

PIPPI MUSHI SYSTEM



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Special Dedication: To Caroline for understanding all the long days and nights I spent to complete my work.

Donors: Without your contribution and support we could not push Pippi into the future.

Cheer Section: To the Pippsters and Steam Workshop Subscribers, please know that each of you made an impact with your support of Pippi.

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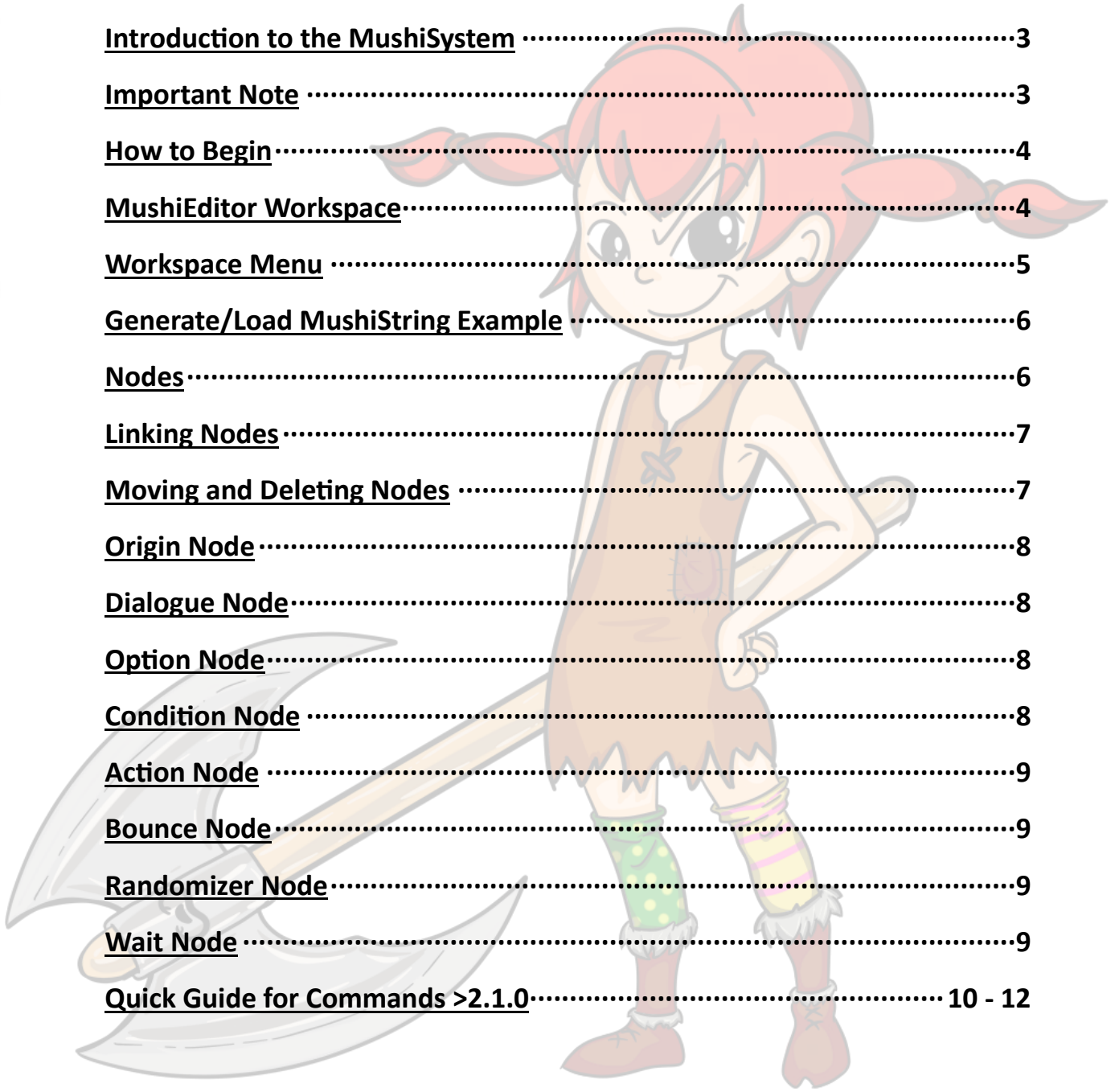
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MushiSystem™

Update 2.1.0

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Introduction to the MushiSystem

Welcome to the MushiSystem™; a visual scripting language created by Joshtech. There are three parts to the system, the Editor, the Engine and the Viewer. They are best explained in Joshtech’s own words, “The Engine does all the heavy lifting. Each player has a MushiEngine on their character. When a player interacts with a Thespian that has a MushiSystem component, the nodes are loaded into the players MushiEngine. The Engine then starts running the script and outputting the information to the Viewer.” For some, this may translate into Josh creates a whole bunch of magic.

As with all Pippi features, the MushiSystem was built with game performance in mind and should have minimal effect on client or server side.

This manual will not explain how to create specific scripts. It will explain the parts of the Editor. However, admins are not alone in learning how each part flows into the next. There are example templates that can be loaded within the

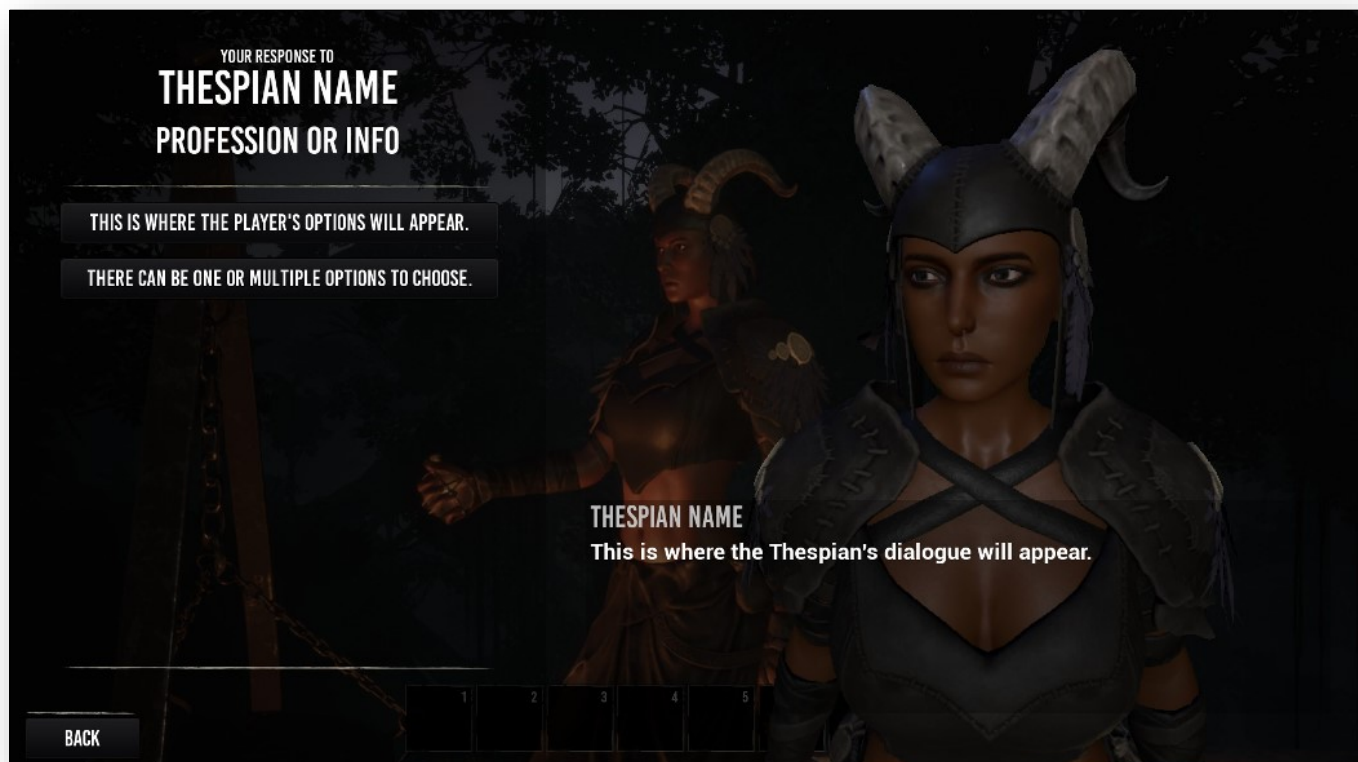


Type out dialogue in Word, OpenOffice, etc for spellchecking, preparation, and backups.

MushiEditor and the Discord channel will be a source of guidance by fellow players. Admins can share scripts as well with the help of the Generate and Load MushiString option. Joshtech also has a YouTube channel for Pippi features. The link can be found on Pippi’s Discord.

Important Note

Because of its functions and possibilities, players who do not have access to the admin password will be unable to use the MushiEditor. Players will not even see the MushiEditor button on the Thespian’s configuration window without the admin password.



How to Begin

Enter the admin password. Open the Admin Panel with Esc or Shift-Insert. Click on the Cheats(Self) tab. Go to the Spawn Items list and click on the Other tab. Scroll towards the bottom of the list and click on the Thespian to get started.

The Thespian is in its Regular state when first placed. Press E or the interact button when facing the Thespian to open the config window. To enable the dialogue option for players, choose Dialogue Thespian from the Thespian Type drop-down

PIPPI TIPS

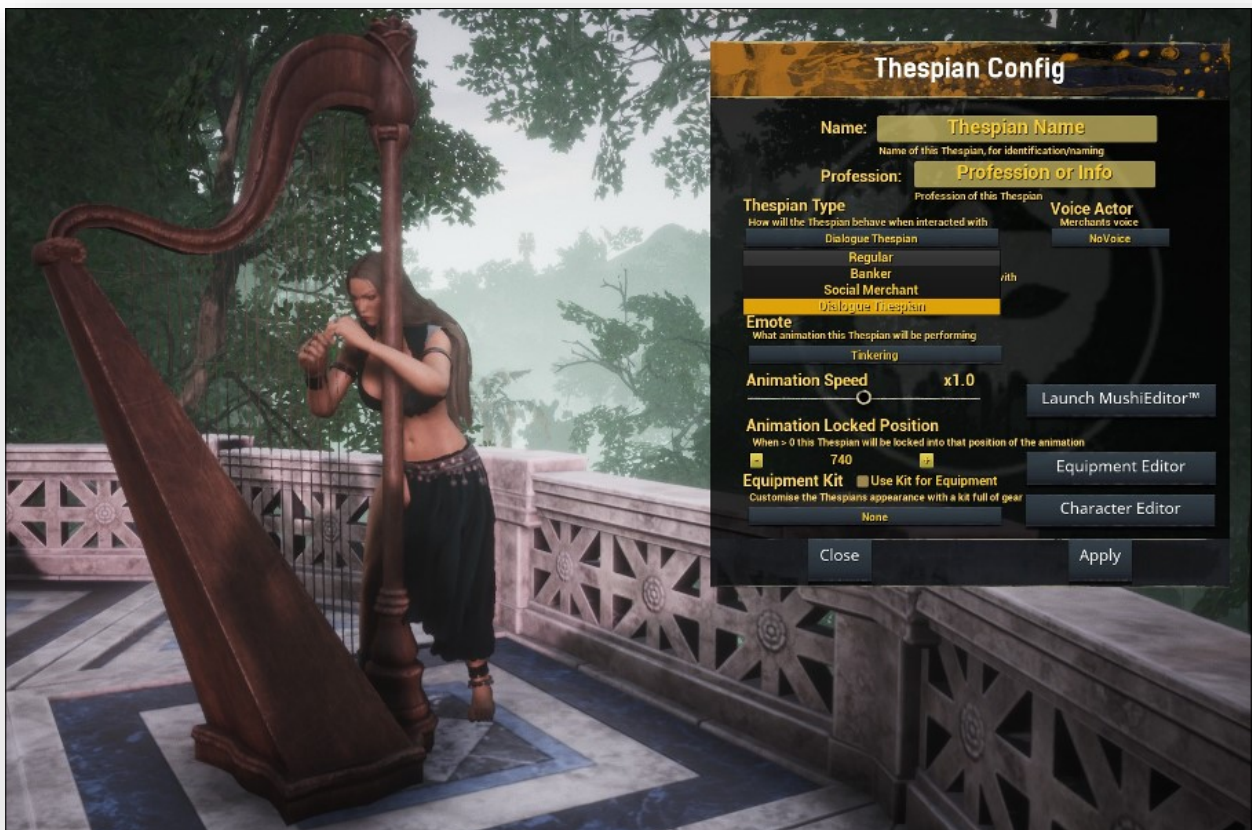
Prevent accidental deletion by clanmates.
Keep *Allow Clan Members* toggled OFF.

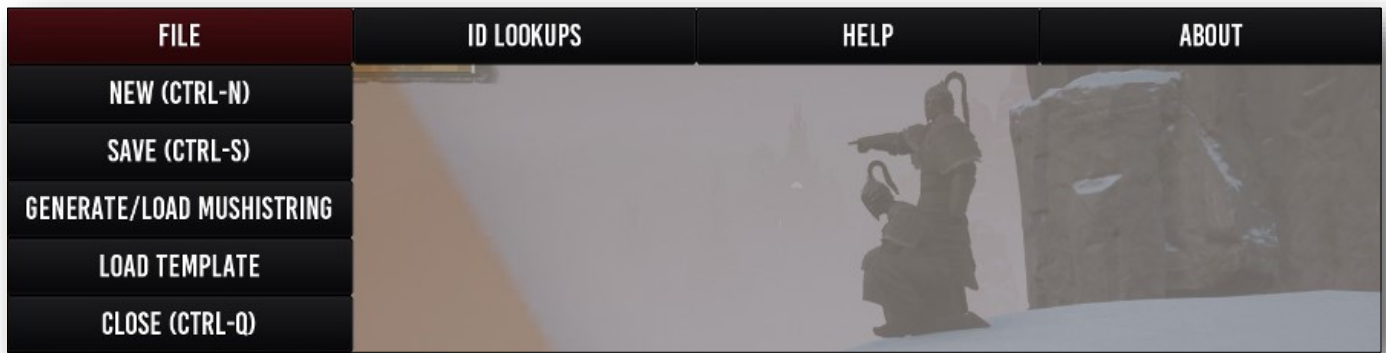
menu. Once this is selected click Apply to save that change and any other change made to the Thespian.

To access the config window after the Dialogue Thespian is activated, hold E or the interact button and choose Edit from the radial menu when facing the Thespian. Simply pressing E will now bring up the MushiViewer that the players will see when interacting with the Thespian.

MushiEditor Workspace

Click on the Launch MushiEditor™ button to begin. The initial workspace opens with the OriginNode in the center. This is a larger workspace than what is visible on the monitor. To move the workspace about, right click and hold on an open spot to drag the space in any direction with the mouse. Nodes will not be lost as there is a preset limit to the size of the workspace.





Workspace Menu

There are a few menu options above the workspace: File, ID Lookups, Help, and About.

More information will be added over time to their drop-down menus.

File

New - opens a new workspace and clears out any current script so be sure to click on this button only if certain. There is no undo.

Save - one of the most important buttons.

Remember to save and save often.

Generate/Load MushiString - generates or loads user created scripts in a sharable format. If there is created script in the editor, the MushiString will generate automatically. The information is encoded. Copy/paste it to a document to save the work. The MushiString can be shared with others or saved privately. To load a MushiString, copy the encoded script from the file source, paste it over any existing information in the opened window then click the Load Text button.

Load Template - will load pre-made scripts.

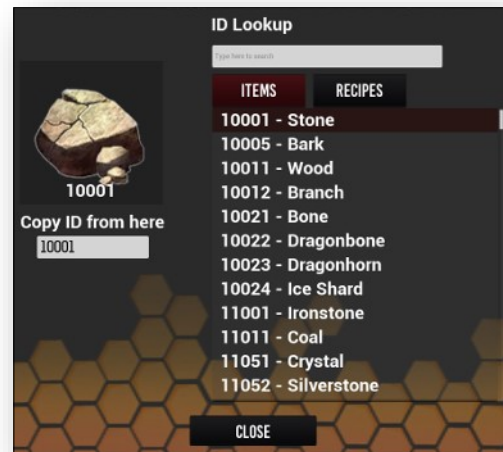
Choosing any of the templates will delete current script only if it is saved with the template loaded. Use with caution or on a new Thespian.

Close - will shut the editor's window. If there are any unsaved changes, a secondary window will open to ensure that they are either saved or discarded.

ID Lookups

This section allows admins to find IDs quickly when adding them to the Condition or Action nodes.

Some items may have more than one ID. If one ID does not work, look at the list for the same item with a different ID.



Help

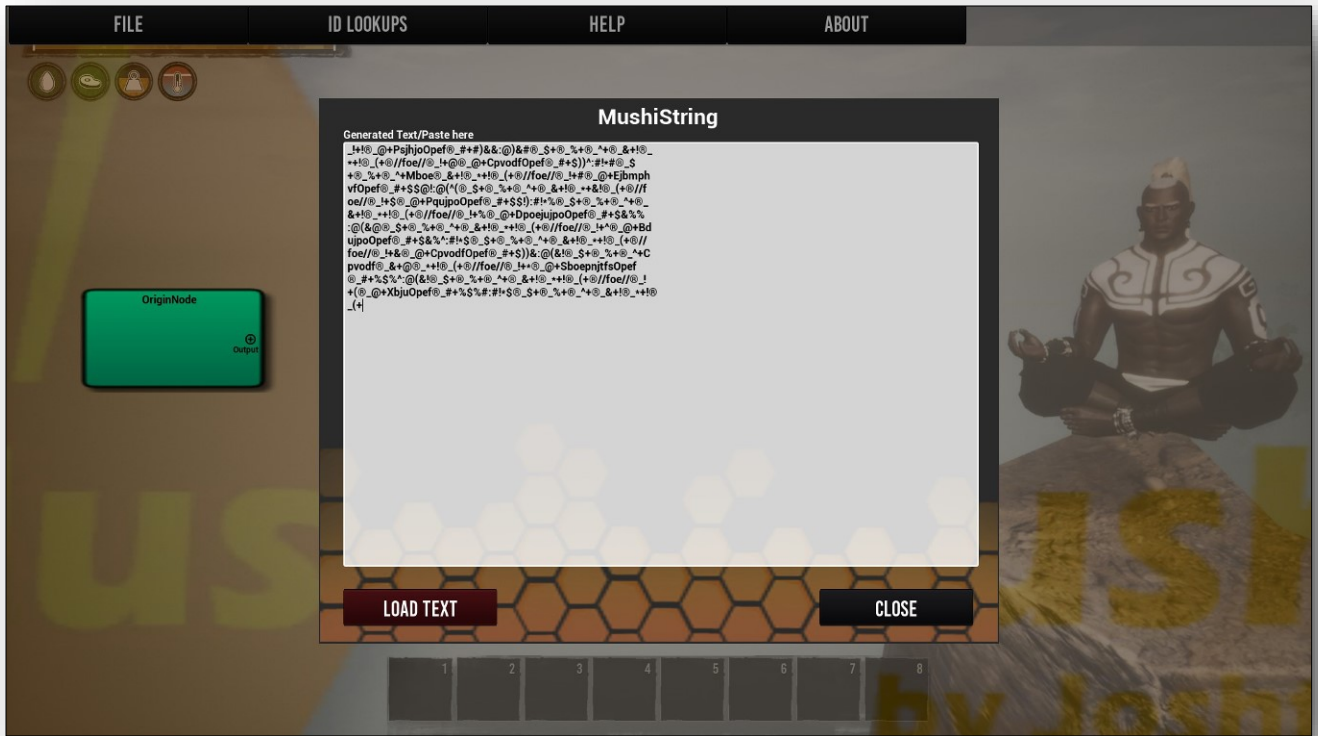
This is a work in progress and will have information added over time. The PDF will be accessible through Help.

About

About gives a brief explanation of the MushiSystem™ by Joshtech.



Remember to save and save often.

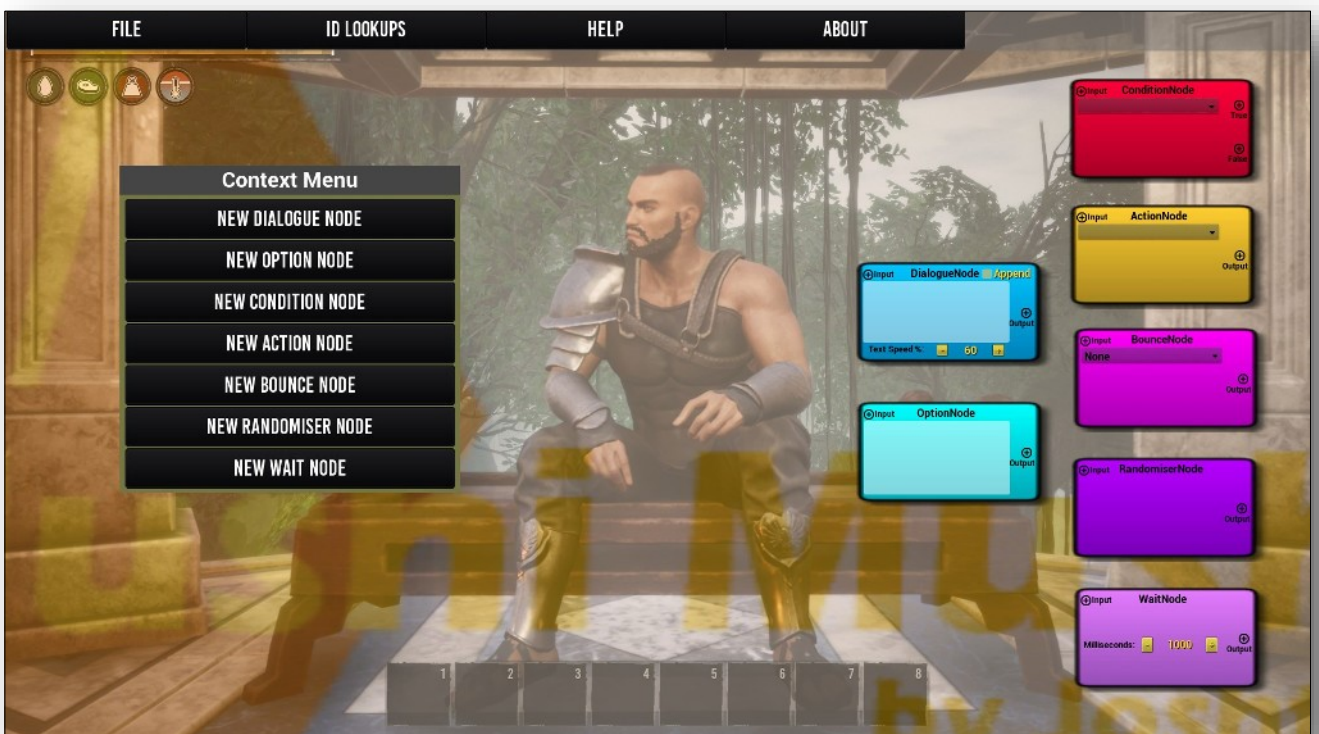


Generate/Load MushiString Example

The above image is a copied MushiString that has been pasted in to the field. Once the Load Text button is clicked, the nodes with all previously created script will be loaded onto the workspace. This may take a few seconds depending on the amount of information.

Nodes

There are seven nodes admins may add: Dialogue, Option, Condition, Action, Bounce, Randomizer, and Wait. Right click on the workspace to open the Context Menu then click on the New Node from the menu as pictured below. The selected node will appear on the workspace.



Linking Nodes

The Origin Node only contains one output. It must be linked to another node or nodes to begin the flow. The Origin's only purpose is to inform the MushiEngine where to begin the script.

All other nodes have inputs and outputs to link to each other. More than one node may be linked to the same input or output.

True and False are additional output options for the Condition nodes. True means the player meets the require conditions. False means the player does not.

PIPPY TIPS

Start with small scripts at first to understand how each part functions and build up as you learn.

To link two nodes together click and drag from the output pin of the first node and release on the input pin of the second node. You may also single click on the first nodes output pin and click on the input pin of the second node to create a link.

Moving and Deleting Nodes

Left click and hold to move the nodes about on the workspace. They can also be moved by right clicking and holding but use with caution as this will also bring up the delete button.

All nodes but the Origin may be deleted by right clicking on the node and choosing Delete. For Dialogue and Option nodes, right click on the darker portion of the box to delete it. Deleting a Node that is currently linked to other nodes will automatically delete all links for you.

To break an individual link, place the pointer over any part of the orange line and left click. If the pointer cannot interact with the line, move one of the linked nodes to create a longer line and try again.



Origin Node

This is the beginning of the script. The Origin Node must be linked to at least one of the other nodes for the script to begin the flow. Nothing will happen when a player interacts with the Thespian if the Origin Node is not linked. The Origin can be moved but it is the one node that cannot be deleted.

Dialogue Node

Dialogue Nodes are used to present players with information when they interact with the Thespian. This is generally presented as though the Thespian is the speaker. How information is given will be up to the creative minds of admins.

Left click in the text field to begin typing. Right click within the text field to modify the text with: Undo, Cut, Copy, Paste, Delete, and Select All.

Player names, gender, and funds can be included in the dialogue. Use the syntax; <playername>, <gender>, or <playerfunds> for the dialogue to include the correct information within the text.

The Append check box continues the dialogue from the previous node. Left unchecked, each dialogue node will display on its own.

PIPPI TIPS

Quest Names must be identical each time they are typed in a node.

Text Speed controls how quickly the text displays for the player; the lower the percent, the slower the text appears.

Option Node

Use Option Nodes to give players the ability to respond to the dialogue. These Options will open more possibilities with Dialogue, Action, Condition, Bounce, Randomizer, and Wait Nodes. Have fun playing with all of the possibilities that these nodes offer.

Left click in the text field to begin typing. Right click within the text field to modify the text with: Undo, Cut, Copy, Paste, Delete, and Select All.

Player names, gender and, funds can be included in the dialogue. Use the syntax; <playername>, <gender>, or <playerfunds> for the dialogue to include the correct information within the text.

Condition Node

Condition Nodes look for parameters in order to control the flow of execution. The Condition Node checks if the player has the required item(s), level, quest, completed quest, funds, or recipe(s).

There are two outputs: True and False. If True, i.e. the player meets the required condition(s), the player will continue along the True path. If False, i.e. the player is missing the required condition(s), the player will continue down the False path.

There are conditions that need an ID. These IDs can be found with the ID Lookup. The node will confirm the name of the ID below its input field.

Quest names must be identical throughout the script with one or multiple Thespians.

Action Node

Action Nodes tell the system what to do. This has the most direct effect on players. Admins can take or give: recipes, funds, items, quests. They can also trigger Pippi Tools and play sounds. Additional possibilities may be added in the future as well.

Players will not know what they need to have or what they will receive or lose through Action Nodes. **Admins must inform their players through the Dialogue Nodes of the consequences or rewards.**

There are actions that need an ID. Like Condition Nodes, these IDs can be found with the ID Lookup. The node will confirm the name of the ID below its input field.

Quest names must be identical throughout the script be it with one or multiple Thespians.

Bounce Node

Bounce Nodes move the flow to different sections of the script without the need to link the input and output. A Bounce Node configured for Land can be

used by many other Bounce Nodes. Admins will always need at least two Bounce Nodes; one for the origination and one for the destination. The destination or Land has a unique number, the Land ID. This number tells the origination or Bounce which Land ID to go to.

Randomizer Node

The Randomizer Node allows the system to randomly choose the flow. For example, a quest can give different items as a player reward. To keep the rewards interesting, add a randomizer node before several Action Nodes that give items. One Action node will be selected at random and the item given to the player. This is only one example of the node's use.

Wait Node

The wait node halts the flow for a duration before continuing. This had to be configured in milliseconds. To help converting seconds to milliseconds; 1 second equals 1000 milliseconds.

Unsaved changes detected!

Hello again, Joshtech here. I've noticed you made some changes to that MushiScript that you didn't save :(

Would you like me to save them for you now?

SURE

NAH

COMMANDS >2.1.0

Pippi Commands are executed through the chat window. Not all commands will be available to players. Admins set the permissions for each command.

- /help [/h] <page> - Displays the page block of help
- /me <action> – Displays action in 3rd person context
- /shout <message> - Shouts a message
- /whisper [/w] <player> <message> - Whisper to player
- /reply [/r] <message> - Replies to last received whisper
- /mute <player> - Mutes the player
- /unmute <player> - Unmutes the player
- /sethome - Sets your current location as your home
- /home - Teleports you to your home
- /kill [/k] - Kill yourself
- /list players - Lists all the players online
- /list clans – List clans that have members online
- /list admins - Lists all the admins online
- /list mute - Lists the players you have muted
- /list kits - Lists the available kits
- /list warps - Lists the available warps
- /return - Returns you to the position before you teleported
- /teleport <player> - Teleports you to player
- /summon <player> - Summons a player to your location
- /server <message> - Sends message as server
- /silence <player> - Silence a player from all chat
- /unsilence <player> - Unsilence a player from chat
- /warp <name> - Teleports you to warp
- /warp create <name> - Creates warp at your location
- /warp delete <name> - Deletes warp

`/wallet` - Displays amount currently in your wallet

`/payday` – Calls PayDay

`/taxman` – Calls TaxMan

`/pay <playername> <amount> <type>` - Pays another player from your wallet

`/currency` - View details about currency settings

`/currency add <playername> <amount> <type>` - Adds currency to player's wallet

`/currency remove <playername> <amount> <type>` - Removes currency from player's wallet

`/kit <kitName>` - Opens kit GUI II Give you a kit from name

`/tprequest [/tpr] <playername>` - Request to teleport to a player

`/tpaccept [/tpa]` - Accepts a teleport request

`/roll` - Roll the dice

`/flip` - Flip a coin

`/afk` - Toggles AFK status

`/pvp` - Toggle PVP status

`/vote` - Vote for current vote

`/vote Dawn` - Vote for Dawn

`/vote Noon` - Vote for Noon

`/vote Dusk` - Vote for Dusk

`/vote Night` - Vote for Night

`/act <name>` - Speaks as the specified name instead of your character (`/act` - Disables)

`/rename name <name> II job <job>` - Will rename the NPC's name II job you are currently looking at

`/shutdown` – THIS WILL SHUTDOWN THE SERVER!

`/gm` - Adds GM tags

`/meteor` - Force meteor shower

`/sandstorm` - Force a sandstorm

`/cleanup` - Cleanse your server of all corpses

`/kick <playerName> <reason>` - Kicks player from server

`/customize` [or `/customise`] - Brings up the character editor for your character

`/fly` - Fly Mode (`/fly` disables)

`/rules` - Displays rules

/delete <templateID> II <templateID> <radius> - Deletes all items of templateID

/convert gold - Converts Items to Pippi Gold

/convert silver - Converts Items to Pippi Silver

/convert bronze - Convert Items to Pippi Bronze

/rank <playerName> <rankName II rankID> - Change a players rank to the assigned rank

/moon <URL> - Changes moon to specified image

Client Side Chat Commands

These are chat commands that any player can use without affecting the server or requiring permission from the admin.

/clear - Clears all chat tab windows

/debugdownload - Displays debug information

/fontsize <#> - Alter chat font size

