

Bleater

v1.00

Documentation

Manual revision A

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Credits

Coding and concept

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Everyone who came to my server and gave feedback

Basic summon codes

Bleater contains some summon classes which automatically summon other classes. They are as follows:

BleaterSummonWeapons

Summons all of the other summon classes.

BleaterSummonAmmo

Summons all types of ammunition.

BleaterSummonGun

Summons all types of "gun" weapon.

BleaterSummonHeavy

Summons all types of heavy weapon.

BleaterSummonOther

Summons all types of item which don't fit into the other categories (mostly thrown weapons).

BleaterSummonPickup

Summons all types of non-weapon item.

Ammo guide

40mm

Three types of 40mm cannistor exist, and where one is useable, they all are. The three types are:

40mm HE (high explosive) [Ammo40mmHE] – an explode-on-impact grenade.

40mm CS (CS gas) [Ammo40mmCS] – an explode-on-impact grenade which releases CS gas (not an explosion).

40mm MP (multi-purpose) [Ammo40mmMP] – essentially an extremely large buckshot shell. Fires out lots of shots.

.357

There are also three types of .357 ammo, and as with 40mm cannistors, if one is compatible with a weapon, they all are:

.357 “regular” [Ammo357] – bogstandard .357 bullets.

Armour piercing (AP) [Ammo357AP] – has extra effect against armoured targets and robots.

Hollow point (HP) [Ammo357HP] – has extra effect against unarmoured targets.

5.56mm

This has the same three types as .357 - “regular” [Ammo556mm], AP [Ammo556mmAP], and HP [Ammo556mmHP].

Baton [AmmoBaton]

A large, rubber, air-launched baton.

Electromagnetic bolt [AmmoEMBolt]

An airborne explode-on-impact non-solid bolt with electromagnetic properties. It works through, uh, science :P.

Flare [AmmoFlare]

A bright, shiny flare.

Laser ammo [AmmoLaser]

A high-power charge for the laser.

Minirockets

There are 3 “dumb” and 2 “smart” types of minirockets. Smart minirockets constantly track targets; unlike other types of tracking projectiles, it tracks after launch.

HE (high explosive) [AmmoMinirocketHE] – a dumb rocket

AP (armour piercing) [AmmoMinirocketAP] – a dumb rocket

HEAP (high explosive armour piercing) [AmmoMinirocketHEAP] – a dumb rocket. Has the combined advantages of HE and AP minirockets.

Heat-seeking [AmmoMinirocketHeatSeek] – a smart rocket which tracks any target emitting infrared radiation.

IFF [AmmoMinirocketIFF] – a smart rocket which tracks a target using identification of friend of foe.

Rockets

There are three types of tube-launched missiles.

TOW (tube-launched, optically-guided, wire-tracking) [AmmoRocketTOW] – this type of rocket is remotely controlled by the user.

HEAP (high explosive armour piercing) [AmmoRocketHEAP] – high damage and

especially effective against armoured targets and robots.

HEI (high explosive incendiary) [AmmoRocketHEI] – burns everything within its explosion radius.

Scambler charger [AmmoScrambler]

A modified prod charger which can scramble bots.

Shield gun ammo [AmmoShieldGun]

Ammunition for the shield gun. It constantly automatically recharges.

Shockwave ammo [AmmoShockwave]

Ammunition for the shockwave cannon.

Pickup guide

Heartbeat-monitoring bomb [PickupHBBomb]

Explodes if the wearer is killed.

Jet pack [PickupJetPack]

Substantially increases the wearer's jump height.

Projectile shield [PickupProjShield]

Projects a force field which destroys projectiles before they can hit the wearer.

Weapon guide

Desert Eagle [Weapon357DesertEagle]

Ammo: .357, .357 AP, .357 HP

Special actions: N/A

The .357 Desert Eagle isn't as powerful as the world-renowned .50 DE, but is still a powerful weapon.

Pros: high damage.

Cons: low ROF.

Machine pistol [Weapon762Pistol]

Ammo: 7.62mm

Special actions: N/A

A 7.62mm automatic pistol.

Pros: high ROF.

Cons: lower damage, low range.

Baton gun [WeaponBatonGun]

Ammo: baton

Special actions: N/A

Knocks out NPCs and makes PCs collapse.

Pros: potential one-hit knockout.

Cons: very low range, low damage, slow projectile.

EM Rifle [WeaponEMPRifle]

Ammo: prod charger, scrambler charger, EM bolt ammo

Special actions: N/A

Projects a long-distance lightning bolt or fires an EM bolt, depending on the ammo type.

Scrambler chargers can be used to temporarily scramble enemy bots.

Pros: high range, very effective.

Cons: relatively low ROF.

Flare gun [WeaponFlareGun]

Ammo: flares

Special actions: N/A

Fires high-temperature flares which can set objects alight on contact.

Pros: lights dark areas, fairly long range, high damage.

Cons: low ROF, not primarily a weapon.

HAW (heavy anti-tank weapon) [WeaponHAW]

Ammo: rockets (TOW, HEAP, HEI)

Special actions: toggle scope=cycle scope modes; move view=change TOW rocket direction.

A very heavy tripod-mounted rocket launcher. It has 2 scope modes: optical and infrared.

NB: the user must be crouched.

Pros: high damage, long range, auto-tracking.

Cons: very heavy, slow reload, user must crouch.

Knife launcher [WeaponKnifeLauncher]

Ammo: throwing knives

Special actions: N/A

Fires throwing knives at higher speed and greater range than throwing them by hand.

Pros: longer range and higher damage than throwing knife, silent.

Cons: still low range.

Laser gun [WeaponLaserGun]

Ammo: laser ammo

Special actions: toggle laser=zoom scope in, toggle scope=zoom scope out, cycle ammo=quick scope disable

Projects a long-range laser which burns its target.

Pros: long range, fast ROF.

Cons: low damage.

M79 and M203 grenade launchers [WeaponM79, WeaponM203]

Ammo: 40mm (HE, CS, MP)

Special actions: N/A

40mm grenade launcher. The M203 can be shoulder-mounted or underslung on a STEYR AUG.

Pros: long range.

Cons: slow reload.

Remington M870 [WeaponM870]

Ammo: 12 gauge buckshot, 12 gauge sabot

Special actions: toggle laser=toggle attached torch

A shotgun with attached torch.

Pros: high damage.

Cons: low range, low ROF.

FN Minimi [WeaponMinimi]

Ammo: 5.56mm (std, AP, HP)

Special actions: N/A

A light machine gun.

Pros: high damage, high ROF, high range.

Cons: low accuracy, high recoil, quickly uses ammo.

Minirocket launcher [WeaponMinirocketLauncher]

Ammo: minirocket (HE, AP, HEAP, heat-seeking, IFF)

Special actions: N/A

A rifle which fires minirockets.

Pros: high-speed rockets, can fire smart minirockets, reasonable ROF.

Cons: low damage.

Plasma compressor [WeaponPlasmaCompressor]

Ammo: plasma clip

Special actions: N/A

A more powerful version of the plasma rifle.

Pros: high damage.

Cons: low speed bolt in multiplayer.

Shield gun [WeaponShieldGun]

Ammo: shield gun ammo

Special actions: N/A

Forms a physical shield which blocks projectiles and also bumps back NPCs and PCs which get in its way.

Pros: protects against attacks, keeps crowds back.

Cons: not offensive.

Shockwave cannon [WeaponShockwaveCannon]

Ammo: shockwave ammo

Special actions: N/A

Compresses air to create a shockwave which smashes glass, detonates mines, and pushes back NPCs and PCs.

Pros: high range, shockwave can pass through solids.

Cons: loud.

STEYR AUG [WeaponSTEYRAUG, WeaponSTEYRAUGM203]

Ammo: 5.56mm (std, AP, HP)

Special actions: toggle scope=toggle 1.5x scope **and** semi-auto mode; picking up an M203 while carrying an AUG (or vice versa) while combine the two.

An assault rifle. It has a built-in 1.5x scope.

Pros: long range, high ROF, auto and semi-auto fire modes, underslung grenade launcher can be attached.

Cons: low accuracy.

EMP grenade, gas grenade, LAM

[WeaponBleaterEMPGrenade, WeaponBleaterGasGrenade, WeaponBleaterLAM]

These have been modified to fit in any of the multiplayer slots 4-6.

Claymore [WeaponClaymore]

Ammo: N/A

Special actions: N/A

A proximity-triggered claymore which fires high-speed ball bearings upon detonation.

Flare mine [WeaponFlareMine]

Ammo: N/A

Special actions: N/A

Pressure-triggered mine which fires a warning flare directly upwards when triggered.

Flashbang [WeaponFlashbang]

Ammo: N/A

Special actions: can be thrown or placed as proximity mine.

Stuns NPCs and temporarily blinds PCs.

Hand grenade [WeaponHandGrenade]

Ammo: N/A

Special actions: N/A

A chemically-timed fragmentation grenade. The timer lasts between 2 and 4 seconds.

Land mine [WeaponLandmine]

Ammo: N/A

Special actions: N/A

Pressure-triggered explosive mine which severely injures the victim's legs.

HG-86 mini grenade [WeaponMiniGrenade]

Ammo: N/A

Special actions: N/A

Similar to a standard fragmentation grenade, but it is lighter and consequently has greater range and lower damage.

Molotov cocktail [WeaponMolotov]

Ammo: N/A

Special actions: N/A

A good old-fashioned Molotov cocktail which fires out burning pieces of rag in all directions.

Plasma grenade [WeaponPlasmaGrenade]

Ammo: N/A

Special actions: can be thrown or placed as proximity mine.

Upon detonation, it fires plasma bolts.

Stun grenade [WeaponStunGrenade]

Ammo: N/A

Special actions: can be thrown or placed as proximity mine.

Upon detonation, it knocks out NPCs and causes PCs to collapse.

Vial of compressed uranium [WeaponVialUranium]

Ammo: N/A

Special actions: if damaged while being a pickup, it ruptures and releases radioactive material.

It can be “activated” by use (opening vial) or damage (rupturing vial). Either method will temporarily irradiate the surrounding area.

The Bleater Mutator

Bleater comes with a mutator to place Bleater weapons in regular maps. The mutator does not place items directly; it spawns special actors which perform different aspects of the placement. The stages are:

BleaterReplaceWeapons

Replaces existing weapons and ammo with Bleater weapons, ammo, and pickups. The replacements are:

Original class	Replacement(s)
GEP Gun	EM Rifle
Flamethrower	HAW
Plasma rifle	Plasma compressor
Assault rifle	STEYR AUG
Pistol	.357 Desert Eagle
Stealth pistol	Machine pistol
Sawed-off shotgun	Baton gun
Mini crossbow	Knife launcher
Shuriken	Flare gun
Combat knife	M870
Dragon's Tooth Sword	Laser gun
LAM	Plasma grenade Heatseeking minirockets
EMP grenade	Stun grenade EM bolt ammo
Gas grenade	Bleater gas grenade Flashbang
LAW	Uranium vial
20mm HE ammo	Landmine
WP rockets	Molotov cocktail
Biocell	Claymore
Med kit	Med kit (not destroyed) Flare mine
Ammo crate	Ammo crate (not destroyed) HEAP rocket

BleaterSpawnRoomWeapons

This places weapons on the floor in spawn rooms. It uses PlayerStart actors as reference points.

It spawns the following items:

- Shockwave cannon
- M79
- Minirocket launcher
- Shield gun

- FN Minimi

BleaterSpawnWeapons

This has an elaborate system of subclasses with data stored in configuration files. They contain map names and lists of locations in each map at which to spawn weapons. These can be customised (explained below).

At each location, it randomly selects one of these items to be spawned:

- Heat-seeking minirockets
- IFF minirockets
- AP minirockets
- HEAP minirockets
- .357, AP
- .357, HP
- 40mm multipurpose cannistor
- 40mm CS gas cannistor
- Jet pack
- Heartbeat-monitoring bomb
- M203 grenade launcher
- 5.56mm, AP
- 5.56mm, HP
- EM bolt ammo

Built-in classes are provided for:

- DXMP_Area51Bunker
- DXMP_Smuggler
- DXMP_CMD
- DXMP_Silo
- DXMP_Cathedral
- DXMP_DarkSkies
- DXMP_Skyline
- DXMP_Towers
- DXMP_Hydro
- DXMP_[DF]_Party
- DXMP_[DF]_Mall

Only the start of the name is compared, so DXMP_[DF]_Mall, DXMP_[DF]_Mallv1, DXMP_[DF]_Mall_200, etc. would all be matched to "DXMP_[DF]_Mall".

Each of these has a list of up to 31 locations at which items can be spawned.

BleaterExtraCode

This is an actor for all actions that cannot be classified into one of the other actors. It removes all repair bots and places a projectile shield, IFF minirockets, and a HEAP rocket in each repair bot alcove.

More on BleaterSpawnWeapons

As mentioned above, the server host can customise the locations in each map.

Removing previously set locations

1. Start Deus Ex.
2. Type preferences.
3. Expand mutators and select the subclass relative to the map you want to change.
4. Delete one or more of the set locations.
5. Close the advanced options window.

Setting new locations

1. Start Deus Ex.
2. Use the `open` command to load the map you wish to change (e.g. `open DXMP_Silo`).
3. Type `summon Bleater100.BleaterLocationSetter` to spawn a location setter gun.
4. Pick up the gun (it looks like a crossbow).
5. Fire it wherever you want items to spawn. The message window will display a message stating the location. NB: the location has not been stored yet.
6. If you are happy with the location, frob the dart that has hit the location, in order to save it.
7. Repeat as necessary

At any time when using the location setter gun, press the laser key twice to display flag markers at all spawn points. Flags will only be displayed at locations that are stored when you press the laser key.

Making support for other maps

Only a small number of maps are supported by the standard package. However, you can easily make extra classes and include them. If you are uncertain how to create scripts or packages, try looking at planetdeusex.tack/tack for tutorials.

1. Create a subclass of `BleaterSpawnWeapons`. The naming convention I have used is `BleaterSpawn<Map description>Actors`, but this isn't mandatory.
2. In the new subclass' default properties, set the map name.
3. Compile your package.
4. Open the Bleater INI file.
5. Under the heading:
`[Bleater100.BleaterSpawnWeapons]`
add your new class to the `SpawnerActors` array, e.g. `SpawnerActors[11]`
`= "MyPackage.BleaterSpawnMyMapActors"`.
6. Save and close the INI file.

Appendix A: full class list

Ammo40mmCS
Ammo40mmGeneric
Ammo40mmHE
Ammo40mmMP
Ammo357
Ammo357AP
Ammo357HP
Ammo556mm
Ammo556mmAP
Ammo556mmGeneric
Ammo556mmHP
AmmoBaton
AmmoEMBolt
AmmoFlare
AmmoFlashbang
AmmoGeneralShellless
AmmoHandGrenade
AmmoLaser
AmmoMiniGrenade
AmmoMinirocketAP
AmmoMinirocketDumbMisc
AmmoMinirocketHE
AmmoMinirocketHEAP
AmmoMinirocketHeatSeek
AmmoMinirocketIFF
AmmoMinirocketSmartMisc
AmmoMolotov
AmmoPlasmaGrenade
AmmoRocketHEAP
AmmoRocketHEI
AmmoRocketTOW
AmmoScrambler
AmmoShieldGun
AmmoShockwave
AmmoStunGren
AssaultRifleBase
BleaterActor
BleaterExtraCode
BleaterFlagMarker
BleaterImportMeshes
BleaterImportSounds
BleaterImportTextures
BleaterLocationSetter
BleaterLocationSetterDart
BleaterMutator
BleaterObject
BleaterPickup
BleaterReplaceWeapons
BleaterSpawnA51Actors
BleaterSpawnCathedralActors
BleaterSpawnCmdActors
BleaterSpawnDarkSkiesActors
BleaterSpawnDFMallActors
BleaterSpawnDFPartyActors
BleaterSpawnHydroActors
BleaterSpawnRoomWeapons
BleaterSpawnSiloActors
BleaterSpawnSkylineActors
BleaterSpawnSmugglerActors
BleaterSpawnTowersActors
BleaterSpawnWeapons
BleaterSummon
BleaterSummonAmmo
BleaterSummonGun
BleaterSummonHeavy
BleaterSummonOther
BleaterSummonPickup
BleaterVersion
BleaterWeapon
BleaterWeapons
BleaterWornPickup
EffectProjShield
EffectShieldGun
InvisibleTracer
NoStayWeapon
PickupHBBomb
PickupJetPack
PickupProjShield
PlacedPickup
Proj40mmCS
Proj40mmHE
ProjBaton
ProjClaymoreShot
ProjCompressedPlasma
ProjEMBolt
ProjEMPGrenade
ProjFlare2
ProjFlare
ProjFlashbang
ProjGasGrenade
ProjGrenadeFragment
ProjHandGrenade
ProjHBBomb
ProjLAM
ProjLaunchedShuriken
ProjMiniGrenade
ProjMiniGrenadeSpawner
ProjMinirocketAP
ProjMinirocketHE
ProjMinirocketHEAP
ProjMinirocketHeatSeek
ProjMinirocketIFF

ProjMolotov
ProjMolotovFireball
ProjPlasmaGrenade
ProjRocketGeneric
ProjRocketHEAP
ProjRocketHEI
ProjRocketTOW
ProjShockwave
ProjStunGren
ProjTracer
ProjUranium
VelocitySimulator
VelocityTester
Weapon6Ammo
Weapon357DesertEagle
Weapon762Pistol
WeaponBatonGun
WeaponBleaterEMPGrenade
WeaponBleaterGasGrenade
WeaponBleaterLAM
WeaponClaymore
WeaponEMPRifle
WeaponFlareGun

WeaponFlareMine
WeaponFlashbang
WeaponHandGrenade
WeaponHAW
WeaponKnifeLauncher
WeaponLandmine
WeaponLaserGun
WeaponM79
WeaponM203
WeaponM870
WeaponMiniGrenade
WeaponMinimi
WeaponMinirocketLauncher
WeaponMolotov
WeaponPlasmaCompressor
WeaponPlasmaGrenade
WeaponShieldGun
WeaponShockwaveCannon
WeaponSTEYRAUG
WeaponSTEYRAUGM203
WeaponStunGrenade
WeaponVialUranium
WornPickup

Appendix B: Quick reference

Weapon	Ammo	Damage	Range	ROF	Scope	Laser	Inv slot
Baton gun	Baton	Mod	Low	Low			1-3
Claymore		High					4-6
Desert Eagle	.357, AP, HP	High	High	Low			1-3
EM Rifle	Charger, scrambler, EM bolt	Mod	High	Mod		Yes	1-3
Flare mine		None					4-6
Flare gun	Flare	Low	Mod	Low			1-3
Flashbang		Low	Mod				4-6
FN Minimi	5.56mm, AP, HP	Mod	High	High			1-3
Hand grenade		High	Low				4-6
HAW	TOW, HEAP, HEI	High	High	Low	Cycle		1-3
Knife launcher	Knife	Mod	Mod	Mod			1-3
Land mine		Mod					4-6
Laser gun	Laser ammo	Mod	High	High	Zoom out	Zoom in	1-3
M79	40mm HE, CS, MP	Mod	High	Low			1-3
M203	40mm HE, CS, MP	Mod	High	Low			1-3
Machine pistol	7.62mm	Mod	Mod	High			1-3
Mini grenade		Mod	Mod				4-6
Minirocket launcher	HE, AP, HEAP, heatseek, IFF	Low	Mod	High			1-3
Molotov cocktail		Mod	Mod				4-6
Plasma compressor	Plasma clip	Mod	High	Mod	Yes		1-3
Plasma grenade		High	Mod				4-6
Remington M870	Buckshot, sabot	Mod	Mod	Low		Torch	1-3
Shield gun	Shield ammo						1-3
Shockwave cannon	Shockwave ammo	Low	High	High			1-3
STEYR AUG	5.56mm, AP, HP (40mm HE, CS, MP)	Mod	Mod	High	Yes (semi-auto)		1-3
Stun grenade		Low	Mod				4-6
Vial of uranium		Mod					4-6
Heartbeat-monitoring bomb							0
Jet pack							0
Projectile shield							0

Appendix C: Known issues

The following are known multiplayer bugs:

- Shockwave cannon doesn't work properly
- Baton works on teammates
- Shield not replicated properly
- Flashbang appears yellow instead of white
- Effects aren't replicated to clients other than the owner
- Placed claymores move to default rotation
- The STEYR AUG with M203 doesn't fire 40mm MP rounds properly
- Hand grenades and mini grenades cause crashes (they are not placed by the mutator)

In addition I've received reports of GPFs when playing on a server with Bleater.

The following are bugs occurring in SP and MP:

- HAW doesn't move the player to standing position if they drop it
- Machine pistol has no belt description

Appendix D: TODO

- Release BleaterPack with additional meshes and other media (skins, icons)
- Improve the BleaterSpawnWeapons system so multiple classes are not necessary
- Distribute a package to place Bleater weapons in standard singleplayer maps
- Enhance the auto-loader of BleaterPack media for better multiplayer compatibility
- Decrease the power of the HAW
- Reduce the recoil of the Minimi