



I created the simple spawner system to help those who do not have the knowledge of the scripting language of Lua that Legends of Aria uses. I have made some of the most meaningful features needed for spawning monsters in your world. This system comes equipped with the ability to spawn monsters. It will also allow you to add simple loot items to these monsters. You will have a small list of configurations you can modify to change the way your spawner behaves. I have even provided a very powerful search system built right in to help you find your spawners in your world. I have also supplied you with a few object context menu options to solve simple problems that arise.

My hopes with this system is that it will help both new and experienced world developers. I put a little sweat into this system and spent some time debugging and cleaning it up. If you like this system feel free to tell other developers about it and share it. I have also did my best to comment the script files to help new scripters understand the workflow that is going on behind the scenes.

Table of Contents

- **Creating a Spawner**
- **Editing Spawns**
- **Editing Loot**
- **Checking Active Spawns**
- **Editing Spawner Configuration**
- **Using the Search Features**
- **Context Menu Options**

Creating a Spawner

1. Enter the command `/create gizmos_simple_spawner`.
2. That is it, it should appear underneath you and now it is ready to edit.

Editing Spawns

1. Click the Spawner to bring up the spawner edit window. The first time you click the spawner it will always open up to the **Spawns** tab. This tab will contain a list of monsters in which to choose from at random to place in the world when the spawn timer fires.
2. At the bottom of the **Spawns** tab you will notice a text field that is empty. This field you will enter in the blueprint name of any monster you wish to spawn. Remember that it is case sensitive. You will want to click the **Insert** button to add the template to the spawn list.
 - 2.1. *You will notice the goblin name appear in the spawn list. It has a red [x] next to it. You can click the [x] to delete it from the list.*
3. Clicking the **Turn On** and **Turn Off** button will activate and deactivate the spawner.

Editing Loot

1. Click the Spawner to bring up the spawner edit window. Select the **Loot** tab at the top of the window. One thing you need to know is that loot can be entered in, but you must follow a certain format. Here is the format...
 - 1.1. `<template> : <chance> : <quantity>`
2. You will need to enter a the formatted information into the text field and click **Insert** to add the loot rules to the spawner. Here is an example...
 - 2.1. `loa_dagger_dagger:50:1`
 - 2.2. *This will make a loa_dagger_dagger appear as loot on any of the monsters that spawn.*
 - 2.3. *This dagger will only appear on 1 in 50 mobiles spawned from the spawner*
 - 2.4. *Since a dagger is a non-stackable item, we set the quantity to 1.*
3. Clicking the [x] next to the loot rules will delete it from the list.

Checking Active Spawns

1. Click the Spawner to bring up the spawner edit window. Select the **Active** tab at the top of the window. In this window you will find a display of all the monsters this spawner has currently spawned. It will display them in the list by name and their in game object id value. You can use the **Home** button by the spawned objects name to bring it directly back home to the spawners position.

- 1.1. *Sometimes players can lead monsters far far away, this is a neat option to bring it back home.*

Editing Spawner Configuration

1. Click the Spawner to bring up the spawner edit window. Select the **Config** tab at the top of the window. This is the main way to configure the spawner to act like you want it too. Let us cover the options you see in this list.
 - 1.1. **min_delay** and **max_delay** is how often your mobile will spawn. The spawner picks a value between the min and max delay values then triggers a timer. At the end of that timer it will spawn your creature, unless the spawner has reached its **count_max**.
 - 1.2. **min_range** and **max_range** is how far away the monster will spawn in a random 360 degree direction from the spawn.
 - 1.3. **count_max** is the maximum number of mobiles this spawner can have out at any given time.
 - 1.4. **spawner_tag** is used mostly for the **Search** features of the spawner, it also displays the tag on the tooltip of the spawner.
 - 1.5. At the bottom of the list you will see **Spawner Name** and in the text field the name of the spawner. This value will display in the tooltip of the spawner as well it can be used to further enhance your search queries.

Click the Edit button by any of these to finalize your changes.

Using the Search Features

1. Click the Spawner to bring up the spawner edit window. Select the **Config** tab at the top of the window. This system will help you find spawners everywhere based on what you are looking for. There are a few ways to search. You first must enter a query value into the text field at the top. After entering your query value, you need to click one of the query buttons. Here is what they are and what they do.
 - 1.1. **Name**: clicking this button will bring up a list of spawners that contain the value listed in the text field.
 - 1.2. **Template**: clicking this button will bring up a list of spawners that contain a mobile template, with the value listed in the text field.
 - 1.3. **ObjectId**: clicking this button will bring up a list of spawners that has the object id listed in the text field.
 - 1.4. **LootTemp**: clicking this button will bring up a list of spawners that contain a loot template item, with the value listed in the text field.
 - 1.5. **ObjVar**: clicking this button will bring up a list of spawners that contain a ObjVar value listed in the text field.

- 1.6. Tag: clicking this button will bring up a list of spawners that have a contain the value listed in the text field.
2. When the search list appears, you will see a list of spawners with various buttons below each name in each entry. Here is a list of what they do.
 - 2.1. **Jump To:** clicking this button will teleport you to the spawner.
 - 2.2. **Edit:** clicking this will change this editing window to this spawner.
 - 2.3. **Turn On/Turn Off:** this will toggle that spawner on and off.

Context Menu Options

1. You can access the context menu by right clicking the spawner. Then you can choose one of the helpful options in the menu. Here is what they do.
 - 1.1. Move: this will give you a targeting cursor. When you click anywhere that is a valid location it will move the spawner to that location.
 - 1.2. Edit: this is the same as just clicking the spawner, it will open up the edit menu window.
 - 1.3. Hue: this will bring up a hue picker window with a few simple colors. This will allow you to change the color of the spawner itself.
 - 1.4. Duplicate: this will give you a targeting cursor. When you click anywhere that is a valid location it will place a new spawner that is an exact copy of this spawner, with all the values you entered. This can be used for fast world spawning if you have a spawner configuration you like.