How to Edit the Random Mission Selection in the Soulstorm Mod

Hello and welcome to this gratuitously pdf'd tutorial on how to alter which win conditions are included in the 'Random' win condition, which primarily is used to pick different mission objectives in the single player Soulstorm Campaign.

It's dead easy, so don't worry- the pdf is only so I can use colour.

Firstly go into
C:\Program Files\THQ\Dawn of War – Soulstorm\FugglesWinConditions\data\scar\winconditions
or wherever it is that you have installed the mod. In this directory you will find a file called
'Random.SCAR' - open this with notepad.

About 25 lines down is the bit that we need to tweak. It looks like:

critornot = World_GetNumStrategicObjectives()

if critornot == 0 then
playercondition = World_GetRand(1,12)
else
playercondition = World_GetRand(1,13)
end

if playercondition == 1 then
Rule_AddOneShot(Annihilate, 0)
elseif playercondition == 2 then
Rule_AddOneShot(DestroyHQ, 0)
elseif playercondition == 3 then
Rule_AddOneShot(AssassinateInit, 0)
elseif playercondition == 4 then
Rule_AddOneShot(ScorchedEarth, 0)
elseif playercondition == 5 then
Rule_AddOneShot(EconomicVictory, 0)
elseif playercondition == 6 then
Rule_AddOneShot(landgrab,0)
elseif playercondition == 7 then
Rule_AddOneShot(SuddenDeath, 0)
elseif playercondition == 8 then
Rule_AddOneShot(BlueCollarInit, 0)
elseif playercondition == 9 then
Rule_AddOneShot(Kingofthehill, 0)
elseif playercondition == 10 then
Rule_AddOneShot(Adventure, 0)
elseif playercondition == 11 then
Rule_AddOneShot(Colony, 0)
elseif playercondition == 12 then
Rule_AddOneShot(ControlArea, 0)
elseif playercondition == 13 then
Rule_AddOneShot(StrategicObjective, 0)
end

As you can see it's pretty transparent, basically a list fired by a random number.

Firstly we have:

critornot = World_GetNumStrategicObjectives()

if critornot == 0 then
playercondition = World_GetRand(1,12)
else
playercondition = World_GetRand(1,13)
end

This section of code first does a quick count of the number of critical points (CP's) to establish whether or not it is appropriate to include the take and hold condition which uses the criticals. Obviously if there are no CP's on the map then any attempt at taking them or holding them is doomed to failure.

This decision directly affects what comes next; the two World_GetRand(x,y) functions. These both generate a random number, the result of which is what will trigger the objective for that level. However, remember that only one will be used depending on if there are CP's or not.

The World_GetRand(x,y) function works by calculating a random number between x and y. You can see that if there are no CP's the first number (the green figure) is one lower than the next (the purple figure). This is important as whatever you do, this number difference has to remain with the green figure 1 higher than purple and the last objective in the list has to remain Rule_AddOneShot(StrategicObjective, 0).

Basically if there are no CP's then the ceiling for the random number is going to be one lower than the number required to fire off the Strategic Objective condition. As you can see above, the purple number is 13 and StrategicObjective is the 13th possible objective.

So, say I want to prune the list as I really can't stand Economic Victory. Firstly I'd delete

elseif playercondition == 5 then
Rule_AddOneShot(EconomicVictory, 0)

from the list. This now leaves a bit of a hole in the *elseif* sequence:

if playercondition == 1 then
Rule_AddOneShot(Annihilate, 0)
elseif playercondition == 2 then
Rule_AddOneShot(DestroyHQ, 0)
elseif playercondition == 3 then
Rule_AddOneShot(AssassinateInit, 0)
elseif playercondition == 4 then
Rule_AddOneShot(ScorchedEarth, 0)
elseif playercondition == 6 then
Rule_AddOneShot(landgrab,0)
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Rule_AddOneShot(SuddenDeath, 0)
elseif playercondition == 8 then
Rule_AddOneShot(BlueCollarInit, 0)
elseif playercondition == 9 then
Rule_AddOneShot(Kingofthehill, 0)
elseif playercondition == 10 then
Rule_AddOneShot(Adventure, 0)
elseif playercondition == 11 then
Rule_AddOneShot(Colony, 0)
elseif playercondition == 12 then
Rule_AddOneShot(ControlArea, 0)
elseif playercondition == 13 then
Rule_AddOneShot(StrategicObjective, 0)

What this means now is that if the random number comes up 5 then nothing will happen – disaster! So what we have to do now is a bit of housekeeping:

if playercondition == 1 then
Rule_AddOneShot(Annihilate, 0)
elseif playercondition == 2 then
Rule_AddOneShot(DestroyHQ, 0)
elseif playercondition == 3 then
Rule_AddOneShot(AssassinateInit, 0)
elseif playercondition == 4 then
Rule_AddOneShot(ScorchedEarth, 0)
elseif playercondition == 5 then
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elseif playercondition == 11 then
Rule_AddOneShot(ControlArea, 0)
elseif playercondition == 12 then
Rule_AddOneShot(StrategicObjective, 0)

Finally there is but one loose end to tie up, the GetRands, as we now only have 12 conditions to choose from.

if critornot == 0 then
playercondition = World_GetRand(1,12)
else
playercondition = World_GetRand(1,13)
end

With the current set up, should there be any CP's then the highest possible random number is 13, which will cause problems as there are only 12 win conditions - so the players could have no way of ending the map. Also, potentially there can be no CP's and we can still draw the CP take and hold condition leading to more disaster...what a life!

So, harking back to what I said earlier, the two GetRands need to be tweaked to reflect the number of options, ensuring that you keep the numerical difference intact.

if critornot == 0 then
playercondition = World_GetRand(1,11)
else
playercondition = World_GetRand(1,12)
end

That's really it! I'm sure I've made it sound needlessly more complicated than it is, but hopefully you've all followed me this far. If not, stick a cry for help in the forums or send me a PM on Relic Forums and I'll do my best to sort you out (in a good way)!

TTFN,

Fuggles