

Tresdni's Complete Automated Staff

Taken To The Next Level! Edited By: Sythen (A.A.R)

Modification Features:

- The gamemaster keyword gump no longer opens when you summon the npc via the help menu buttons, I've changed the way it opens:
 - The staff keyword gumps will open and close automatically/passively depending on how close, or how far, you are from the npc.
 - I modified GameMaster npc keywords to assist with server related issues like reporting players, teleportation and relocation stuff.
 - I added and modified the Counselor npc's with their own set of keywords that aim to assist players with gaming related questions.

GameMaster Keywords

```
> serverinfo..... //launch browser
> tosaagreement..... //launch browser
> serverrules..... //launch browser
> meetourstaff..... //launch browser
> showcredits..... //launch browser

> reportplayer..... //gump displayed
> reportlag..... //gump displayed
> reportguild..... //gump displayed
> reportdefect..... //gump displayed
> reportadmin..... //gump displayed

> teleportme..... //launches gates
> relocateme..... //moves stuck pm
> retrievebody..... //retrieves body
> retrievepets..... //retrieves pets
> accounthelp..... //gump displayed
```

Counselor Keywords

```
> serverinfo..... //launch browser
> tosaagreement..... //launch browser
> serverrules..... //launch browser
> meetourstaff..... //launch browser
> showcredits..... //launch browser

> skillcap..... //text displayed
> skills..... //launch browser
> statcap..... //text displayed
> playerguide..... //launch browser
> bestiary..... //launch browser

> events..... //launch browser
> eventrequest..... //gump displayed
> hiring..... //submission gump
> suggestion..... //submission gump
> donations..... //submission gump
```

- Staff members now both behave as vendors with their own SBInfo's:
 - I modified them to have VendorAccessLevels
 - Vendors will now only sell to players and staff members who have equal or higher AccessLevel priviledges than what is set in their VendorAccessLevels property.
 - This modification affects all vendors server-wide and not just these automated npc staff members.

- Staff members both have a 'Talk' feature on their context menu properties.
 - This will bring up a, "Thank you for supporting our server" type gump and a bag button underneath that. Players may only click the bag once every month to receive a special gift.
 - Server owners can play with the gift deed included in this modified system or they can replace it with their own gift deed and/or gift item. The idea is to reward players for choosing to play on your server as opposed to someone elses.
 - The gift deed included on this system can be modified if you like it. I made it so it starts off as a scroll, then when a player double clicks it, the scroll becomes a deed, then when that happens a gump opens with a number of spaces for gift options; each space is a blank button that you can place a picture on to depict the gift each button will offer. I've included the original gumpstudio file to do this with. If a player opts not to receive a gift from the deed just double click the it and it'll turn back into a scroll. I thought this was kinda cool 😊
- GameMasters can now retrieve bodies for free and pets for a price, in addition they can relocate you if you're stuck OSI style... meaning that instead of a stuck gate, your toon/character will just be moved from point A to point B in the general area of the GameMaster.
- GameMasters have a teleport function that is available should a player get lost and need to find his/her way to a common location. Right now all locations are set at the various public moongate locations around Trammel.
- GameMasters can only be summoned once every 30minutes so their travel systems aren't exploited. This also means that you can only have them retrieve your corpse and pets once every 30 minutes; so hunt safely!
- GameMasters can now be summoned to change your password and view your account information from in-game – once every 30 minutes.
- GameMasters can be used to report players in game using an in-game reporting gump; I also kept the send email function so that screenshots can be sent in addition to submitting the report gumps.
- Counselors were created to inform players about the servers stat and skill caps, bestiary, and events on the server; likewise they can be useful to offer up a suggestion and/or request a player event where staff help is needed.

- Counselors will also inform players if the server is hiring or if it is NOT hiring. As well as offer information on possible player contributions. These npc's are like a mobile player information center or game manual. Oh and a note about Counselors, unlike GameMasters, they can walk around.
- Both staff npcs will autojail or send your players to a custom location of your choosing should they use any inappropriate words in their presence. The word lists are in both the Counselor_PR.cs and the GameMaster_GM.cs
 - GM = GameMaster NPC
 - PR = Public Relations NPC

This feature was put into this package because people should mind their manners around staff members! Players will not be autojailed or sent to that custom location if they are not around either staff member npc. If you wish to have other consequences for that action you have to edit the following script file: [Scripts/Misc/ProfanityProtection.cs](#)

- Both staff npcs will say random phrases and more can be added under the 'Automated Greetings For Players' Region at the top of the Counselor_PR.cs and GameMaster_GM.cs script files. Just make each new phrase line identical in format to the one (1) line already in the "list" – yes include the comma.
- As far as the script files themselves, I've tried to region out and/or label as many areas as possible so that people can take one or more pieces from this script and create other npc's with similar features. ☺

WHATS NOT INCLUDED IN THIS UPDATE

I didn't include any promotional items to go with the deeds and I didn't include any special staff inventory to sell on them. I left it up to the server owners to either utilize the deed or not; but if they choose to utilize it, that requires some knowledge of gumpstudio and a bit of C# programming since you'll have to code your items and add them to the gump via gumpstudio and a C# editor.

The easiest idea would be to open the 'GM_Talk_Context.cs' (line 148) or the 'PR_Talk_Context.cs' (line 141) and replace the deed with something else.

All Of The Modifications I Made For These Scripts Are **Regioned Out**. Other Than The Modifications I Mention Below These Files Are Identical To The Ones Found In The RunUO SVN 663 Distribution. These Edits Have Been Tested Only On The SVN.

So All You Have To Do Is Merge These Uploaded Files With The Files Of The Same Type In Your Server's Scripts Folder. The Light Blue Lines Below Indicate Where These Files Can Be Found Within The RunUO Scripts Directory Tree.

[Scripts/Mobiles/PlayerMobile.cs](#)

Four (4) Edits Total

One (1) Removed Code Region Within One Of Those Four (4) Regions

Do A Search: #region **Shadows Edge – Automated Server Staff**

Do A Search: #endregion **Edited By: A.A.R**

[Scripts/Engines/Help/HelpGump.cs](#)

Three (3) Edits Total

One (1) Removed Code Region Within One Of Those Three (3) Regions

Do A Search: #region **Shadows Edge – Automated Server Staff**

Do A Search: #endregion **Edited By: A.A.R**

[Scripts/Mobiles/Vendors/BaseVendor.cs](#)

Four (4) Edits Total

Do A Search: #region **Shadows Edge – Vendor Access Levels**

Do A Search: #endregion **Edited By: A.A.R**

ORIGINAL SCRIPT CAN BE FOUND AT:

<http://www.runuo.com/community/threads/completely-automated-staff-team-oh-yes-i-did.460720/>