Subject: Finding a creature ID.
Posted by Schuldiner on Fri, 21 Mar 2014 14:42:39 GMT
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Thanks to this guide, I have managed to spawn creatures in game. It is quite simple, but until now I have only figured out Elise's ID which apparently is "CreatureVillagerElise", using BNK Browser I have found quite a few other NPCs that I would like to spawn such as Reaver/Theresa etc... Although using the same logic "Debug.CreateEntityByHero('CreatureVillagerReaver')" or Theresa, did not work. What I'm curious about though is, how does the game figures out the ID of the creature. Why doesn't it spawn the model by using the actual path to the corresponding .mdl file? Is there any logic on figuring out the NPC ID?

Subject: Re: Finding a creature ID.
Posted by Keshire on Fri, 21 Mar 2014 17:05:50 GMT
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Schuldiner wrote on Fri, 21 March 2014 07:42Thanks to this guide, I have managed to spawn creatures in game. It is quite simple, but until now I have only figured out Elise's ID which apparently is "CreatureVillagerElise", using BNK Browser I have found quite a few other NPCs that I would like to spawn such as Reaver/Theresa etc... Although using the same logic "Debug.CreateEntityByHero('CreatureVillagerReaver')" or Theresa, did not work. What I'm curious about though is, how does the game figures out the ID of the creature. Why doesn't it spawn the model by using the actual path to the corresponding .mdl file? Is there any logic on figuring out the NPC ID?

I believe they are defined in the globals.gdb. The global name, model, and other properties of the creature.

Subject: Re: Finding a creature ID.
Posted by Schuldiner on Fri, 21 Mar 2014 18:36:48 GMT
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Thanks for the help, do you have any gdb editor in mind? I've already used Artofeel's posted editor found here, but it doesn't seem to read the file itself. The editor is on the same directory with the file by the way.

Subject: Re: Finding a creature ID.
Posted by Artofeel on Sat, 22 Mar 2014 06:52:17 GMT
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guess you need this one
drag-and-drop .gdb file on .bat file

File Attachments

1) GDB_Dump.zip, downloaded 2689 times

Subject: Re: Finding a creature ID.
Posted by Schuldiner on Sat, 22 Mar 2014 07:57:25 GMT
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That did the job, thank you both!