AMM Director Mode Tutorial

Tutorial by bean_chan. Example script explanation and known issues provided by Max.

1 Introduction

This guide assumes that you have all relevant mods (Cyber Engine Tweaks, Appearance Menu Mod, relevant companion mods, etc.) installed and running properly.

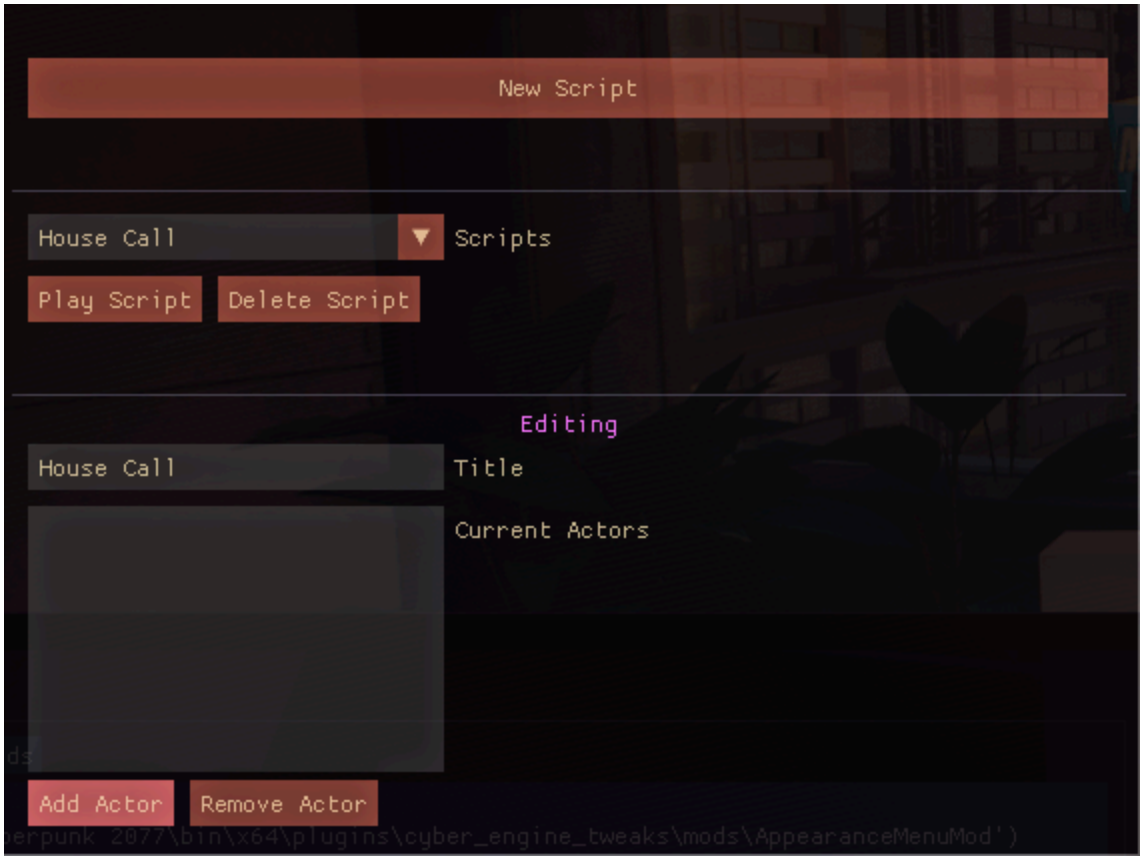
The Director Mode is a function of AMM that allows you to set characters to move throughout the space and perform limited actions including appearance changes, dialog, and attack targets. This is broken down into two main concepts: actors and marks.

Actors are the characters in your scene that will take commands. Marks are cues set that dictate the actor's appearance, behavior, facial expressions, etc. This guide covers how to create a script, some information about the different marking tools, how to run a script, an overview of the example script that is provided with AMM, and some known issues.

2 Working with Scripts

2.1 Creating a New Script

1. Navigate to the Director tab and click **New Script**.
2. Give your script a name.
3. Click **Add Actor**.

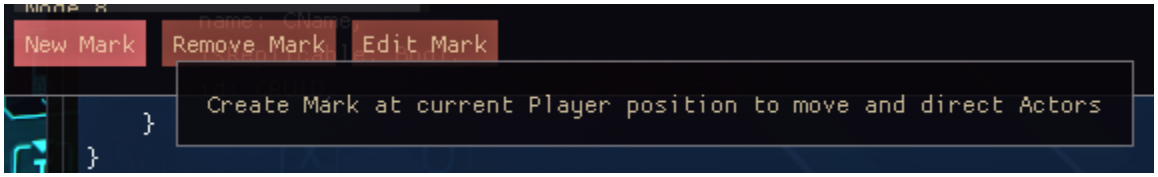


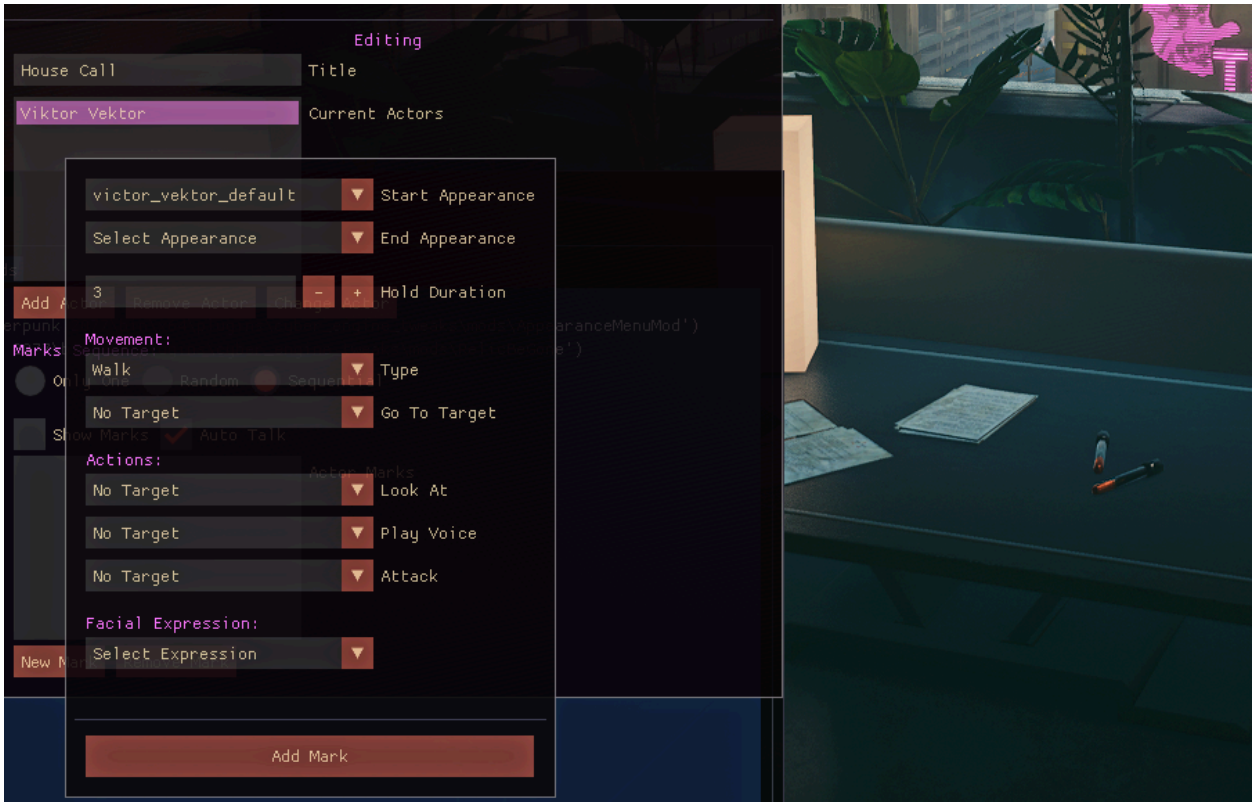
4. Select the desired actor from the list. For this example, we will use Vik.



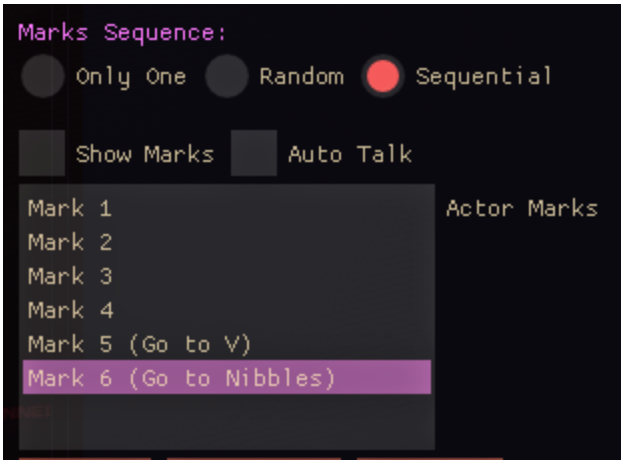
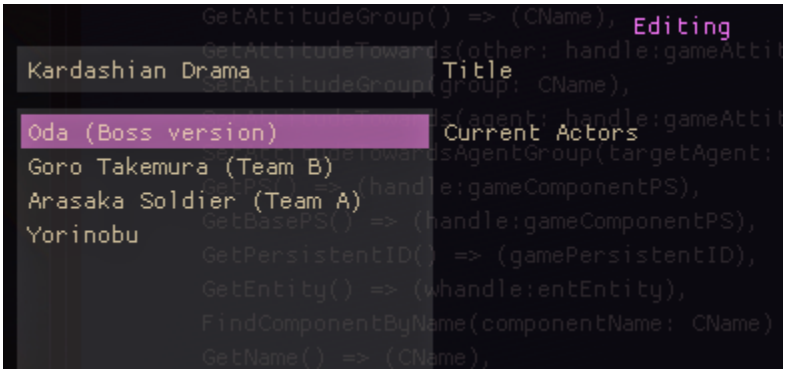
5. In order to use your actors in the scene, you need to set at least one mark. Click **New Mark** to create a mark at the current player position.

Note: In the example script, these are called **Nodes**, but they are the same as a mark.

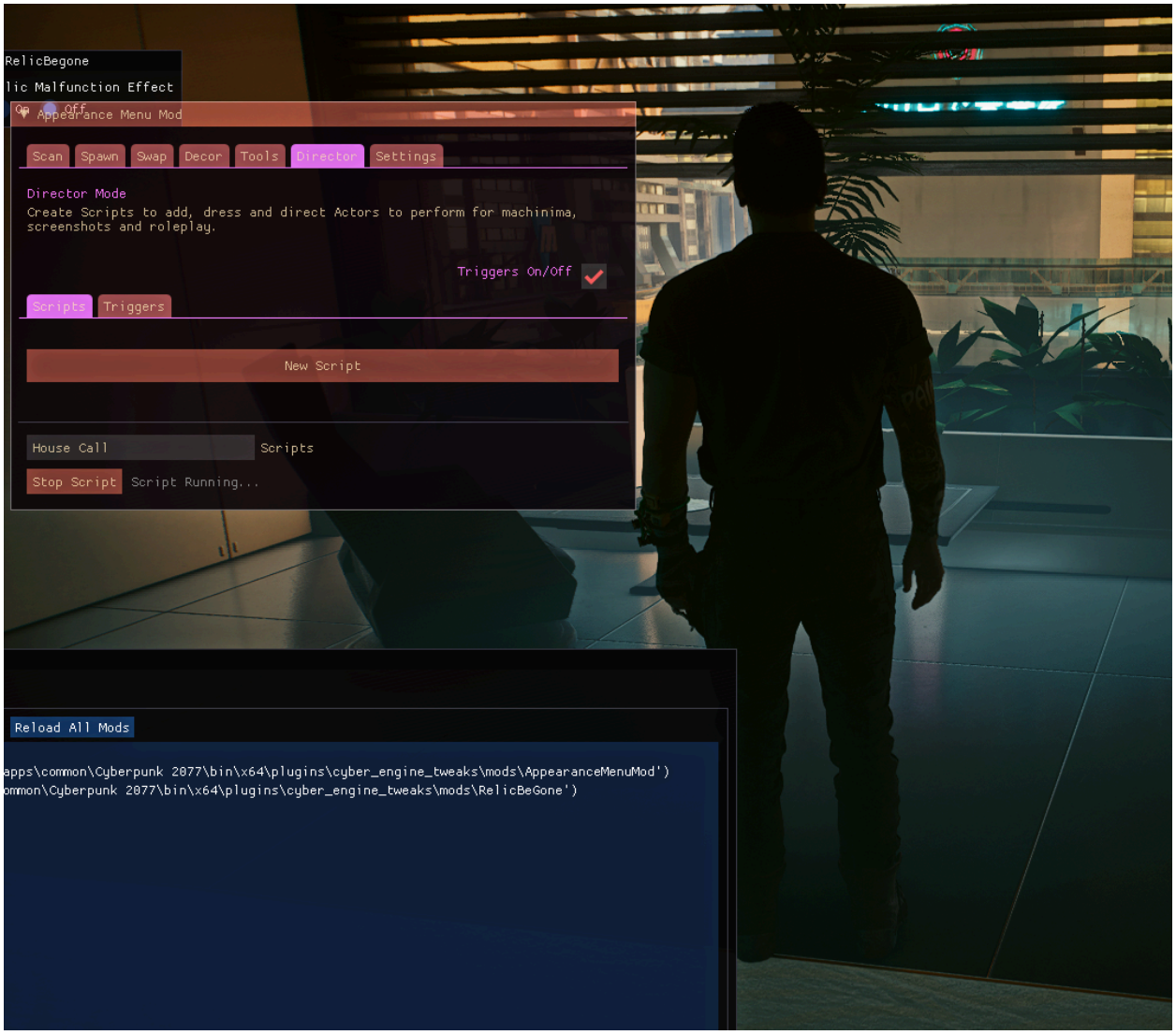




Field	Description
Start Appearance	The appearance to use when the actor begins moving towards the target.
End Appearance	The appearance to use when the actor has reached the target. They will maintain this appearance while holding at the target.
Hold Duration	How long the actor will remain at the target (in seconds).
Movement: Type	How the actor will move from target to target (walk/sprint).
Movement: Go To Target	If the actor will move to a set mark, V, or another actor. If it is to V or another actor, it will specify the target in the mark.

	
Actions: Look At	Set the target to look at V or another actor. If nothing is set, the actor will look to the front.
Actions: Play Voice	A line for the NPC to say when they reach the mark. **Note**: Not all NPCs have every voice line.
Actions: Attack	Attack an actor, V, Team A, or Team B. If on a team, it will display in the actors list.  **Note**: Not all actors have combat modes. If these actors are set to attack, they will stand idle. **Note**: Actors with parentheses currently will not display a team name beside them.
Facial Expression	The facial expression to display when the actor arrives at the mark.

6. Set your marks throughout the scene and other actors as desired.
7. To run your new script, click **Start Script**. As shown in the screenshot below, my actor Vik is now at the first mark and will move throughout the marks as desired.



2.2 Editing Marks

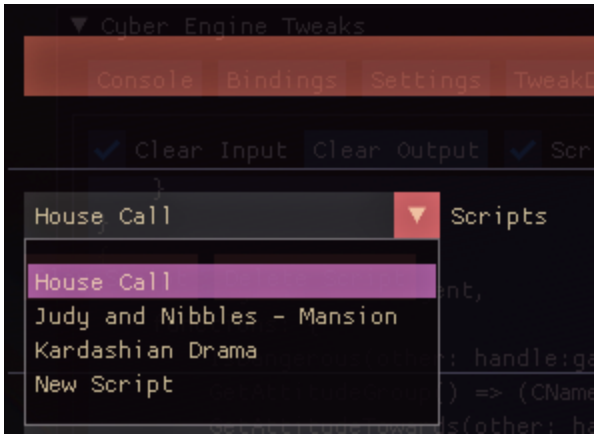
To edit a mark, select it and click **Edit Mark**. When you have made the desired changes to the mark, you can either click **Save with New Position** to change the mark settings as well as move the mark to the current player position, or click **Save Changes Only** to apply the changes but keep the original position.

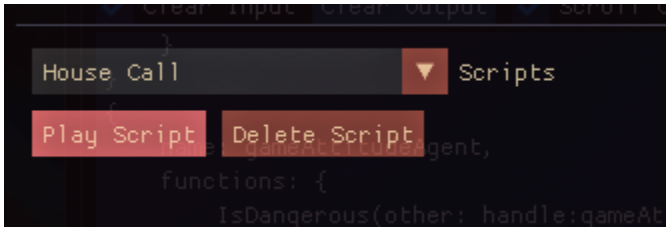


3 Running Scripts

3.1 Run Script Manually

To run your script, simply select it from the Scripts drop-down menu and click **Play Script**.





3.2 Triggers

A trigger can be set to activate the script when V is within a certain radius.

To set a Trigger:

1. Navigate to the Triggers tab and click **New Trigger.**
2. Set a title and select the script you'd like to apply it to.
3. To make the script not end while V is within the activation radius, check **Repeat In Loop**.
4. Set the **Activation Radius** (in meters). The larger the number, the further away V can be from the point where the trigger was set for the script to activate.
5. Click **Save Trigger** to apply it to your script.



Note: Since you can't edit scripts while they are running, uncheck **Triggers On/Off** to disable the trigger if you need to make changes.

4 Example Script

The example script and the following explanation were provided by Max.



This script has RP in focus. The idea is you have Judy and Nibbles living in the mansion whenever you go there. To make it work, I've placed a bunch of marks for Judy and set their sequence to Random, so she walks around the house randomly and even changes appearance when entering shower.

Auto-talk is set to **On** - that means whenever the player gets close to her, she will greet V. There's a 1-minute delay so she won't be spamming "Hi, V." all the time. Nibbles is set differently, because they can't walk. So I added various marks to have randomly selected positions but it is set to Only One, which means the Director won't try to move Nibbles from one mark to another, instead it will teleport it. Also, I set its hold duration to a very high number, so you don't see Nibbles teleporting when you're around.

This script has a Trigger set in front of the Mansion so when you go up the stairs, it will trigger it. The script deactivates itself when you're 60m away from the trigger.

5 Known Issues

- Some locations are problematic for the AI movement. The first one you will all notice is V's apartment. When you set a mark in the living room and another mark in the bathroom, the NPC won't walk from one mark to another, they will teleport instead.
- There are some issues with NPCs finding their path. This is a known issue without a current fix.
- Marks don't appear inside some locations like V's apartment. If you find other problematic locations, please report it to the AMM Discord.
- Any issue you have with Actors, use the Force Despawn All button to try to fix it.