to the player you may create a line for extended dialog like this. Remember this too must be 255 characters or less.

ExQuestBeginText= Bottled spring water is best, but any kind of water will do as long as it is clean.

When a player completes a quest the quest giver will usually thank or congratulate them on a job well done. You may write this dialog here.

QuestCompletedText=Thank you stranger. This is plenty of water. This will help many people.

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Sometimes a player will return to the quest giver before completing the quest. A quest giver will not reward a player until the quest has been finished. You may use this dialog to offer the player helpful advice.

`QuestNotCompletedText=`Have you not found any water yet? Please do not give up. Maybe you can look in those abandon buildings down the road.

When a quest is completed the player may receive several different rewards. One reward is GCS Coins. A pretend currency exclusive to GCS. The Coins may be used to purchase helpful potions or weapons from the GCS HUD item vendor. Or they may be used on the GCS Coins vendor included with your GCS system package. See GCS-Vendor Pay with Coins section for more information.

`GiveCoins=`15

You may give a maximum of 200 experience points per finished quests, by typing any number between 1-200 for GiveExperience.

`GiveExperience=`100

You may choose to create your own custom gifts and prizes and allow the quest giver to give these prizes directly to the player. You may enter NA if you have no prize to give. Remember you must have copy and transfer permissions to give out objects this way, although you may set the prize permissions as no copy or no transfer for the next owner. Prizes may be objects, clothing, hair, eyes, just about anything.

`GiveInventory=`NA

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Enter the text that the HUD will display when quest has been completed

`GiveHudDisplay=` received 15 coins 100 XP

### Quest Item Setup

The quest item is just as important as the Quest giver NPC.

The quest item is the object, or objects your quest giver requests from the player.

Quest items may be any prim, sculpt, or mesh object. In most cases the item should be small. It may resemble a can of food, a jug of water, a gas can or anything else. Make it relatable to your theme. There are many quest items included with the Quest pack, but don't be afraid to create your own original quest items.

### Quest Item Configuration

Your quest item script comes with a note card named `QuestItemConfig`. This note card must be edited to match up with your quest NPC configuration.

`QuestID=Example1`

`ItemNumber=1`

`FoundText=Found an apple`

`NotPickupText=useless fruit`

`PickupSound=default`

`Spin=no`

`FullBright=no`

`GoAlpha=yes`

`RespawnTime=60`

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This is a detailed description of each Quest Item  
Configuration Note Card setting

If you created a quest where the Quest give Jane Doe asks the player for water, here you would set up the water jug. In our example the Quest identification code is the Quest givers name with the number 1. This tells the Players HUD that this quest object matches the Quest Giver's quest.

QuestID= JaneDoe1

If you chose Quest Type any in the quest giver then you leave this setting at 1, but if you set quest type unique or quest type inorder this setting number is very important. If the Quest giver is set to Quest type=unique and the quest calls for 10 jugs of water you must create 10 copies of your water jug.

Then for each water jug you edit this number starting at 1 for jug one, then 2 for jug two, and so on until each quest item has a different number. If the quest asks for 10 quest items do not create more or less than 10. It must be 10 exactly to work.

ItemNumber=1

Here you may type the message the player sees in the HUD when they walk into the quest item and have the required quest. Keep the message short.

FoundText=found jug of water

Here you may type the message the player sees in the HUD when they walk into the quest item but do not have the required Quest.

NotPickupText=You don't need this.

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You may customize the sound the HUD makes when an item is picked up, or you may have no sound when the item is picked up. To play the usual quest pickup chime use PickupSound=default. If you do not want any sound to play when item is picked up use, PickupSound=none. If you want a custom sound to be used just copy/paste the sounds UUID in this setting. PickupSound= 1708501c-2039-3eb2-5483-6564f966a037

If you want the item to remain static you set this to Spin=no, if you want this quest item to spin slowly type Spin=yes  
Spin=no

Is the quest item set to full bright? Here you enter yes or no.  
FullBright=no

Does the quest object become invisible when a player gets it for their quest? Type yes or no. \*note-If the quest item is visible and the player tries to pick it up for their quest, but it has yet to respawn it may be confusing for the player. They may think the quest item has broken. This setting was added for use with very special quest items in mind, like quest items that look like people.

GoAlpha=yes

How long before the quest item reappears for the next player?  
Enter the time in seconds.  
RespawnTime=40

### Quest Setup Suggestions and ideas

Here are some useful tips suggestions and practices when creating unique GCS quests.

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## Custom Dummies

You are not limited to the quest NPC's or quest items included in this package. There are many good looking mesh dummies on the second life market that you may use. Or you may create your own quest givers.

One thing you should do when using a new mesh or sculpted dummy as a quest giver is to create a head bar for it. The head bar may be a simple mesh or box prim that is placed just over the quest givers head. Then you want to link the head bar to the new quest dummy. Now select linked parts and name the head bar prim headbar without spaces. Now make the head bar transparent by using the transparent texture.

Adding this head bar makes a big difference. The Quest Giver script searches the quest giver dummy for any prim or linked mesh named headbar. This is where it displays the hover text, such as the quest givers name. Without the headbar prim the name may end up displayed across the dummies chest.

## Quest item drops from GCS monsters

You may have a quest where the quest giver asks you for a zombie's brain, or liver. Items like this can be great monster drops. If you want the player to kill zombies in order to find the quest items you will need to rename the quest item.

Any time a quest item is placed into a GCS monster spawner it must be renamed to have the word Item in front of the name such as Item.Zombie Brain, or Item.Undead Heart, or Item.Infected Liver and so on. It can even be named

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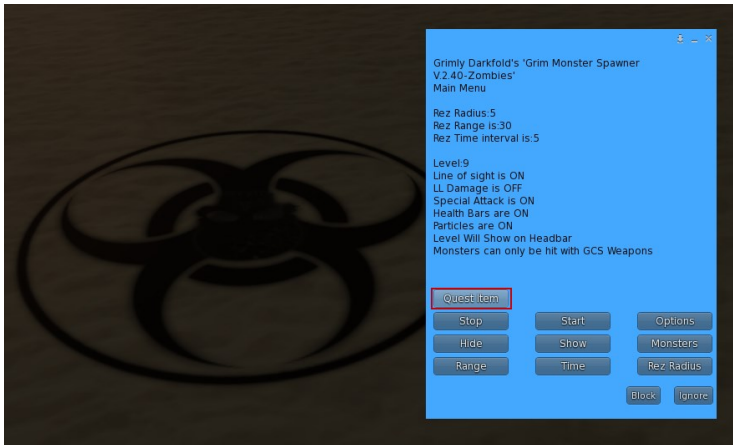
Item.Object. \*Note: there is a period after the word item, and item is spelled with a capitol I.

You may also want to set the quest item as temporary to make extra sure that it will de-rez after sixty seconds. Right click the object, open the edit window, select the Object tab, and check off the Temporary box. Then quickly take the item into your inventory because temporary objects will vanish after sixty seconds.

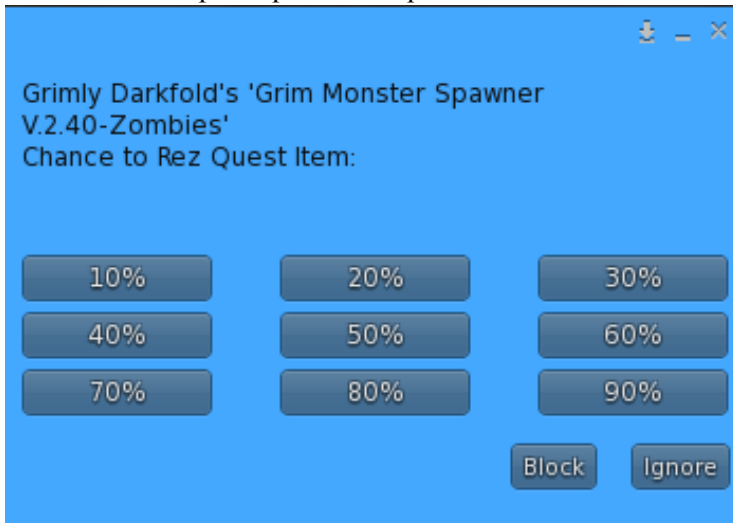
Next, you must right click on the monster spawner, select edit, and open the content tab. Find your new quest item in your inventory and drag and drop it into the content of the monster spawner.

Now that your quest item is inside the spawner, left click on the spawner and you will see a new menu option appear named Quest Item.

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Click the Quest Item menu option and you will see a sub-menu asking you to select the percentage chance that the monster will drop the quest item upon its death.





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You may try 90% when testing the drop to be sure you named the quest item correctly. However, it's best that you use a lower percentage for game play so your play area does not become littered with quest objects. 10 to 30% are good choices.

## **The Grim Combat System Owners Manuel**

### **Join GCS related groups in SL**

It's a good idea to join GCS related groups in Second Life. These groups are full of both GCS Players and system owners who can help answer your questions and offer suggestions and advice on everything from Owner setup, and players helping players to find the locations of quest objects.