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About this primer

This primer will show you how to change the settings of the purge in the related tables in the Unreal Editor. It will also - briefly - touch on how to implement functionality for purge points given out by player events.

What is the purge?

The purge is an event that happens periodically where creatures and/or humans from the surrounding area bands together and mounts an attack on a player outpost. The area where you build determine what type of monsters will spawn from the purge, whereas the server settings determine the difficulty of the purge.

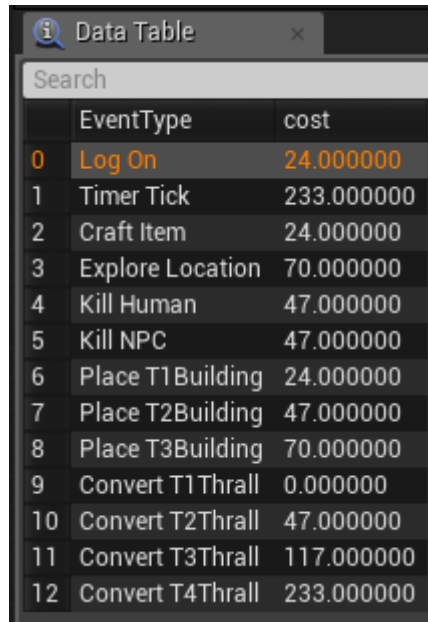
Players / clans gain purge points by completing activities. Different activities grant different amounts of purge points and once a certain threshold has been passed (by default 42000) the player/clan is eligible for a purge. Once a purge happens, the purge meter is reduced by 42000 points (or whatever the purge threshold is).

Purge Tables

Modifying the purge is fairly straight-forward in terms of the tables, but still, let's have a look at them.

Purge Event Config Table

This table is where you can change how many points are given to players/clans for completing certain activities. These activities are checked every [n] minutes (default 15) by the server. It doesn't matter if you have killed a single human or 500, the same amount of points are still given out.



The image shows a screenshot of a 'Data Table' window. The window has a title bar with an information icon, the text 'Data Table', and a close button. Below the title bar is a search bar. The table itself has two columns: 'EventType' and 'cost'. The rows are numbered from 0 to 12. The first row, 'Log On', has a cost of 24.000000. The second row, 'Timer Tick', has a cost of 233.000000. The third row, 'Craft Item', has a cost of 24.000000. The fourth row, 'Explore Location', has a cost of 70.000000. The fifth row, 'Kill Human', has a cost of 47.000000. The sixth row, 'Kill NPC', has a cost of 47.000000. The seventh row, 'Place T1Building', has a cost of 24.000000. The eighth row, 'Place T2Building', has a cost of 47.000000. The ninth row, 'Place T3Building', has a cost of 70.000000. The tenth row, 'Convert T1Thrall', has a cost of 0.000000. The eleventh row, 'Convert T2Thrall', has a cost of 47.000000. The twelfth row, 'Convert T3Thrall', has a cost of 117.000000. The thirteenth row, 'Convert T4Thrall', has a cost of 233.000000.

	EventType	cost
0	Log On	24.000000
1	Timer Tick	233.000000
2	Craft Item	24.000000
3	Explore Location	70.000000
4	Kill Human	47.000000
5	Kill NPC	47.000000
6	Place T1Building	24.000000
7	Place T2Building	47.000000
8	Place T3Building	70.000000
9	Convert T1Thrall	0.000000
10	Convert T2Thrall	47.000000
11	Convert T3Thrall	117.000000
12	Convert T4Thrall	233.000000

Purge Config Table

This is the main content blob of the purge system - this is where you can control what waves of what creatures spawn under which difficulties and which wave leads to the next wave, etc.

Wave Name - this is just an identifier for the wave itself and is used by the "Next Wave" field further down.

Wave Display Name - this is the text string that is displayed on the splash screen when a purge is imminent.

Area Min - This is the lowest X and Y coordinate for this particular purge area. As mentioned before, purges spawn depending on where you have built your base and these values help define that area.

Area Max - This is the highest X and Y coordinate for the defined area.

Waves/

Difficulty Threshold - Each purge entry is defined by a difficulty threshold that defines if the wave can spawn or not. The purge system first checks what purges are legitimate spawns for the area, and then checks for the purge difficulty setting and prunes non-legit purges. In the example image on the right, the difficulty setting here is set to 1, which means that this wave will spawn on all difficulties (1-6).

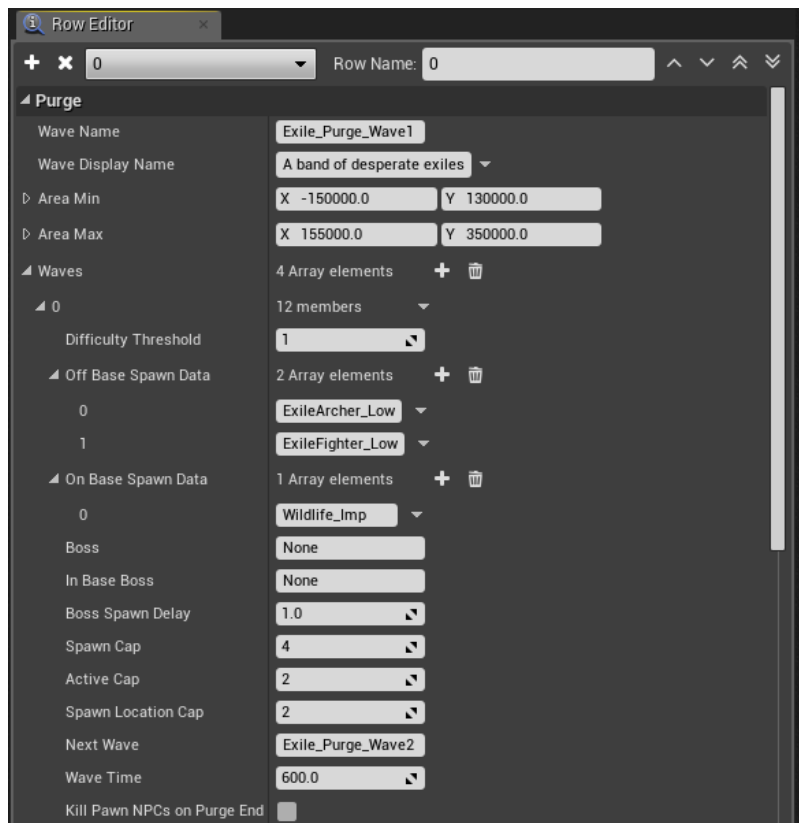
Off Base Spawn Data - These weighted spawn table references are used to randomly spawn what creatures are part of the wave. In the example, we randomize between ExileArcher_Low and ExileFighter_Low

On Base Spawn Data - These weighted spawn table references are used when the purge system cannot find a good pathing-solution to the player base. It's a fallback system where - if the player has built their base in such a way that normal monsters can't find their way there - it will instead spawn these monsters during the wave, much closer to the base.

Boss - A "boss" is a single spawn entry that spawns in the wave (weighted table reference)

In Base Boss - The same as above, except for that it works just like the On Base Spawn Data.

Boss spawn delay - if you want the boss to spawn after a certain amount of seconds, here is where you input that delay.



Spawn Cap - this determines the grand total amount of enemies spawned for the entire wave. If all these enemies are defeated, the purge will progress to the next wave (defined in "Next wave")

Active cap - this determines how many purge enemies can be active at the same time. If the Spawn Cap is 40, and the active cap is 5, the purge will continuously fill up until the spawn cap has been reached when a purge member is killed off (or put into the wheel of pain).

Spawn Location Cap - this determines how many different spawning areas a wave can have. Typically, this is set to 2-3.

Next Wave - if this is set to "None" and the purge wave is defeated or the purge timer runs out, the purge ends. If you want to link this wave to another wave, here is where you make that link.

Wave Time - This is the length of time before the purge automatically progresses to the next wave. By default, this is set to 600 (5 minutes).

Kill Pawn Purge NPC's at Purge End - Check this if you want the remaining purge NPC's to die instead of walk off at the end of the purge.