

Autoquests and Qedit Manual

Version for tbaMUD 3.55

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Using this manual

Code Snippets

Code snippet boxes are shaded in pale blue.

```
/* This is an example of a code snippet box */
```

These code boxes are often used to show where code should be added or removed. To do this, the standard format used by 'patch' files has been used.

Lines that should be added have a + sign before them. Lines that should be removed have a - sign before them. These symbols are coloured in red to separate them from the rest of the code. If you copy/paste the snippets, however, you will need to manually remove these after pasting, as they are not part of the code.

```
/* This is an example of a code snippet box */  
+/* This line should be added to your code */  
-/* This line should be removed from your code */
```

Screenshots

Screenshots are always shown on a black background, as they would appear in most MUD clients. All screenshots will assume that you are using the zMUD client, with it's default settings. All 'normal' text will therefore be a green colour.

```
The Temple Of Midgaard
```

```
You are in the southern end of the temple hall in the Temple of Midgaard.  
The temple has been constructed from giant marble blocks, eternal in  
appearance, and most of the walls are covered by ancient wall paintings  
picturing Gods, giants and peasants.
```

```
Large steps lead down through the grand temple gate, descending the huge  
mound upon which the temple is built and ends on the temple square below.  
To the west, you see the Reading Room. The donation room is in a small  
alcove to your east.
```

```
[ Exits: n e s w d ]
```

```
An automatic teller machine has been installed in the wall here.
```

```
This saleswoman is laden with gadgets and gizmos that are outrageously priced.
```

```
>
```

As you can see, screenshots are also normally wider than code snippets, to accommodate the 80-character width imposed by the telnet client (meaning most MUD output is 80 characters wide).

What are autoquests?

Basically, an autoquest is a quest that can be automatically started and completed by players on your MUD without the intervention of an immortal. Players simply visit a questmaster where they join an available quest, and get rewarded on it's completion.

Creating a questmaster

Before creating a quest, you need a questmaster. A questmaster can have just one quest, or many quests, but every questmaster needs to be set as a 'questmaster' mob in the code.

First, create your questmaster mobile in the usual way, using `medit`. When they have been created, you can add them to the `spec-procs` list.

To set a mob as a questmaster, open the file **spec_assign.c**

You will find a section at the top of the file headed 'external functions'. Ensure that the questmaster prototype is in here. If it isn't, then add it in:

```
/* external functions */
SPECIAL(dump);
SPECIAL(pet_shops);
SPECIAL(postmaster);
SPECIAL(receptionist);
SPECIAL(cryogenicist);
SPECIAL(guild);
SPECIAL(mayor);
SPECIAL(bank);
SPECIAL(gen_board);
void assign_kings_castle(void);
+SPECIAL(questmaster);

/* local functions */
```

Now you can add your questmaster to the `spec-procs` list. Further down the **spec_assign.c** file, in the **assign_mobiles** function, just add one line for each questmaster. In the example below, `vnum 300` is used, but obviously, you should change this to the `vnum` of *your* questmaster.

```
ASSIGNMOB(5404, receptionist);
ASSIGNMOB(27713, receptionist);
ASSIGNMOB(27730, receptionist);
+
+ ASSIGNMOB(300, questmaster);
}

/* assign special procedures to objects */
void assign_objects(void)
{
```

Creating a quest

Quests are created using the `qedit` command. Ideally, the quests should be created in the same zone number as the questmaster, although some builders may prefer to add the quest in the zone where quest completion takes place.

Quests use `vnums` in exactly the same way as mobiles, object and rooms. Each zone will normally have 100 `vnums` available (z00 to z99, where z is the zone number). Usually, when creating the first quest in a zone, z00 is used, then z01, etc...

When you **qedit** `<vnum>` to create a new quest (or edit an existing one), you will see the following menu:

```
-- Quest Number      : [ 100]
 1) Quest Name       : Undefined Quest
 2) Description      : Quest definition is incomplete.
 3) Accept Message
There is no information on this quest.
 4) Completion Message
You have completed the quest.
 5) Quit Message
You have abandoned the quest.
 6) Quest Flags      : NOBITS
 7) Quest Type       : (null)
 8) Quest Master     : [ -1] none
 9) Quest Target     : [ -1] Unknown
 A) Quantity         : [ 1]
   Quest Point Rewards
 B) Completed       : [ 0]  C) Abandoned   : [ 0]
   Other Rewards
 G) Gold Coins      : [ 0]  T) Exp Points  : [ 0]  O) Object : [ -1]
   Level Limits to Accept Quest
 D) Lower Level     : [ 0]  E) Upper Level : [ 34]
 F) Prerequisite    : [ -1]
 L) Time Limit      : [ -1]
 N) Next Quest      : [ -1]
 P) Previous Quest  : [ -1]
 X) Delete Quest
 Q) Quit
Enter Choice:
```

To change the values, simply enter the letter or number for that option, or Q to quit the quest editor. If you quit without changing anything, a new quest will *not* be created,

On the next page is a short description of each of the options.

Quest Name

This is simply the name of the quest, shown in **qlist**. It should be short, but descriptive.

Description

This should be a short description of the quest. It is shown to players when they type **quest list** at the questmaster, and should therefore give some indication of what the quest requires.

Accept Message

This is the text that is sent to the player when they start the quest. It should describe in detail exactly what is required to complete the quest. The text is simply output on the player's screen, so be creative here. An example of an accept message text could be something like:

```
The questmaster rummages in a large pile of papers.  
The questmaster says 'Ah, here it is'  
The questmaster says 'Bob, the local butcher has offered this quest'  
The questmaster shows you a hastily scrawled note, that reads:  
I am willing to offer any plucky adventurer 10 quest points if they bring  
me a large dragon steak. These are normally acquired from the large green  
dragons up on Wyrn Mountain. My normal source got eaten last week, and I  
have a large order to fill. I need these within 24 hours  
Thanks, Bob the Butcher, Midgaard  
The questmaster sighs.  
The questmaster says 'A tricky quest, but it'll cost you 5qp to back out  
now'
```

Completion Message

Just like the accept message, this is simply text that is output on the player's screen when they successfully complete the quest. Prizes (quest points, gold coins, experience points or an object) are automatically announced after this text is shown, so this text does not need to have that information in it.

Quit Message

The quit message is sent to the player when they type **quest leave**. Players can lose quest points for abandoning a quest (see "Abandoned" on the next page), so if they lose quest points, this text really should inform them of that.

Quest Flags

These are toggles on and off in a sub-menu. When you select option 6 from the main menu, you will see the sub-menu.

```
1) REPEATABLE  
Quest flags: NOBITS  
Enter quest flags, 0 to quit :
```

Currently, only one flag is available, the REPEATABLE flag. When you have finished turning this on or off, select '0' (zero) to return to the main menu.

Quest Type

There are a few different quest types. When you select option '7' from the main menu, you will be shown a list to choose from:

```
0) Object          1) Room
2) Find mob       3) Kill mob
4) Save mob       5) Return object
6) Clear room
Enter Quest type :
```

For more information on each quest type, read the quest types section of this manual on page 10.

Quest Master

The Quest Master is the mobile who gives out the quest. Players need to find the quest master in order to join the quest. Simply enter the mobile vnum for the questmaster, and your quest will appear on their quest list. Only one questmaster can give out each quest.

Be sure to read the section 'Creating a Questmaster' on page 4 before entering the vnum in here, otherwise the quest won't work.

Quest Target

Quest Type	Target
Object, Return Object	Object VNUM
Find Mob, Kill Mob, Save Mob	Mob VNUM
Room, Clear Room	Room VNUM

The target depends on the quest type. It is the VNUM that should be found by the player. The table on the left shows which vnum type is needed.

Quantity

This is the number of times the player needs to repeat the quest. For example, it could be the number of items the player needs to find in a 'object' quest or the number of mobs the player should kill in a 'kill mob' quest. This should be used with caution, however. In an object quest 'picking up' the same object 20 times will also complete the quest.

QP: Completed

This is simply the number of quest points awarded to the player when they successfully complete the quest

QP: Abandoned

This is the number of quest points that the player *loses* when they abandon a quest. Players do not lose quest points if a quest timer expires, so this should really be zero for all timed quests.

Reward: Gold

This is the number of gold coins awarded to the player when they successfully complete the quest.

Reward: Exp

This is the number of experience points awarded to the player when they successfully complete the quest.

Reward: Object

This is the object vnum of a prize object that should be awarded to the player when they successfully complete the quest.

Lower Level

Players below this level will be unable to join this quest.

Upper Level

Players above this level will be unable to join this quest

Prerequisite

This is the object vnum for a prerequisite object. The prerequisite object should be in the player's inventory in order for them to be able to join the quest. It is *not* taken from the player when the quest starts.

Time Limit

This is the number of 'ticks' or game hours that the player has to complete the quest. If this is set, then the builder should really try to do the quest themselves, and time how long it takes (typing 'time' before and after the attempt), and then giving at least one extra 'tick' for players to complete it.

Next Quest

This is the quest vnum of next quest in a chain. When a player completes the current quest, the next quest will automatically be joined. This allows for long quests with a number of 'steps'.

Previous Quest

This is a quest prerequisite. The quest vnum entered here must have been completed by the player in order to join this quest.

Delete Quest

As the name suggests, this will delete this quest from the MUD. You will be asked for confirmation, in case you accidentally hit the X key.

Quit

Quit will leave the qedit editor, and return you to the MUD. If you have edited any of the quest data, you will be asked to confirm that you wish to save your changes.

The QUEST command

The quest command is available to both players and immortals (although immortals have an extra option). It provides one easy command that performs all the quest operations.

The commands are:

quest

Show usage information for the quest command.

quest list

Used at the questmaster to see which quests are available

quest join <nn>

Used to the questmaster to join the quest listed as number 'nn' on quest list.

quest progress

Shows the player which quest they are doing, and their quest progress.

quest leave

Allows the player to abandon the current quest, taking the quest point penalty.

quest history

Shows all previously completed non-repeatable quests

quest status <vnum> (Immortal Only)

Shows all the information about the specified quest

The QLIST command

NOTE: The qlist command is only available to immortals.

Usage: qlist [zone]

The qlist command lists all quests in the current zone, or a specified zone.

```
> qlist 5
Index VNum      Description                               Questmaster
-----
  1) [ 501] Defeat the Bridge Troll          [ 523]
```

Quest Types

There are a number of quest types that can be chosen from. These are listed below, with how each of them work.

Object

Description: Player needs to find a particular object.

Ends: When the target object is picked up.

Room

Description: Player needs to find a particular room.

Ends: When the player enters the target room.

Find mob

Description: Player needs to find a particular mobile.

Ends: When the player enters the same room as the target mobile.

Kill mob

Description: Player needs to kill a particular mobile.

Ends: When the target mobile dies, if the player lands the killing blow.

Save mob

Description: Player needs to protect or save a particular mobile

Ends: When every mobile in the same room as the target is killed. The target mobile should be the last mobile left in the room.

Return object

Description: Player needs to find a particular object, and return it to a particular mobile.

Ends: When the target object is given to the specified mobile. When you select this quest type, you are automatically asked for the mobile vnum to whom the object should be returned.

Clear room

Description: Player needs to kill all mobiles in a particular room.

Ends: When the last mobile in the target room dies.