**X SystemAdvanced Tutorial**

**X System senior tutorial**

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# Example one Add more custom functions in the application of the system unit X

Since the unit X application system must load a custom function X file system CustomCode.lua, and therefore a problem we need to solve is how to add more custom functions without affecting the operation of the system X for these units.

First, the system requirements X X units in the application system, CustomCode in <CustomGroup> Fill an agreement with the company name in the Units list, and consistent with your organization's name and a list of file names Units can be used to distinguish unit, which gives us the next job more convenient.

X systems not currently using <FunctionLoad> function, the function you want to add, just when calling CustomCode.lua will fill your function name on the item.

As for the other three functions, it is not recommended to directly modify the modder three functions X system Create\_X, Update\_X and Destroy\_X, because all units are in use X system call these three functions, we need to add only the code for specific ship, where, X system provides the interface CustomCode\_Custom.lua: X\_CustomFunctionCreate, X\_CustomFunctionUpdate and X\_CustomFunctionDestroy, which are table:

X\_CustomFunctionCreate = {}

X\_CustomFunctionUpdate = {}

X\_CustomFunctionDestroy = {}

Here to X\_CustomFunctionCreate example, the following is called in Create\_X in:

if (X\_CustomFunctionCreate [CustomGroup] ~ = nil) then

X\_CustomFunctionCreate [CustomGroup] (CustomGroup, playerIndex, shipID)

end

Therefore, for the use of the X system units, such as Hgn\_Scout, if you want to run your own custom additional functions, such as an extra FunctionCreate, you only need to CustomCode.lua defined in function as follows:

X\_CustomFunctionCreate [ "Hgn\_Scout"] = function (CustomGroup, playerIndex, shipID)

...... (your code)

end

The function and FunctionCreate are identical in specifications, operation and use of the time and only for Hgn\_Scout units, and therefore completely safe to use.

For FunctionUpdate and FunctionDestroy, the same way as FunctionCreate, not repeat them here.

# Example Two X system characteristics and units custom command combination

**Customcommand Profile**

CustomCommand and CustomCode, is characteristic of the new unit reset Edition. The ship file unit adding the following format (with Kus\_DroneFrigate for example):

addAbility (NewShipType, "CustomCommand", 1, "Drones", 1,0,1000,200,0.25,2,0, "data: Ship / Kus\_DroneFrigate / Kus\_DroneFrigate.lua", "Start\_DroneFrigate", "Do\_DroneFrigate", "Finish\_DroneFrigate "," Kus\_DroneFrigate ", 1.15,2,1,0)

**NewShipType:**You must fill NewShipType

**"CustomCommand":**You must fill in "CustomCommand"

**1:**1 represents the default unit have this capability, the unit default 0 represents not possess this capability, but this ability can be obtained by other methods (e.g., research or subsystems, particularly the ability to obtain a reference to another embodiment, string should be "Custom")

**"Drones":**Effect is unknown.

**1:** Effect is unknown.

**0:** Effect is unknown.

**1000:** The total energy (here and parameter field of defense capabilities similar units, during a custom command to take effect, it will consume "energy" run out of energy after the custom command to stop the execution)

200: when the energy is less than or equal to this value, can command manual release customize

0.25: 0.1 seconds per energy consumption.

**2:** The amount of energy released every 0.1 seconds reply custom command.

**0:** Perform a minimal residual energy required for the custom command.

**"Data: Ship / Kus\_DroneFrigate / Kus\_DroneFrigate.lua":**Custom calling command code file path.

**"Start\_DroneFrigate":**The function name in a custom command to start calling, functions defined in the custom command code file.

**"Do\_DroneFrigate":**Self-defined function name during the execution of the command invoked function is defined in the custom command code file.

**"Finish\_DroneFrigate":**Custom command to stop the execution function name called when the function is defined in the custom command code file.

**"Kus\_DroneFrigate":**Name SobGroup (the above three functions in the local variable CustomGroup) comprising the unit, the unit is typically the same name

**1.15:**Since the implementation of function calls defined in command frequency in s

**2:**Decided to execute a command button to define which icon (ui \ newui \ taskbar \ tb\_commandpanel.lua defined in the) call

**1:**Effect is unknown.

**0:**Custom command is completed whether the ship will self-destruct.

Now with FX: Galaxy mica in the light of, for example, she has the following characteristics:

{

"OneselfChangePower",

"Other",

{

{

{ "IsShipIdioStateKeyOn ", 1,},

{ "IsControlledBy ", 1},

},

{

{ "IsAttackingFamily ", 0," SmallCapitalShip, BigCapitalShip, Mothership ",},

{ "IsControlledBy ", - 1},

},

},

{},

{},

{{ "ResourceStart",}, {}, 16,0},

{{ "ResourceDo",}, {}, 4,0},

{{ "ResourceEnd",}, {}, 12,0},

{1,1},

{ "Weapon\_PhasedCannon",},

{ ","},

},

{

"OneselfRepair",

"Add",

{

{

{ "IsCharacteristicActive ", - 1,},

},

},

{},

{},

{{}, {}, 0},

{{}, {}, 0},

{{}, {}, 0},

{1,1},

0.0064,

},

{

"OneselfSpeedChange",

"Multiplication",

{

{

{ "IsCharacteristicActive ", - 1,},

},

},

{},

{},

{{}, {}, 0},

{{}, {}, 0},

{{}, {}, 0},

{1,1},

1.5

},

When converted into human language is, mica Light is controlled player status and ID = 1 Key turned on, or are AI controlled and are attacking AttackFamily is one of the following: SmallCapitalShip, BigCapitalShip, Mothership, the Weapon\_PhasedCannon weapons available (Animation section slightly), on the contrary, the weapon is not available, but get 0.64% per second and 50% of life recovery characteristics of acceleration characteristics. In the game, the performance characteristics of this series of mica light switch state between offensive and defensive mode mode, switching to attack mode, mica Light after a complex animation unfold, be able to use their guns, but switched to after defensive mode, after Shoulong animation, mica light of the gun closed but may have life and recovery acceleration.

Here, the light of mica is no problem when the AI ​​control conditions, but when the player control, a state needs to ID = 1 in order to switch to the open Key attack mode. And the unit does not control the state of the Key of three qualities, this is achieved by a unit of a custom command.

First Light Unit mica view custom command codes:

addAbility (NewShipType, "CustomCommand", 1, "Missile", 1,0,1, 1, 1, 1,1, "data: leveldata / multiplayer / resdata / CustomCode\_Switch.lua", "Start\_X\_Switch", "Do\_X\_Switch", "Finish\_X\_Switch", "kad\_mothershiplight", 1.5,1,1,0)

This command calls the X sample files provided by the system Customcode\_Switch.lua, there Start\_X\_Switch, Do\_X\_Switch, Finish\_X\_Switch three functions:

function Start\_X\_Switch (CustomGroup, playerIndex, shipID)

xSwitchShipIdioStateKeyFromCustomCode (shipID, 1)

end

function Do\_X\_Switch (CustomGroup, playerIndex, shipID)

end

function Finish\_X\_Switch (CustomGroup, playerIndex, shipID)

end

So we realized the problem, Start\_X\_Switch function is the key, the function uses the preset function CustomCode xSwitchShipIdioStateKeyFromCustomCode X system provides, the unit can be switched to run in the Key of X MainRule state of the system CustomCode units, that is, when the light of the state of mica player performs manual switching characteristics hotkey button on the interface or, Start\_X\_Switch CustomCode\_Switch.lua function will be called in, then, mica ID = light status Key 1 will change state If before is off, open, activate the weapon switching characteristics, health regeneration and acceleration characteristics close into attack mode, after which the Key remains open, mica gun that is stuck in the active state, and mica custom command duration is very short, almost did not last and cooling time, so custom command button is clicked again instantly, so when the player presses the button again, the light turns off Key mica state into defensive mode. This custom unit of the command button transformed into a state toggle button.

CustomCode\_Switch.lua applies to the vast majority of similar characteristics, such as support Kade Shi cockpit. This method may be implemented by the unit X System characteristics and custom command units combined. There is also another example CustomCode\_Missile.lua, has continued to apply to type traits and skills cooling time, such as Tula Ni ship carrying attack, the agenda of the guardian and so on. Key units of the file so that its state custom command in sync, during activation, Key open state, closed or during cooling, the state remains closed Key.