

Configuration Sentry

Die Configuration der Sentry ist detailliert untergliedert. Der Eigentümer (Owner) hat nicht Zugriff auf alle diese Configurationselemente.

- Permissions
- Befehle

Angriffss-, Verteidigungs- und Widerstandswert:

Stat	Default Value	Value Range	Notes
health	20	1-2000000	The number of hit points the Sentry has. Normal players have 20.
armor	0	0-2000000	This value is subtracted from all incoming damage. An armor of 10 makes the Sentry very hard to hurt. Armor items equipped on the Sentry have no effect on combat.
strength	1	0-2000000	This is the damage the sentry does with each hit, regardless of weapon (or object) held.

Die Typspezifischen Attribute werden festeingestellt. Nur Sonder NPC dürfen hiervon abweichen.

Stat	Default Value	Value Range	Notes
range	10	1-100	This is the detection range for the Sentry. High values may affect server performance. This is not the same as the projectile range, which is dictated by projectile type and the Sentry's elevation relative to the target.
speed	1.0	0.0-1.5	This is the speed at which a sentry will move while pursuing a target. To set the normal path speed use /npc speed.
attackrate	2.0	0.0-30.0	This is the number of seconds between projectile shots and has no effect if the Sentry uses a melee weapon. The minimum internal rate is 0.5 (twice a second).
healrate	0.0	0.0-300.0	This is the number of seconds between heals of 1 point, values less than 1.0 are acceptable. Set to 0 to turn off healing.
nightvision	16	0-16	This is how well the Sentry can see potential targets in the dark. A value of 16 means the sentry can see perfectly all the time. A value of 12 means a target is invisible below light level 4 (16-12). A value of 6 means a target is invisible below light level 10 (16-6), etc. If the target is a Player and that player is sneaking, its effective light level is cut in half, making it harder for the sentry to detect.
respawn	10	-1-2000000	When the sentry dies, this is the number of seconds after which it will respawn. Set to 0 to prevent normal respawn. Set to -1 and the Sentry will not respawn and be permanently destroyed on death.

Einige Attribute können vom Owner (Eigentümer) eingestellt werden um die NPC an ihre Aufgaben anzupassen.

Stat	Default Value	Value Range	Notes
warningrange	0	0-50	
disable warn/greet.			
follow	4	0-32	The number of blocks a bodyguard will follow behind its guard target.

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