



ORK Framework Support

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Chapter 1: Enabling ORK Framework Support

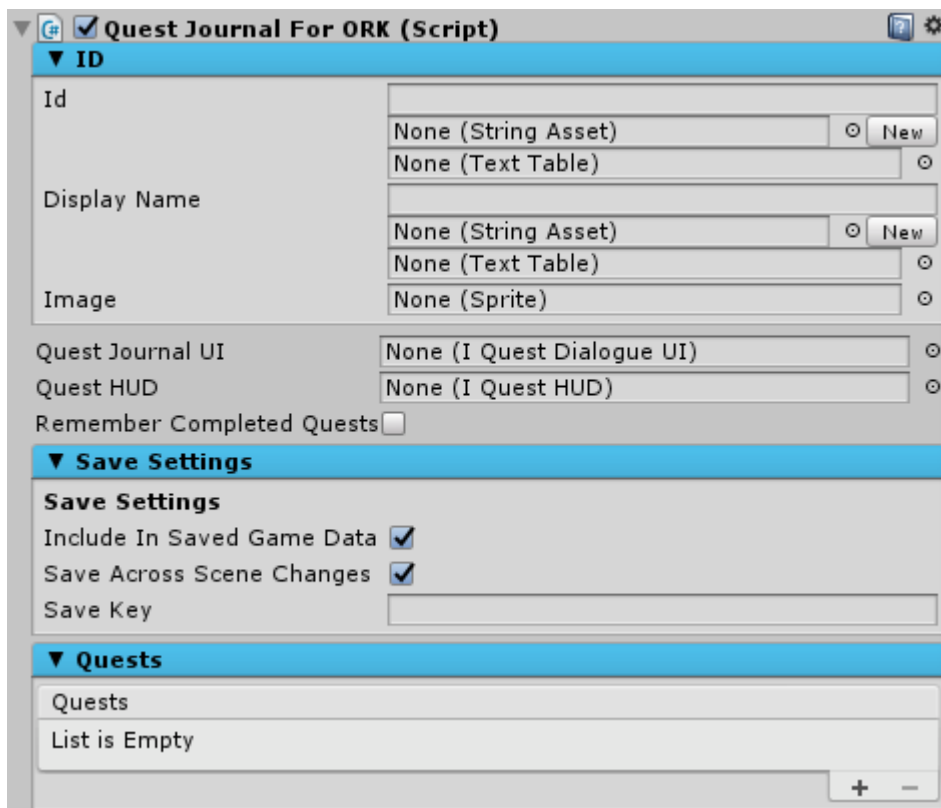
To enable ORK Framework support for Quest Machine, import this package:

- Plugins ► Pixel Crushers ► Quest Machine ► Third Party Support ► ORK Framework Support

Chapter 2: ORK Quest Machine Components

Use these components when setting up Quest Machine with ORK.

Quest Journal For ORK



This is a drop-in replacement for Quest Machine's **Quest Journal** component. It functions exactly the same except it integrates with ORK's save system.

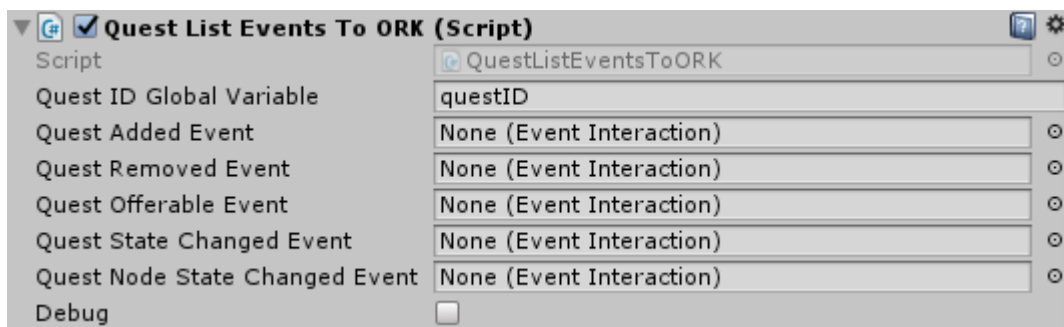
Quest Giver For ORK

Like Quest Journal For ORK, this component is a drop-in replacement for **Quest Giver** that integrates with ORK's save system. It has an extra checkbox, **Monitor Player Inventory**. Tick this checkbox if a quest has autostart or offer conditions that check counter values that are data synced to the player's inventory.

Quest List Container For ORK

This is a drop-in replacement for **Quest List Container**, which is a less commonly-used component than Quest Journal and Quest Giver. This version integrates with ORK's save system.

Quest List Events To ORK



Quest List Events To ORK executes ORK events when quest-related events occur. You can specify an optional ORK global variable. The component will set this variable to the quest's ID before executing the event.

ORK Events On Pause Player

Add this component to your player prefab(s) if you want to block player control and/or run events when Quest Machine sends 'Pause Player' messages and unblock control when Quest Machine sends 'Unpause Player'. Quest Machine sends these messages when opening and closing the dialogue UI.

Save System Setup

Add these components to the Quest Machine GameObject: SaveSystem, JsonSerializer, and PlayerPrefsSavedGameDataStorer (not actually used, but silences a warning). Inspect the SaveSystem component, and untick **Save Current Scene**.

Chapter 3: ORK Quest Actions

The ORK Framework support package adds the quest actions described below.

ORK Currency Quest Action

Add or remove currency from a combatant.	
Use Player	<input checked="" type="checkbox"/>
Operation	Add
Quantity	Literal
	1
Currency Name	Gold

Adds or removes currency from a combatant.

ORK Event Quest Action

Run an ORK event.	
Script	ORKEventQuestAction
Event Interaction ID	None (String Asset) New
	None (Text Table)
Event Asset	None (ORK Game Event)
Starting Object ID	None (String Asset) New
	None (Text Table)

Runs an ORK event. Event Interaction ID is the Quest Machine ID or GameObject name of the GameObject that the event will run on. Starting Object ID is the Quest Machine ID or GameObject name of the event's object.

ORK Give Exp Quest Action

Give EXP to a combatant.	
Use Player	<input checked="" type="checkbox"/>
Exp	Literal
	0
Show Notification	<input type="checkbox"/>
Show Console	<input type="checkbox"/>

Rewards a combatant with experience.

ORK Item Quest Action

Add or remove items from a combatant.	
Use Player	<input checked="" type="checkbox"/>
Operation	Add
Quantity	Literal
	1
Item Name	Sword

Adds or removes items from a combatant.

ORK Set Variable Quest Action

Set an ORK variable.	
Global Variable	<input checked="" type="checkbox"/>
Key	<div>None (String Asset) <input type="radio"/> New</div> <div>None (Text Table) <input type="radio"/></div>
Variable Type	Bool
Bool Value	True

Sets an ORK variable to a specified value.

Chapter 4: ORK Quest Conditions

The ORK Framework support package adds the quest conditions described below.

ORK Has Currency Quest Condition

Checks a combatant's currency.	
Check Player	<input checked="" type="checkbox"/>
Criterion	At Least
Required Value	Literal
	1
Currency Name	Gold

Checks a combatant's currency.

ORK Has Faction Sympathy Quest Condition

Checks a combatant's faction sympathy to another faction.	
Check Player	<input checked="" type="checkbox"/>
Criterion	At Least
Required Value	Literal
	1
Other Faction	Enemies

Checks the faction sympathy from a combatant to another faction.

ORK Has Item Quest Condition

Checks a combatant's inventory.	
Check Player	<input checked="" type="checkbox"/>
Required Value	Literal
	1
Item Name	Sword

Checks a combatant's inventory. You can also check the player's inventory by defining a quest counter and setting its update type to Data Sync. If the quest counter's name exactly matches an ORK item, weapon, or armor name, the counter's value will stay synchronized with the player's inventory. This is useful if you want to show a counter value in journal text or HUD text.

ORK Level Quest Condition

Checks a combatant's level.	
Check Player	<input checked="" type="checkbox"/>
Criterion	At Least
Required Value	Literal
	1

Checks a combatant's level.


ORK Variable Quest Condition

Checks an ORK variable.	
Global Variable	<input checked="" type="checkbox"/>
Key	SomeVar
Variable Type	Bool
Required Bool Value	True

Checks the value of an ORK variable.

Chapter 5: ORK Quest Content

ORK Icon Quest Content

Allows an icon to show its count value using an ORK variable.	
Image	 coin
Caption	Gold
Use Variable	<input checked="" type="checkbox"/>
ORK Variable	rewardAmount
Global Variable	<input checked="" type="checkbox"/>

This is like Quest Machine's regular Icon Quest Content, except it provides the option to show the count using an ORK variable.

Chapter 6: ORK Event Steps

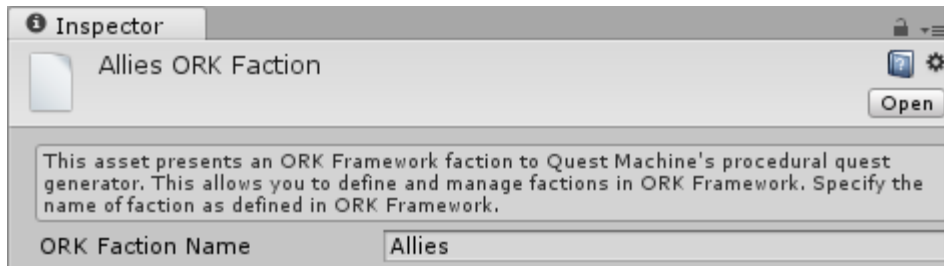
The ORK Framework support packages adds these event steps in a submenu named **Quest Machine**:

Generator	
Generate Quest	Tells a Quest Generator Entity to generate a new quest.
Messages	
Send To Message System	Sends a message to Quest Machine's Message System.
Quest Control	
Get Quest Counter	Gets the value of a quest counter.
Get Quest Count	Gets the number of quests in an entity's list (e.g., the player).
Get Quest Node State	Gets the state of a quest node.
Get Quest State	Gets the state of a quest.
Give Quest	Gives a quest, or all quests, to a quester.
Set Quest Counter	Sets a quest counter value.
Set Quest Node State	Sets a quest node state.
Set Quest State	Sets a quest state.
Spawner	
Control Spawner	Starts or stops a Quest Machine spawner.
UI	
Set HUD	Shows, hides, or toggles the HUD.
Show Alert	Shows an alert message.
Show Journal	Shows, hides, or toggles the quest journal.
Start Dialogue	Starts dialogue with a quest giver.

Chapter 7: Quest Generator

Set up procedurally generated quests as normal with Quest Machine. The support package adds these features to help integrate with ORK Framework:

ORK Faction

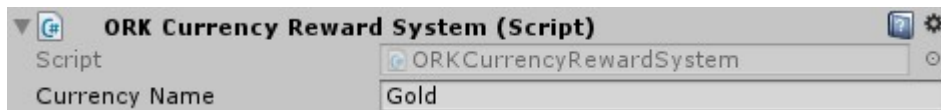


Instead of using Quest Machine's factions, you can create **ORK Faction** assets that reference the factions defined in your ORK project. The demo project has three ORK Faction assets that reference Allies, Enemies, and the Player.

ORK Exp Reward System

Add the **ORK Exp Reward System** component to quest generator entities to reward EXP in procedurally generated quests.

ORK Currency Reward System



Add the **ORK Currency Reward System** component to quest generator entities to reward currency equal to the point value of procedurally generated quests.