

# Your Own Adventures

## LotRO plugin

### Technical scripting guide

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## Script files :

Upon installation, you will have the following folder :

C:\Users\%USER%\WINDOWS\Documents\The Lord of the Rings Online\plugins\YourOwnAdventuresScripts

In this folder, you can put your own script files (or script created by other users). They must be at the LUA format (extension .lua). As an easy startup, you can copy/paste and rename **TEMPLATE**.lua. Every script name must be unique, so create it accordingly (for example, include your nickname in it), and the script name must not have space (e.g. MyScript.lua is a valid name, My Script With Spaces.lua isn't).

Once your script is created (or loaded), you must modify the scripts list file C:\Users\%USER%\WINDOWS\Documents\The Lord of the Rings Online\plugins\YourOwnAdventuresScripts\\_ScriptNames.lua to insert the line :

```
import "YourOwnAdventuresScripts.MYFILENAME";
```

Warning : MYFILENAME is the name of the script you created (or loaded), without the « .lua » termination ! This name must contain only alphanumeric characters (no spaces).

When your filename is stored in the \_ScriptNames.lua file, every Adventure, Item or Achievement created will automatically loaded with the plugin.

If you remove a script from the \_ScriptNames.lua file, Adventures, Items or Achievements from this script won't load, but you won't lose the progression

If you experience an error message at the plugin startup :

```
...ings Online\Plugins\YourOwnAdventuresScripts\MYFILENAME.lua:458: }' expected (to close '{' at line 391) near ')'
```

This means that the script MYFILENAME.lua contains a format error at the indicated line.

## Adventures :

Adventures must be created in a script file. A script file can contain as many Adventures, Items or Achievements ... as wanted, provided every one of them fits the scripting rules. If there is a bug in any of the objects created in the script, it won't load (and the plugin won't either).

Adventures scripts are composed of two parts. In the first part, you will have generic information about the Adventure (ID, summary, suggested level, suggested size...). In the second one (which is called « Steps »), you will include the mechanics of the Adventure.



### Example : a very simple adventure in the script

```
table.insert(ADVENTURES, {
    title = "My Awesome Adventure";
    family = "The adventures family";
    uniqueId = "WALM-ADVENTURE-NUMBER1"; -- mandatory ; unique !!! (used for the saves)
    language = "EN"; -- supports "FR", "EN", "ALL"
    author = "Walm";
    description = "This is my first great adventure.\nYou will discover a new world full of enchantments"; -- adventure
    loadingDiaryMessage = "I was walking close to Bree West main door when suddenly Bill Boisderose called me"; --
    first line in the adventure diary
    steps = {
        ["START"] = { -- the first step IS "START"
            objectif = "Find and target Bill Rosewood (Bree West)"; -- objective text
            steptype = "TARGET"; -- the player have to select a target named in the tracker
            tracker = "Bill"; -- string or list of strings
            nextStep = "END"; -- Next step id or "END"
        };
    };
});
```

## Adventure Format :

Property	Type	Optional ?	Description
title	String	No	Name of your adventure.
family	String	Yes	Gather your adventures in one family. Default value : "Aventures orphelines ...", "My orphans adventures ..."
uniqueID	String	No	Unique identifier used for saving data.
requireCompletion	String or list	Yes	UniqueID of an adventure (or list of UniqueID of adventures). Your adventure will be visible in the adventure diary only if the player has completed requireCompletion the adventure.
requireDeed	String	Yes	UniqueID of a deed. Your adventure will be visible in the adventure diary only if the player has completed requireDeed deed.
canRestart	Boolean	Yes	Specify if the player can restart this adventure. Default value : false
deleteItemsAtRestart	Boolean	Yes	Specify if the engine has to delete all items collected by this adventure as soon as the player restarts this adventure. Default value : true
version	String	Yes	Versioning of your adventure
language	String	Yes	"FR", "EN" or "ALL" (if your adventure is translated). Only used by the game filters. By default, your adventure will be listed only with the "ALL" filter selected.
author	String	Yes	Your name or pseudo, showed in the adventure diary
shareURL	String	Yes	Used to show to the players where and how he can download your adventure. By default, the 'Share' button is disabled.
levelMin	Integer	Yes	The suggested player level Default value: '??'.
size	Integer	Yes	The suggested fellowship size (1, 3, 6, 12) Default value : 1.
header	String	Yes	Path to an image used in the adventures diary : 378x92 pixels.
description	String	No	Description of your adventure used in the adventure diary.
loadingDiaryMessage	String	No	First line written in the adventure diary.
steps	List	No	List of steps / objectives for your adventure. Look below for the steps properties. The first step should be named 'START'.

## Steps formats :

### 1. Generic steps properties

All steps have generic properties (works for all steps), and specific ones. Here is the list of all generic properties :

Property	Type	Optional ?	Description
Objectif	String	No	Description of the step objective, describe what the player has to do.
Steptype	String	No	See below
timer	Array	Yes	Launch a timer at the start of this step. The timer will be stopped as soon as a step with cancelTimer=true is completed. If the timer expires, the engine will execute all specified completionXXX (supports all onloading properties) and then will load the nextStep step. timer = { seconds = 60; -- secondes max 5999 pushSplashMessage = "Too late !"; nextStep = "END", }

loadingCondition	Array	Yes	List of additional conditions to load the step, and an optional list of onLoading/onCompletion properties executed if the condition(s) failed. <pre>requireItem = "ITEM_ID"; --or{itemid="ITEM_ID", quantity=2} requireAdventure = "UNIQUE ID OF THE ADVENTURE"; requireVariable = {"MY_VARIABLE", "=", 10}, {"MY_VARIABLE2", "&lt;=", 100}}; ifConditionsFailed = {...} -- see format below }</pre>
successCondition	Array	Yes	List of additional conditions to validate the step, and an optional list of onLoading/onCompletion properties executed if the condition(s) failed. <pre>{   requireItem = "ITEM_ID"; ou {itemid="ITEM_ID", quantity=2}   requireAdventure = "UNIQUE ID OF THE ADVENTURE";   requireVariable = {"MA_VARIABLE", "=", 10}, {"MA_VARIABLE2", "&lt;=", 100}};   ifConditionsFailed = { ...} -- see format below }</pre>
onLoading	Array	Yes	Execute all actions when the step is loaded. See the format below
onCompletion			Execute all actions when the step is completed. See the format below
nextStep	String	Yes	Id of the next step to load as soon as the player completed this step. nextStep = "END" means the end of the adventure. nextStep = "FAIL" means the player failed the adventure, the adventure will be restarted by the engine, after a fail message.

#### Format of onLoading, onCompletion and ifConditionsFailed arrays :

cancelTimer	boolean	Yes	Specify if the action stops the running timer. Default : false
pushSystemChat	String	Yes	Print this string in the game system chat. Supports RGB colors. The substring ' PLAYER ' will be replaced by the player name.
pushSplashMessage	String or list	Yes	Print this string on the middle of the screen. String format : pushSplashMessage= "Hello"; List format : pushSplashMessage= {"Hello", "World"} ;
pushDiaryMessage	String	Yes	Add this string in the adventure diary page. The substring ' PLAYER ' will be replaced by the player name.
pushDiaryPicture	Array	Yes	Add a picture in the adventure diary page. Format : <pre>pushDiaryPicture= {   width=260; --max 260   height=200;   picture=" YourOwnAdventuresScripts /testpics/tuto_map.jpg"; };</pre>
giveItem	String / List / Array / ArrayList	Yes	Item(s) to give to the player. String format : giveItem = "ITEM_1000"; List format : giveItem = {"ITEM_1000", "ITEM_1001"} ; Array format : giveItem = {itemid=" ITEM_1000", quantity=487}; ArrayList : giveItem = {{itemid=" ITEM_1000", quantity=2}, {itemid=" ITEM_1002", quantity=2}}
removeItem	String / List / Array / ArrayList	Yes	Item(s) to give to the player. String format : removeItem = "ITEM_1000"; List format : removeItem = {"ITEM_1000", "ITEM_1001"} ; Array format : removeItem = {itemid=" ITEM_1000", quantity=487}; ArrayList : removeItem = {{itemid=" ITEM_1000", quantity=2}, {itemid=" ITEM_1002", quantity=2}}
accomplishDeed	String	Yes	UniquelD of a deed to validate.

setVariable	Array or list of Arrays	Yes	<p>Array (or list of arrays) with 4 values :</p> <ul style="list-style-type: none"> <li>• A String with the variable name</li> <li>• the operator sign ("=", "+" or "-")</li> <li>• the value (to set, to add or to subtract)</li> <li>• (optionally a second value : if set, the value will be randomized between the first and second value)</li> </ul> <p>Exemple : setVariable={"MAVARIABLE2", "+", 1, 10}; -- add a random value between 1 and 10</p> <p>Exemple : setVariable={{"MYVARIABLE", "=", 0}, {"MYVARIABLE2", "+", 10}};</p>
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## 2. « TARGET » : target a NPC, player or targetable item

This action type consists of asking the player to select a specific NPC, and then execute actions.

Specific properties are:

Property	Type	Optional ?	Description
Steptype	String	No	"TARGET"
tracker	String or List	No	Name of the item(s) to select. The name is case sensitive (respect the capital letters). It could be a partial name (ex: "Bill" instead of "Bill Rosewood" works). String format : tracker = "Bill Rosewood"; List format : tracker = {"Bill Rosewood", "Bill Boisderose"} ; The step is validated as soon as one of the targets has been targeted by the player.
requireExactName	Boolean	Yes	Default : false Specify if the target should have exactly the same name than the tracker(s) string(s).

### Exemple : a very simple TARGET step



```
["2"] = {  
  objectif = "Talk to Flint Tranchechêne";  
  steptype = "TARGET";  
  tracker = "Flint";  
  onCompletion = {  
    pushSystemChat = "<rgb=#00FF00>\<Bill Boisderose\></rgb> Hello my friend ! ";  
  }  
  nextStep = "3";  
}
```

### 3. « CHATLOG » : read a string in a game chat

Useful step type for example enigmas : suggest to the player an enigma... he should reply in the game chat.

Property	Type	Optional ?	Description
Steptype	String	No	"CHATLOG"
tracker	String or List	No	Specify the string the player has to say to validate the objective : String format : tracker = "hello"; List format : tracker = {"hello", "world"} ; The step is validated as soon as the player says one of the tracker strings. The trackers are case sensitive (should respect the capital letters).
chat	Turbine chat object	No	Supports : chat = Turbine.ChatType.Say; chat = Turbine.ChatType.Emote; chat = Turbine.ChatType.Fellowship; chat = Turbine.ChatType.Kinship; chat = Turbine.ChatType.Raid; chat = Turbine.ChatType.Tell; chat = Turbine.ChatType.UserChat1; to UserChat8 chat = Turbine.ChatType.World;

#### Exemple : a very simple CHATLOG step :

```
["3"] = {  
  objectif = "Say \"Hello\" in the \"say\" chat.";  
  steptype = "CHATLOG";  
  chat = Turbine.ChatType.Say;  
  tracker = "Hello"; -- the text the player has to say  
  onCompletion = {  
    pushSystemChat = "<rgb=#00FF00>\<Bill Boisderose\></rgb> Hello my friend ! ";  
  }  
  nextStep = "3";  
}
```



#### 4. « QUICKSLOTS » : Simulate actions

This step type simulates actions with random results: Shi-Fu-Mi, persuasion (slap a NPC and randomize his reaction), ...



Property	Type	Optional ?	Description
Steptype	String	No	"QUICKSLOTS"
slots	Array list	No	List of random slots or quick slots <b>See below the format.</b>

Random slots are for actions with random results. Format :

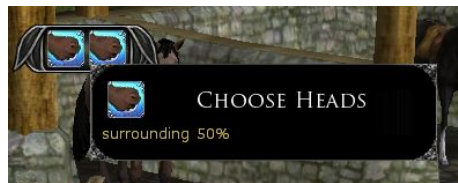
Property	Type	Optional ?	Description
Picture	String	No	Path of the picture in the YourOwnAdventuresScripts folder. Size : 32x32 px
succesLuck	Integer	No	Chance of success of the action. From 0 to 100.
name	String	Yes	Name of the action showed in the action tooltip.
description	String	Yes	Description of the action showed in the action tooltip.
cooldown	Integer	Yes	After using this slot, the slot will be disabled for X seconds. Default (and minimal value) : 2
successCompletion	Array	No	Array executed if the action is a success. Supports all onloading properties (see in ): <code>successCompletion = {              pushSplashMessage = "SUCCES !!";              nextStep = "END";          }</code>
failedCompletion	Array	No	Array executed if the action is lost. Supports all completionXXX : <code>failedCompletion = {              pushSplashMessage = "LOOSE !!";              nextStep = "END";          }</code>

Logical slots use macro/alias mechanic. Format :

Property	Type	Optional ?	Description
Picture	String	No	Path of the picture in the YourOwnAdventuresScripts folder. Size : 32x32 px
name	String	Yes	Name of the action showed in the action tooltip.
description	String	Yes	Description of the action showed in the action tooltip.
cooldown	Integer	Yes	After using this slot, the slot will be disabled for X seconds. Default (and minimal value) : 2
command	String	No	Lotro command (using macro/alias)
chat	Turbine chat	No	Chat where the plugin has to read the game answer. Support : <code>chat = Turbine.ChatType.Say;          chat = Turbine.ChatType.Emote;          chat = Turbine.ChatType.Fellowship;          chat = Turbine.ChatType.Kinship;          chat = Turbine.ChatType.Raid;          chat = Turbine.ChatType.Tell;          chat = Turbine.ChatType.UserChat1; to UserChat8          chat = Turbine.ChatType.World;</code>

tracker	String	Yes	String to track to check the completion success. If the tracker is null, then successCompletion will be executed as soon as the slot will be clicked.
validation	String or list of strings	No	List of results that should be read to validate the completion.
successCompletion	Array	No	Array executed if the action is a success. Supports all completionXXX : successCompletion = { pushSplashMessage = "SUCCESSION !!"; nextStep = "END"; }
failedCompletion	Array	No	Array executed if the action is lost. Supports all completionXXX : failedCompletion = { pushSplashMessage = "LOOSE !!"; nextStep = "END"; }

**Exemple for a Heads or tails game with a NPC (using random slots) :**



```
[ "6" ] = {
    objectif = "Win at Heads or tails";
    steptype = "QUICKSLOTS";
    slots = {
        {
            picture = "YourOwnAdventuresScripts/testpicts/skill_pierre.jpg"; -- 32x32
            succesLuck = 50; -- max 100
            name = "Choose Heads";
            description = "surrounding 50%";
            successCompletion = {
                pushSplashMessage="HEADS ! Congrats !";
                nextStep = "END";
            },
            failedCompletion = {
                pushSplashMessage="TAILS ! Try agin !";
                nextStep = "6";
            }
        },
        {
            picture = "YourOwnAdventuresScripts/testpicts/skill_pierre.jpg"; -- 32x32
            succesLuck = 50; -- max 100
            name = "Choose Tails"; -- optional
            successCompletion = {
                pushSplashMessage="TAILS ! Congrats !";
                nextStep = "END";
            },
            failedCompletion = {
                pushSplashMessage="HEADS ! Try agin !";
                nextStep = "6";
            }
        }
    }
}
```

**Exemple of localisation check (using logical slots) :**



```
["START"] = {
    objectif = "Rendez vous au Poney Fringuant ou sur l'estrade en face";
    steptype = "QUICKSLOTS";
    slots = {
        {
            picture = "YourOwnAdventuresScripts/testpicts/skill_map.jpg"; -- 32x32
            name = "Inspecter votre carte";
            description = "Cette carte indique la position du Poney Fringuant.\nElle confirmera votre position.";
            tracker = "Selon votre carte, vous êtes dans ";
            validation = "Au Poney Fringant";
            chat = Turbine.ChatType.Emote;
            command = "/e Selon votre carte, vous êtes dans ;loc";
            successCompletion = {
                pushSystemChat = "<rgb=#00FF00>Vous y êtes, bravo !";
                pushSplashMessage = "Vous y êtes, bravo !";
                nextStep = "END";
            },
            failedCompletion = {
                pushSystemChat = "<rgb=#FF0000>Non, ce n'est pas le Poney Fringant !";
                pushSplashMessage = "Vous n'êtes pas au bon endroit...";
            }
        }
    }
};
```

## 5. « TALKTREE » : Dialog tree !

This step type simulates complex dialogs with NPCs. The player can have the choice with different answers. Each answer can have different results (other dialogs, or a different step...). The player has first to select his conversation partner, and then a window will be visible.



Property	Type	Optional ?	Description
Steptype	String	No	"TALKTREE"
tracker	String or List	No	Name of the item(s) to select. The name is case sensitive (respect the capital letters). It could be a partial name (ex: "Bill" instead of "Bill Rosewood" works). String format : tracker = "Bill Rosewood"; List format : tracker = {"Bill Rosewood", "Bill Boisderose"} ; The step is validated as soon as one of the targets has been targeted by the player.
requireExactName	Boolean	Yes	Default : false Specify if the target should have exactly the same name than the tracker(s) string(s).
dials	Array list	No	See below the format.
reverberateChat	Boolean	Yes	Specify if the dialogs are printed also in the game System Chat Default : true
autostart	Boolean	Yes	Launch automatically the dialog if the good target is already selected when the step is launched. Default : false

Dials is a list of named array. The first one should be "START" (like the steps).

dials format :

Property	Type	Optional ?	Description
say	String	No	Path of the picture in the YourOwnAdventuresScripts folder. Size : 32x32 px
answers	Array list	No	See below the format.

answers format :

Property	Type	Optional ?	Description
pos	Integer	No	Just a numeric id (starting by 1)
condition	Array	Yes	Block this answer if the condition is false. You can use one or each of this criteria : condition={ requireItem = "ITEM UNIQUE ID"; requireDeed="DEED UNIQUE ID"; requireVariable = {"MA_VARIABLE", "=", 10}, {"MA_VARIABLE2", "<=", 100}}; }

hideIfRequirementsFalse	Boolean	Yes	Specify if this answer should be hidden if the condition(s) is(are) false. Default : false;
completionXXX	XXX	Yes	Execute all generic completionXXX when the player select this answer.
nextDial	String	Yes	Id of the next dial to show. Each step should have a nextDial or a nextStep !
nextStep	String	Yes	Id of the next step to load (this means the dialog will be close). Each step should have a nextDial or a nextStep !

#### Example :

```

["7"] = {
  objectif = "Answer Bill's questions !";
  steptype = "TALKTREE";
  tracker = "Bill"; -- string or list of strings
  dials = {
    ["START"] = {
      say="What is my name ?";
      answers = {
        {pos=1, say="No idea"; nextDial="2"},
        {pos=2, say="Bob ?!"; nextDial="2"},
        {pos=3, say="Bill"; nextStep = "END";pushSplashMessage = "Good answer !";},
        {pos=4, say="Waldo"; nextDial="2"},
      };
    },
    ["2"] = {
      say="Nooooo... Try again !\nWhere are we ?";
      answers = {
        {pos=1, say="Bree"; nextStep="END"; pushSplashMessage = "Good answer !";},
        {pos=2, say="Paris, France"; nextDial="2"},
        {pos=2, say="NYC, USA"; nextDial = "2"},
        {pos=3, say="Can you repeat the first question ?"; nextDial = "START";}
      };
    },
  },
  onLoading = {
    pushSystemChat = "<rgb=#00FF00><Bill> Hello !";
    pushSplashMessage = "Hello !";
  };
}

```

## 6. « KILL » :

This step type is for killing mobs. It can count the number of kills of specific mobs or count anything depending on a kill (ex: random loots).

Property	Type	Optional ?	Description
Steptype	String	No	"KILL"
count	Integer	No	The number of objectives
doNotCountKills	Boolean	Yes	Specify if the engine add 1 to the counter at each kill. Default : false
tracker	String or list	No	List the names of the mobs to kill. String format : tracker = "Bear"; List format : tracker = {"Bear", "Bear cub"};
doOnEachKill	Array List	No	See below

doOnEachKill is a list of arrays. On each kill, the engine executes all arrays.

doOnEachKill format :

Property	Type	Optional ?	Description
probability	Integer	Yes	0 to 100. random luck to execute this array
requireItem	String	Yes	Unique ID of an item The player should have this item in inventory to execute this array
completionXXX	XXX	Yes	All completion properties
completionIncCounter	Integer	Yes	Increment the counter this this value

### Exemple :

```
steps = {
  ["START"] = {
    objectif = "Kill 3 beasts on West of Bree";
    count = 3;
    steptype = "KILL";
    tracker = {"ours", "sanglier", "Ours", "Sanglier", "Main Blanche", "du Pays de Dun"};
    doOnEachKill = {
      {
        probability = 20; -- 0 to 100
        giveItem = "WALM-TECH8_ITEM3";
        pushSplashMessage = "You find a golden TBD !";
        pushSystemChat = "<rgb=#FF0000>You find a golder TBD";
      },
      {
        completionIncMessage = "<rgb=#FF0000>Bears killed : ";
      },
      {
        requireItem = "WALM-TECH8_ITEM3"; -- Golden TBD Item ID
        pushSystemChat = "<rgb=#FF00FF>The golden TBD is shining ...";
      }
    };
    pushSystemChat = "<rgb=#00FF00>BRAVO";
    pushSplashMessage = "BRAVO !";
    nextStep = "2",
  },
  ["2"] = {
    objectif = "Get 3 perfect beasts skins";
    count = 3;
    doNotCountKills = true; -- means we don't count kills ...
    steptype = "KILL";
```

```

tracker = {"ours", "sanglier", "Ours", "Sanglier", "Main Blanche", "du Pays de Dun"};
doOnEachKill = {
    {
        probability = 50; -- 0 to 100
        pushSplashMessage = "You find a perfect skin";
        pushSystemChat = "<rgb=#FF0000>You find a perfect skin ! ";
        completionIncCounter = 1; -- ... but we count here ...
        completionIncMessage = "<rgb=#FF0000>Skins found : ";
    },
    {
        requireItem = "WALM-TECH8_ITEM3"; -- give 90% to get a skin
        probability = 90; -- 0 to 100
        pushSystemChat = "You found a perfect skin thanks to the golden TBD";
        completionIncCounter = 1; -- ... and here !
        completionIncMessage = "<rgb=#FF0000>Skin founds : ";
    }
};
onCompletion = {
    pushSystemChat = "<rgb=#00FF00>BRAVO";
    pushSplashMessage = "BRAVO !";
};
nextStep = "END",
}
};

```

## 7. « TRADE » :

This step type is for trading scripted items with a PNJ. You first must select a PNJ.



Property	Type	Optional ?	Description
Steptype	String	No	"TRADE"
tracker	String or list	No	Name of the item(s) to select. The name is case sensitive (respect the capital letters). It could be a partial name (ex: "Bill" instead of "Bill Rosewood" works). String format : tracker = "Bill Rosewood"; List format : tracker = {"Bill Rosewood", "Bill Boisderose"} ; The step is validated as soon as one of the targets has been targeted by the player.
requireExactName	Boolean	Yes	Default : false Specify if the target should have exactly the same name than the tracker(s) string(s).
title	String	Yes	Title of the trade window. Default value : "Négociant", "Trader"
description	String	Yes	Long text under the title.
trades	Array List	No	See below

Trades is an array of arrays of 3 values {1, 2, 3}.

Trade format :

Property	Type	Optional ?	Description
1	String or Array	No	Item ID or Array of items to give to the NPC. String format : "ITEM_1000" Array format : {itemid=" ITEM_1000", quantity=487}
2	String or list or Array	No	Item ID or Array of items to get from the NPC. String format : "ITEM_1000" List format : {"ITEM_1000", "ITEM_1001"} Array format : {itemid=" ITEM_1000", quantity=12} List of array format : {{itemid=" ITEM_1001", quantity=12}, {itemid=" ITEM_1001", quantity=3}}
3	Array	Yes	Array with conditions to enable the trade. Can contain one or all following conditions: { requireItem = "UNIQUE ITEM ID"; requireAdventure = "UNIQUE ADVENTURE ID"; requireDeed = "UNIQUE DEED ID"; }



Example with all cases :

```
["2"] = {
  objectif = "Récupérez un TBD d'or auprès de André Duchêne";
  steptype = "TRADE";
  tracker = {"André Duchêne", "Faramir", "Flint Tranchechêne", "Angeline Vertpré"};
  title = "Braderie de cacahuètes";
  description = "Salutations l'ami ! Cela en fait des cacahuètes... et j'adoooooore les cacahuètes. Je donnerai tout ce que j'ai pour en grignoter quelques unes. Et si on faisait un échange ?!";
  trades = {
    {"ITEM_TO_GIVE_1", "ITEM_TO_GET_1"};
    {{itemid="ITEM_TO_GIVE_1", quantity=10}, {itemid="ITEM_TO_GIVE_1", quantity=10}};
    {"ITEM_TO_GIVE_1", "ITEM_TO_GET_1", {requireItem="WEAPON"};
  requireAdventure="ADV_ID_1"; requireDeed="DEED_ID_1"}};
  };
  onCompletion = {
    pushSystemChat = "<rgb=#00FF00>\<Hazel Kenton\></rgb> Merci !";
    pushSplashMessage = "Hazel Kenton vous remercie.";
  }
  nextStep = "2";
},
```

## 8. « ITEMACTION » :

This step type permits validations if the player makes actions on an item.

Property	Type	Optional ?	Description
Steptype	String	No	"ITEMACTION"
action	String	No	On action among : "GET" : The player has to obtain the appropriate item "REMOVE" : loose the appropriate item "OPEN" : Open action (right button on the item from the inventory) "CLOSE" : Close action (right button on the item from the inventory) "LOOK" : Look action (right button on the item from the inventory) "USE" : Use action (right button on the item from the inventory)
item	String or list	No	Item id or list of items ids on which the action should be executed.
actionCount	Integer	Yes	Number of time the action should be executed on the item to validate the step. Default: 1

Exemple :

```
["2"] = {  
    objectif = "Récupérez un TBD d'or auprès de André Duchêne";  
    steptype = "ITEMACTION";  
    action = "GET";  
    item = "WALM-TECH8_ITEM3";  
    nextStep = "END";  
};
```

## Create a custom item

You can create your own item in a YOA script. This item can't be used by lotro game, and is for the plugin use only.

Property	Type	Optional ?	Description
name	String	No	Name of the item. You can have some parts in {} that will be kept if the quantity is 1. You can have some parts in [] that will be kept if the quantity is more.
picture	String	Yes	Path of the picture in the YourOwnAdventuresScripts folder. Size of the picture : 32px x 32px By default, the item will have an ugly purple TBD icone.
description	String	Yes	String that describes the item.
maxQuantity	Integer	Yes	Max quantity of this item the player can have in inventory.
unique	boolean	Yes	Specify if the player can have more than one of this item. Default : false
OnlyForAdventure	String	Yes	Adventure ID. This item can be used only if this adventure is actually launched.
OnlyForCampaign	String	Yes	Campaign name. This item can be used only if an adventure from this campaign is launched.
OnlyForCampaignByCreator	String	Yes	Creator name. This item can be used only if an adventure created by this creator is launched.
onOpen onClose onLook onUse onCraft	Array	Yes	Array of onLoading/onCompletion properties executed when an player executes one of this action on the item from the inventory. Can have required conditions (requireAdventure, requireItem).

Simple example:

```
ITEMS["MY_ITEM_ID_1"] = { -- unique id
    name = "{An }awesome[s] TBD[s]";
    picture = "YourOwnAdventuresScripts/testpics/tbd.jpg"; -- 32px x 32px
    description = "A so beautiful TBD. I like it !";
};

ITEMS["MY_ITEM_ID_2"] = { -- unique id
    name = "{A }box[es] with TBDs inside";
    picture = "YourOwnAdventuresScripts/testpics/item_coffre.jpg"; -- 32px x 32px
    description = "A box given by a strange guy. It seems to have something inside.";
    onOpen = {
        requireItem = "SCREWDRIVER_ITEM_ID";
        giveItem = {"MY_ITEM_ID_1", "MY_ITEM_ID_1"};
        removeItem = {"SCREWDRIVER_ITEM_ID", "SCREWDRIVER_ITEM_ID"};
        pushSystemChat = "You opened the box and discovered 2 TBDs inside. Oh, the screwdriver broke
";
    };
    OnlyForCampaign = "The adventures category";
};
```

## Create a custom deed

In the scripts files, you can also create your own deeds. These deeds will be listed in the plugin (not in the LOTRO game deeds diary).

The engine supports 3 types of deeds:

- Simple deeds: you can technically accomplish the deed with the accomplishDeed property (ex: accomplishDeed=" MYDEEDID";
- Incremental deeds: you must add the UnlockCout property (UnlockCout=10). Technically, the deed will be accomplished as soon as the the player has execute the deed UnlockCount times
- Multi-objectives deeds : you must add the todolist property (see format below). Thechnically, you have to use the keys in the accomplishDeed property.



Property	Type	Optional ?	Description
name	String	No	Deed title
family	String	No	Adventure family where the player can complete this deed.
category	String	Yes	Sort the deeds in different categories.
uniqueID	String	No	Unique ID of this deed.
requireDeed	String	Yes	Deed id that should be complete before starting this deed.
language	String	Yes	supports "FR", "EN".
picture	String	Yes	Picture path (in YourOwnAdventuresScripts folder). Size : 100px x 100px.
description	String	Yes	A string to indicate to the player the way to complete this deed.
notifyProgress	Boolean	Yes	Boolean value to specify if an incremental deed should show a progress message Default : true
unlockCout	Integer	Yes	Specify the amount of time the player has to do the deed action to complete the deed (incremental deed). Default : 1
todolist	Array	Yes	Specify a list of keys and a description for multi-objectives deeds.
visibility	Boolean	Yes	Specify if the deed is visible in the deed window before the deed completion.
completionXXX	XXX	Yes	All completion properties executed as soon as the deed has been completed.

```
table.insert(DEEDS, {
    name = "My deed only for me";
    family = "The adventures family";
    language = "EN"; -- supports "FR", "EN"
    uniqueID = "MYDEEDS_1";
    picture = "YourOwnAdventuresScripts/testpicts/deed_template.tga"; -- 100px x 100px
    description = "This is an unbelievable deed the player can complete when he executes an action where I
put the accomplishDeed=\"MYDEEDS_1\" property";
});

table.insert(DEEDS, {
```

```
name = "My incremental deed (hidden)";  
family = "The adventures family";  
category = "Hidden deeds";  
uniqueID = "MYDEEDS_2";  
language = "FR"; -- supports "FR", "EN"  
unlockCout = 5; -- has to be execute 5 times to complete  
notifyProgress = false;  
picture = "YourOwnAdventuresScripts/testpicts/deed3.tga"; -- 100px x 100px  
visibility = false; -- hidden
```

```
});
```