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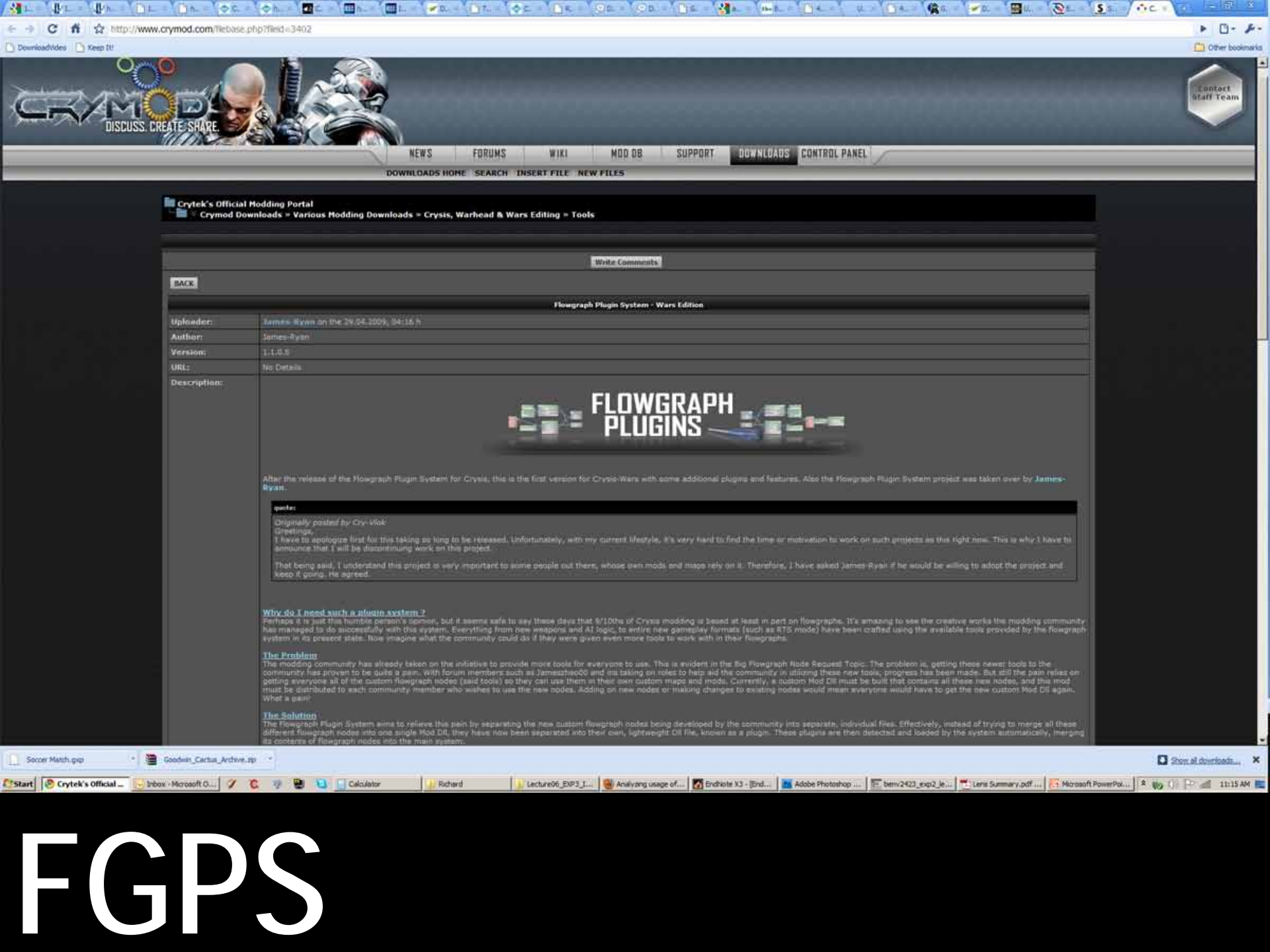
DESIGN AND REAL TIME INTERACTIVITY – A POROSITY STUDIO

EXPERIMENT 3

THE POROSITY LENS

THE POROSITY LENS

BRIEF



FGPS



Write Comments

BACK

Flowgraph Plugin System - Wars Edition

Uploader:	James-Ryan on the 24-04-2009, 04:16 h
Author:	James-Ryan
Version:	1.1.0.5
URL:	No Details
Description:	



After the release of the Flowgraph Plugin System for Crysis, this is the first version for Crysis:Wars with some additional plugins and features. Also the Flowgraph Plugin System project was taken over by James-Ryan.

quote:

Originally posted by Cry-Vok:
 Greetings,
 I have to apologize first for this taking so long to be released. Unfortunately, with my current lifestyle, it's very hard to find the time or motivation to work on such projects as this right now. This is why I have to announce that I will be discontinuing work on this project.

That being said, I understand this project is very important to some people out there, whose own mods and maps rely on it. Therefore, I have asked James-Ryan if he would be willing to adopt the project and keep it going. He agreed.

Why do I need such a plugin system?

Perhaps it is just this humble person's opinion, but it seems safe to say these days that 9/10ths of Crysis modding is based at least in part on flowgraphs. It's amazing to see the creative works the modding community has managed to do successfully with this system. Everything from new weapons and AI logic, to entire new gameplay formats (such as RTS mode) have been crafted using the available tools provided by the flowgraph system in its present state. Now imagine what the community could do if they were given even more tools to work with in their flowgraphs.

The Problem

The modding community has already taken on the initiative to provide more tools for everyone to use. This is evident in the big Flowgraph Node Request Topic. The problem is, getting these newer tools to the community has proven to be quite a pain. With forum members such as Jameszha00 and its taking on roles to help aid the community in utilizing these new tools, progress has been made. But still the pain relies on getting everyone all of the custom flowgraph nodes (said tools) so they can use them in their own custom maps and mods. Currently, a custom Mod DLL must be built that contains all these new nodes, and this mod must be distributed to each community member who wishes to use the new nodes. Adding on new nodes or making changes to existing nodes would mean everyone would have to get the new custom Mod DLL again. What a pain!

The Solution

The Flowgraph Plugin System aims to relieve this pain by separating the new custom flowgraph nodes being developed by the community into separate, individual files. Effectively, instead of trying to merge all these different flowgraph nodes into one single Mod DLL, they have now been separated into their own, lightweight DLL file, known as a plugin. These plugins are then detected and loaded by the system automatically, merging its contents of flowgraph nodes into the main system.

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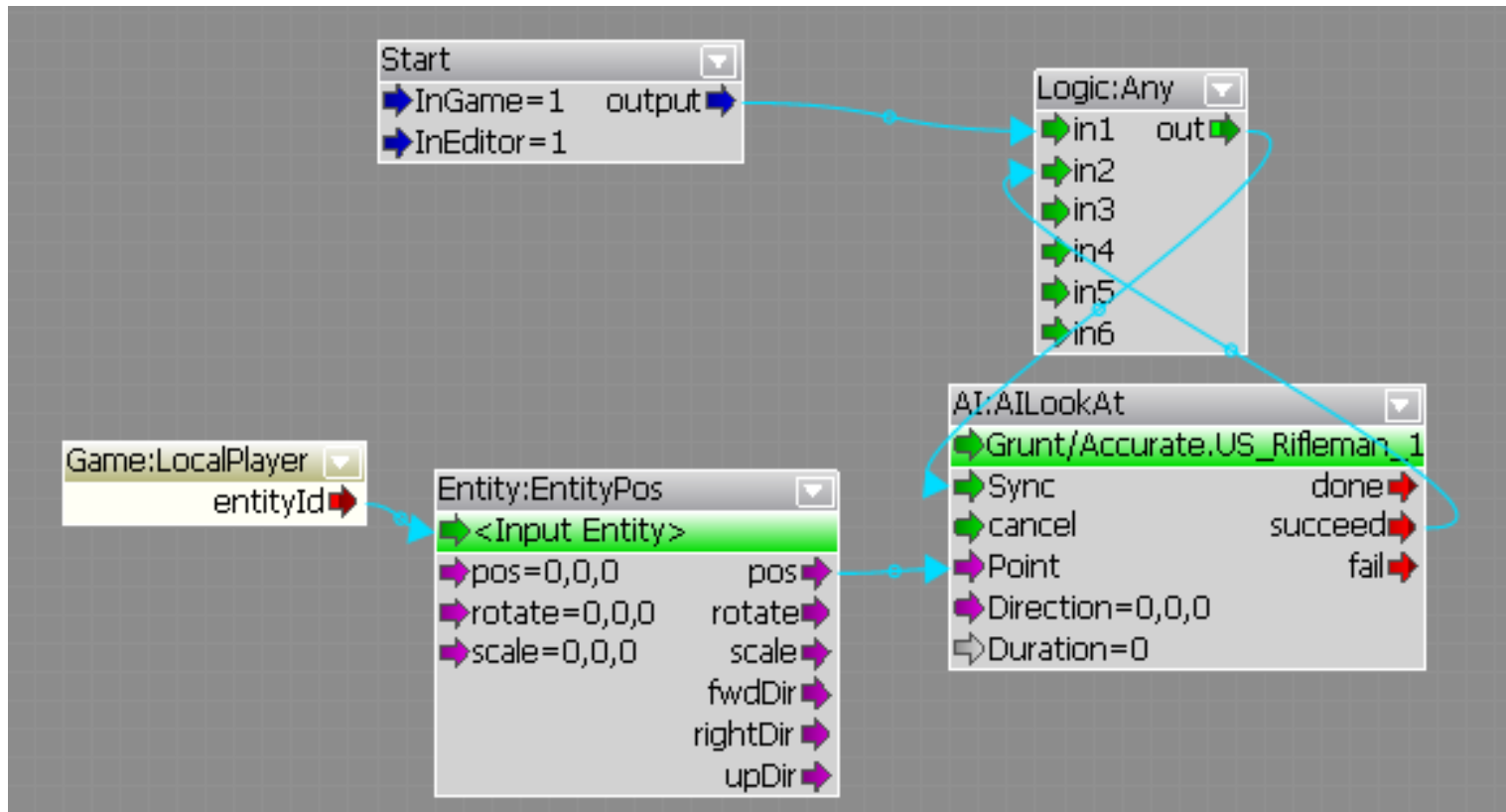
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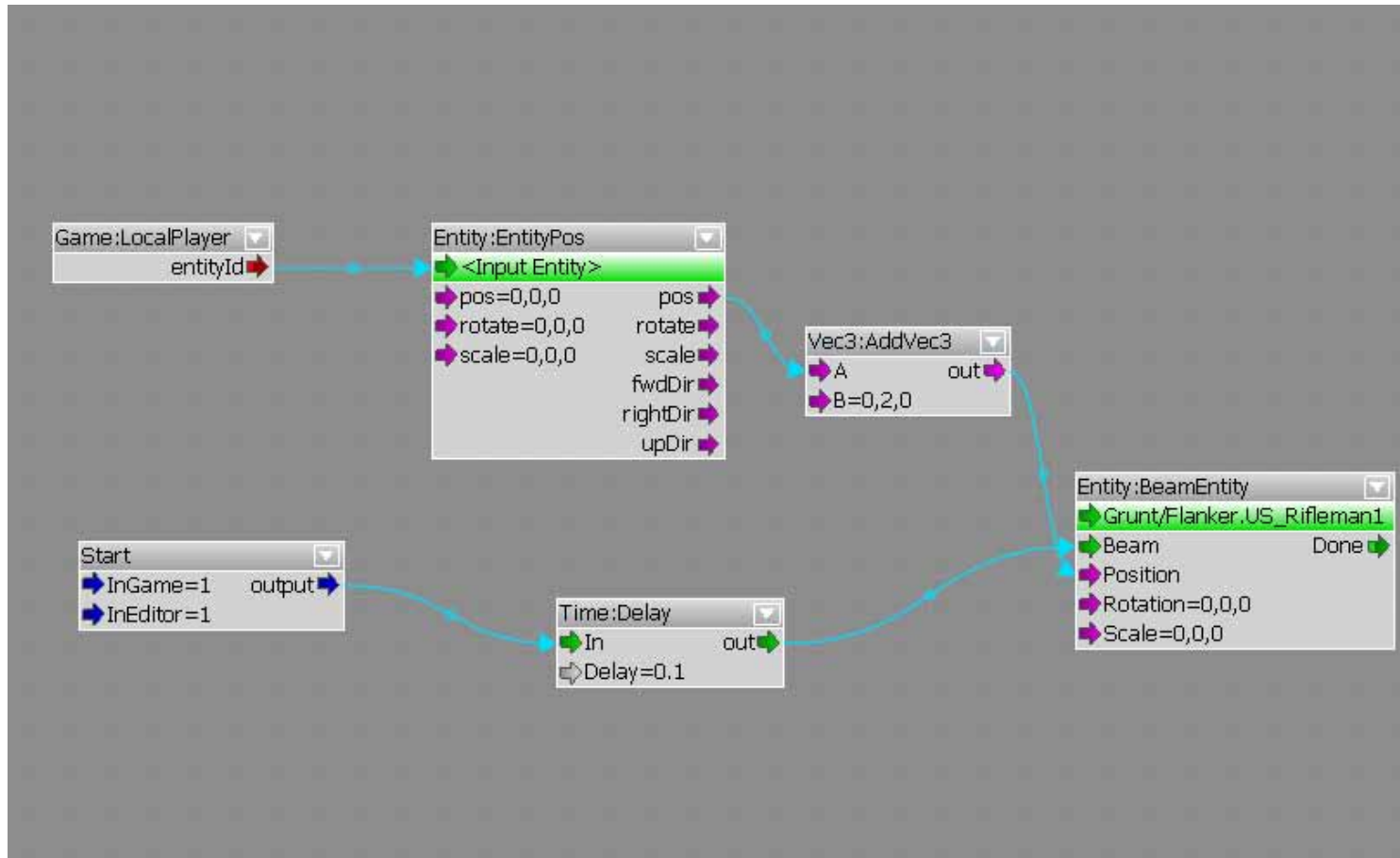
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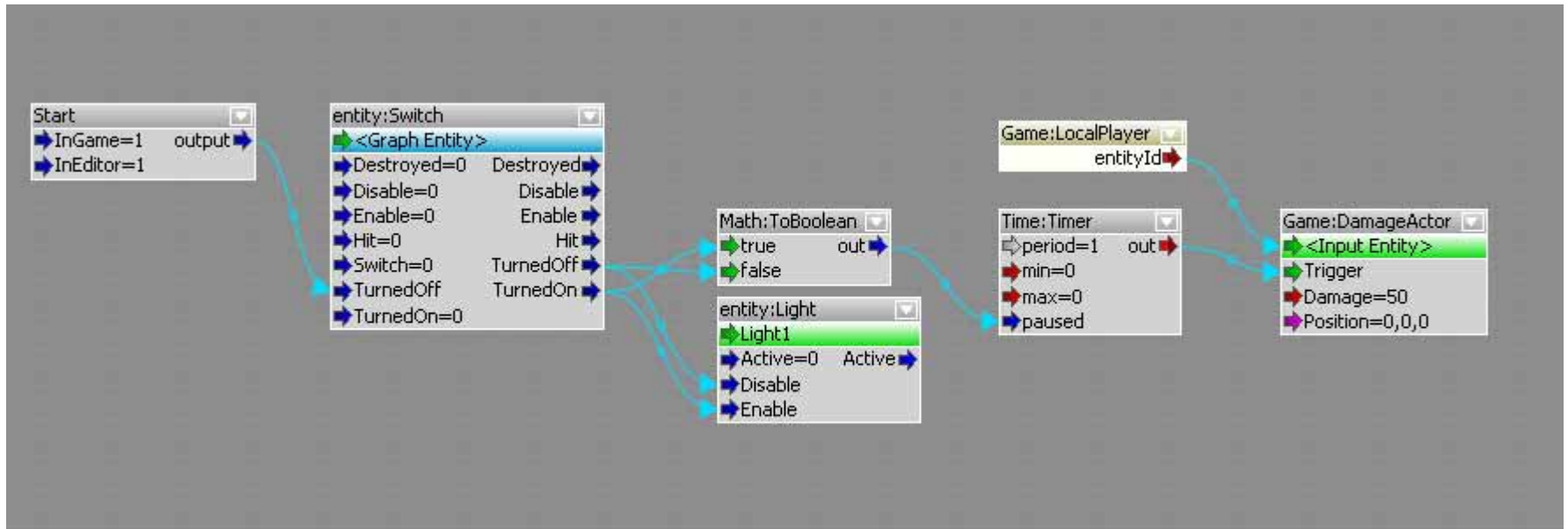
FGPS



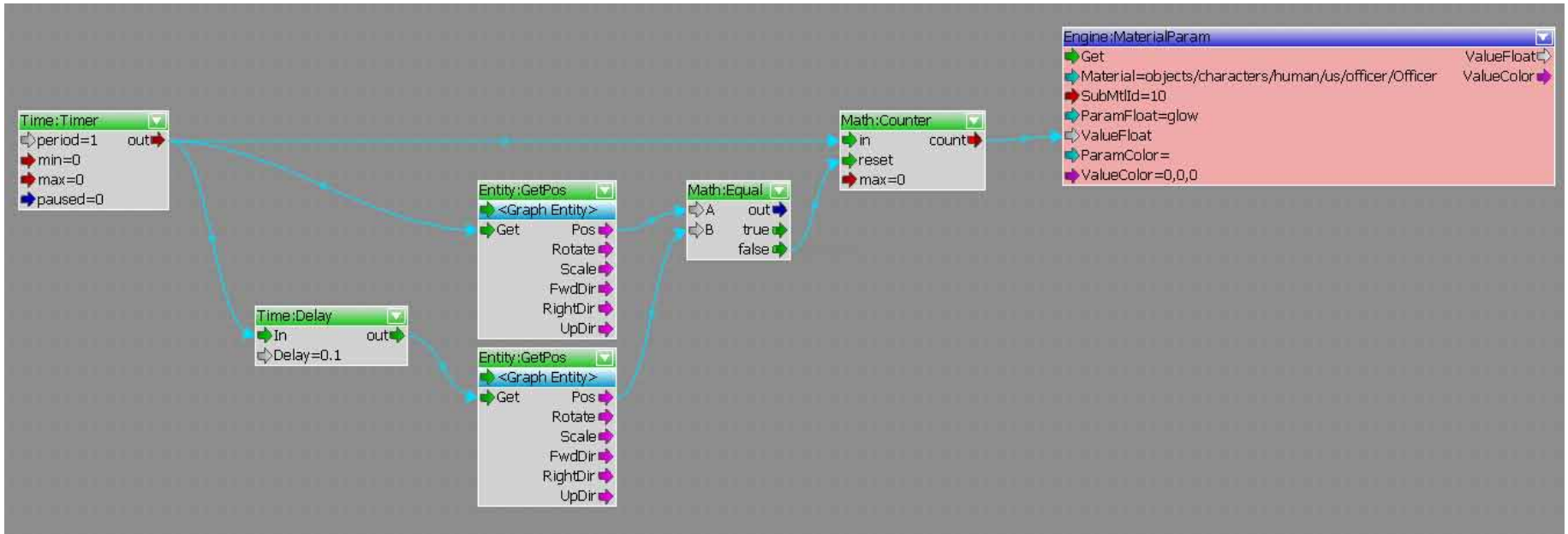
FLOWGRAPH SAMPLES



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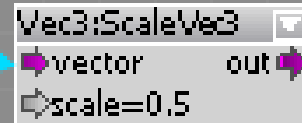
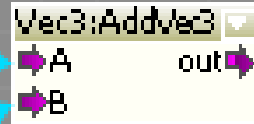
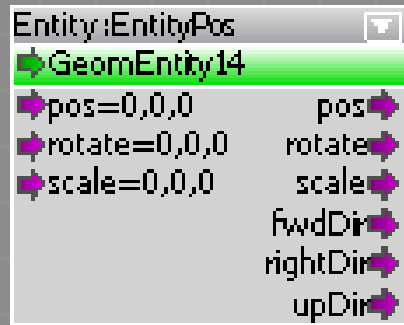
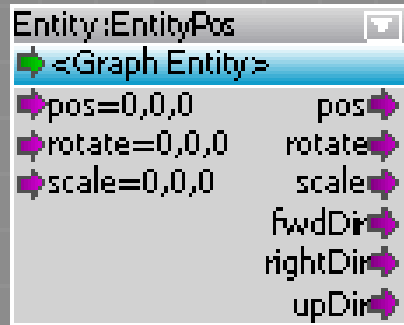


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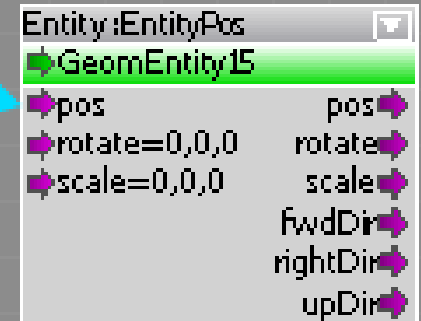


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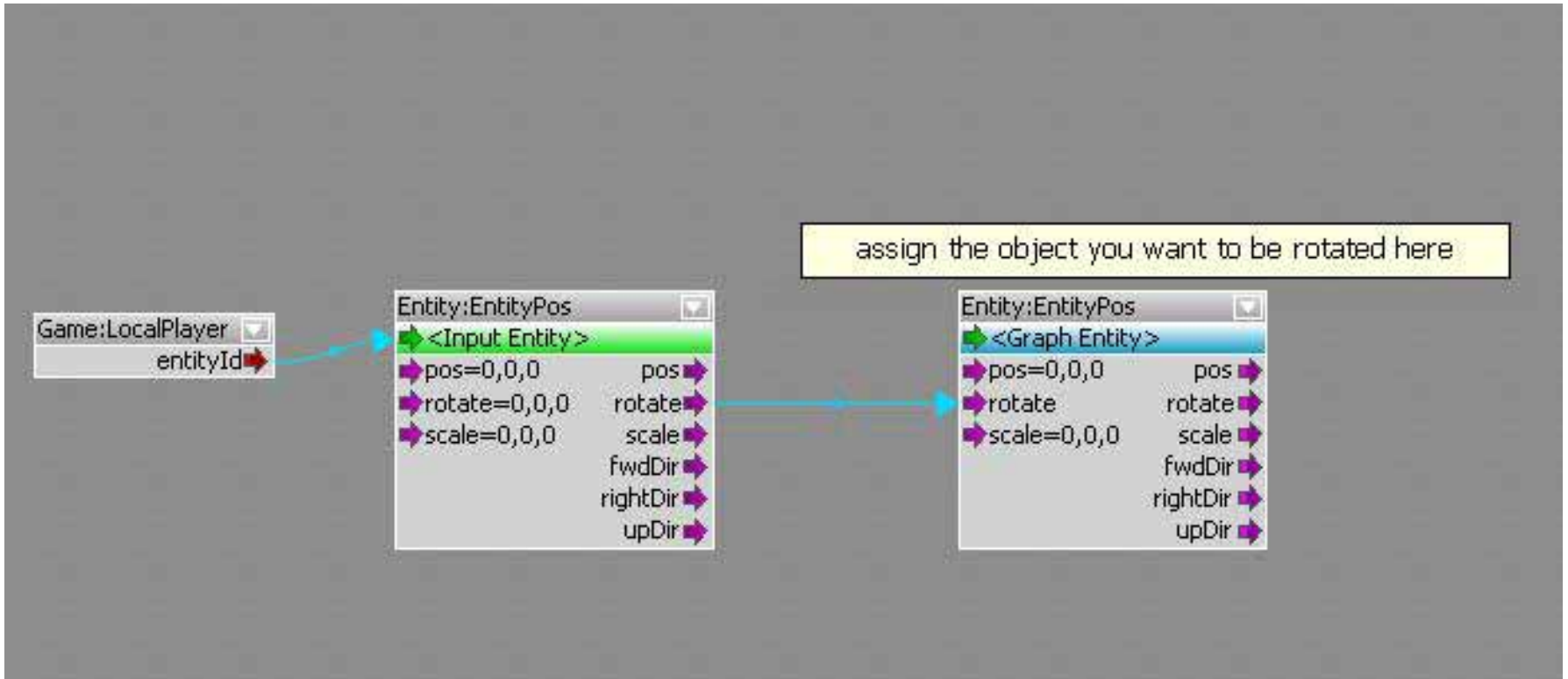
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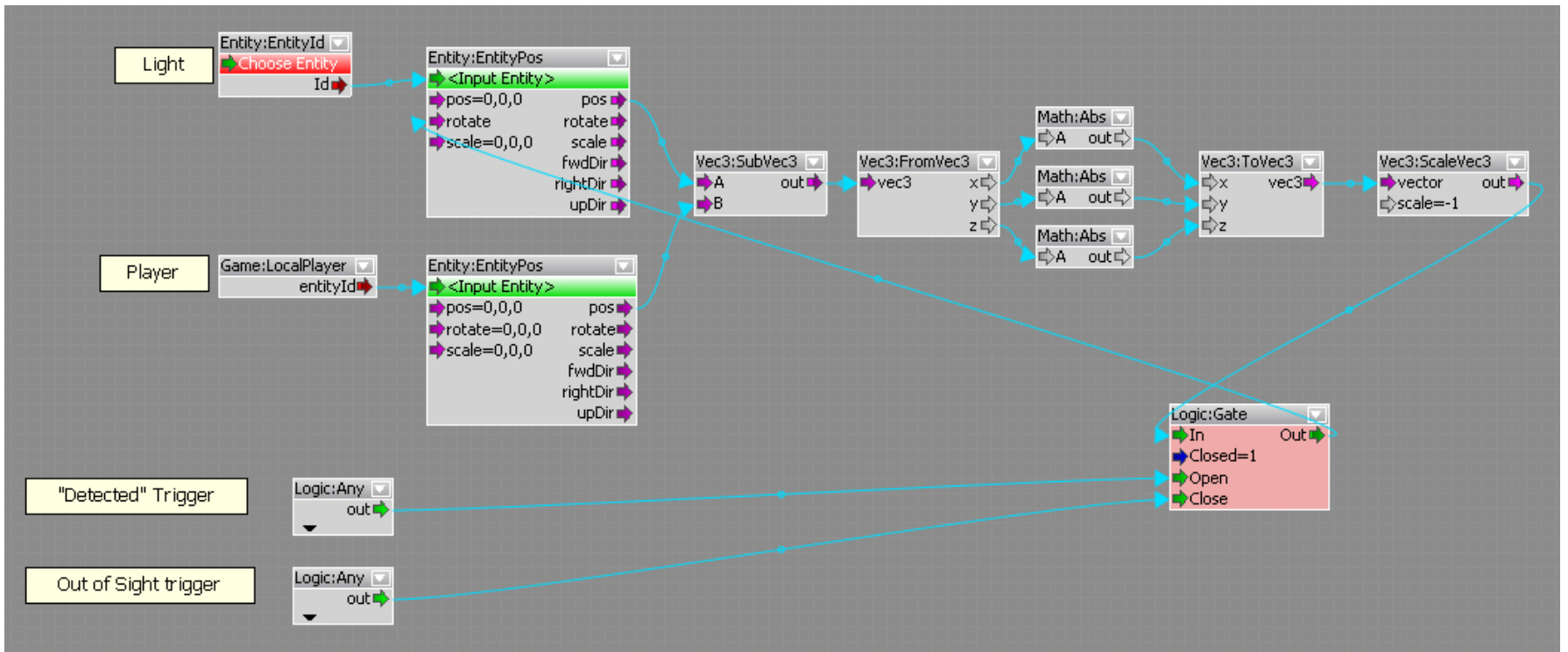
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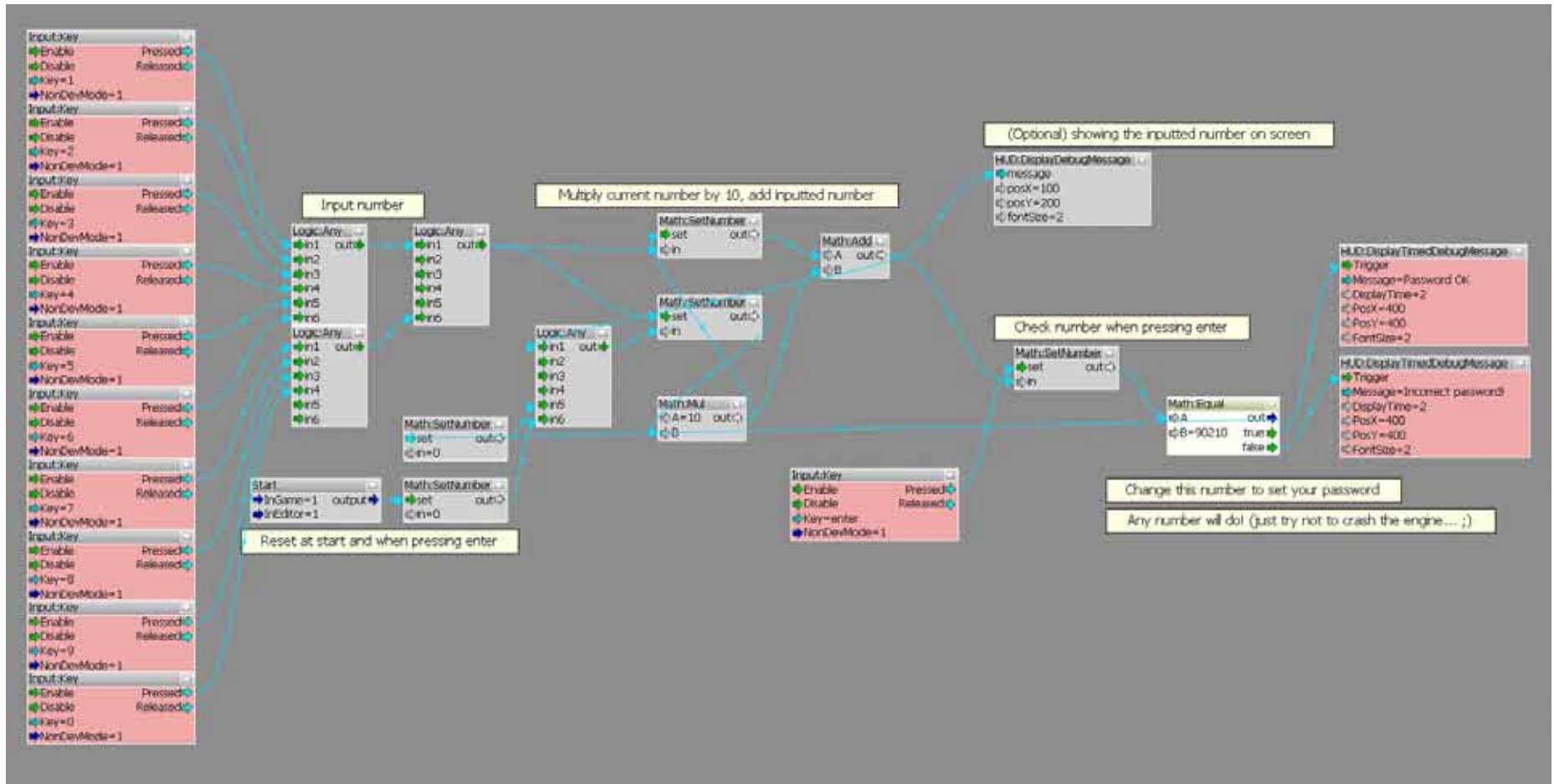
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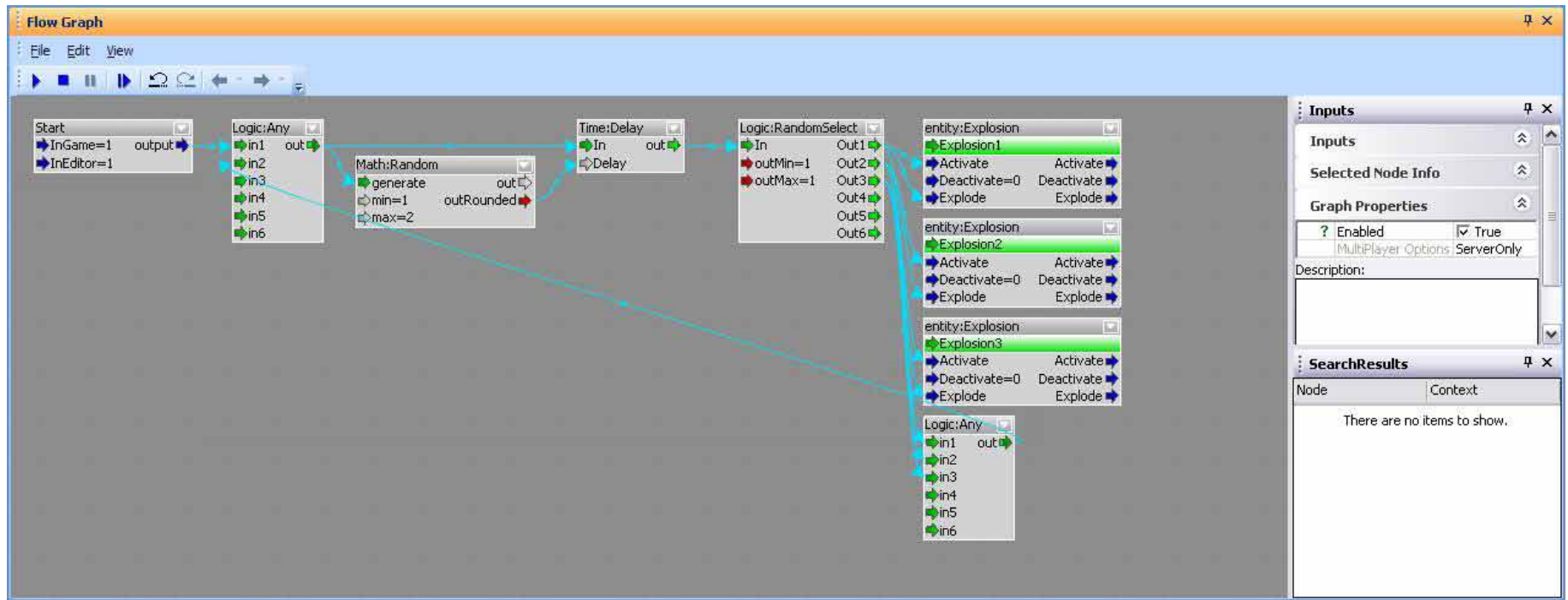
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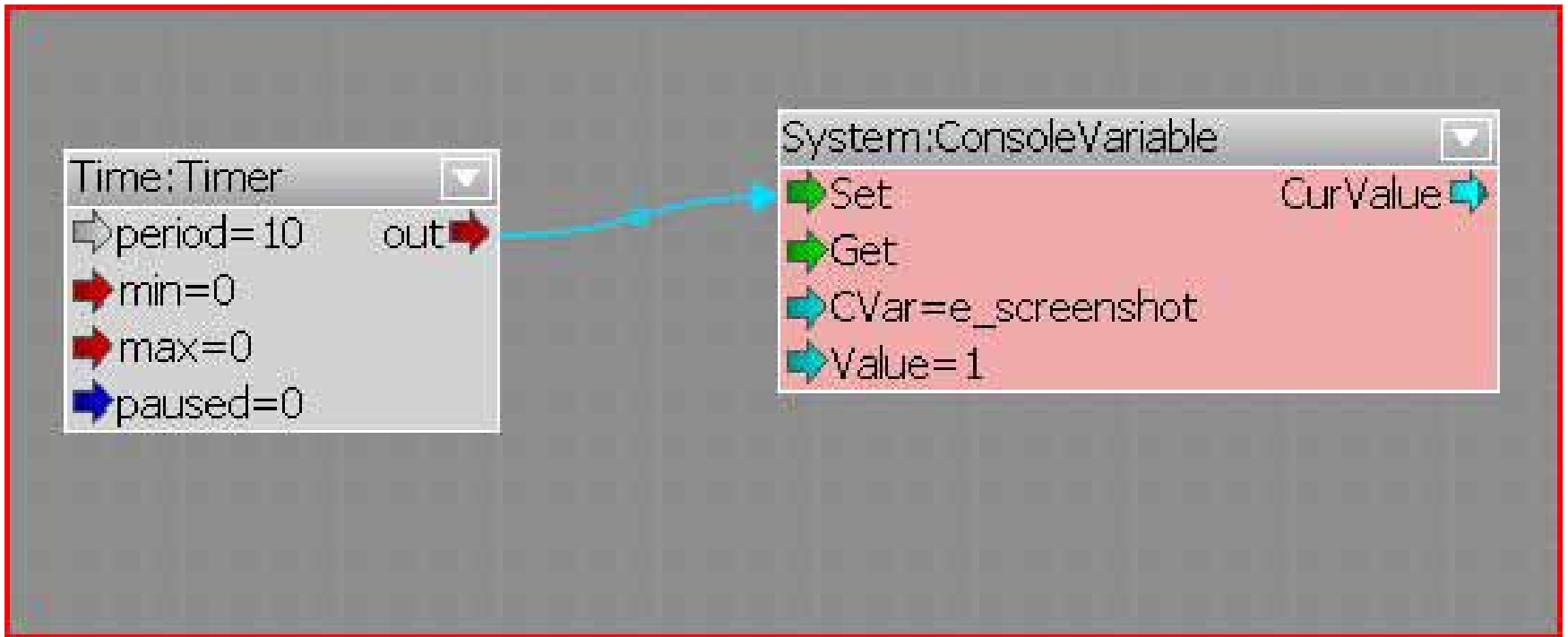
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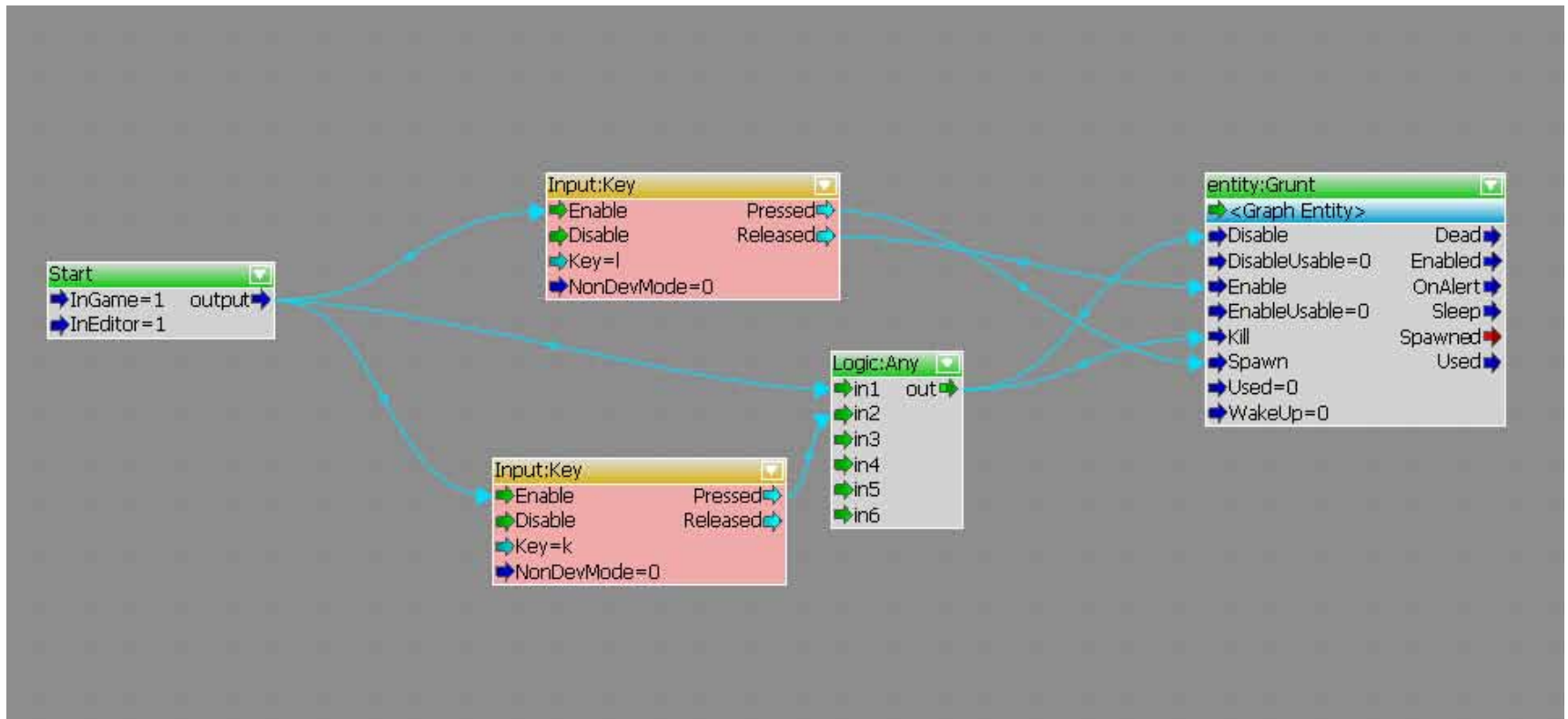
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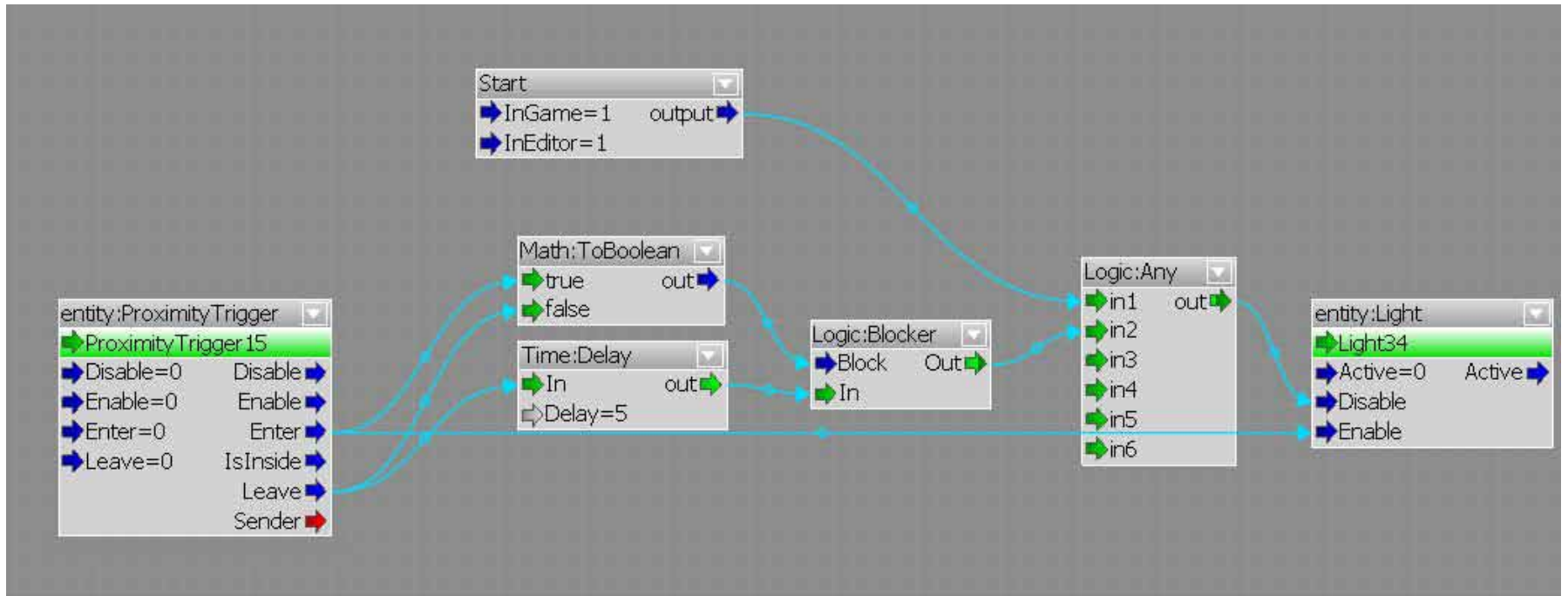
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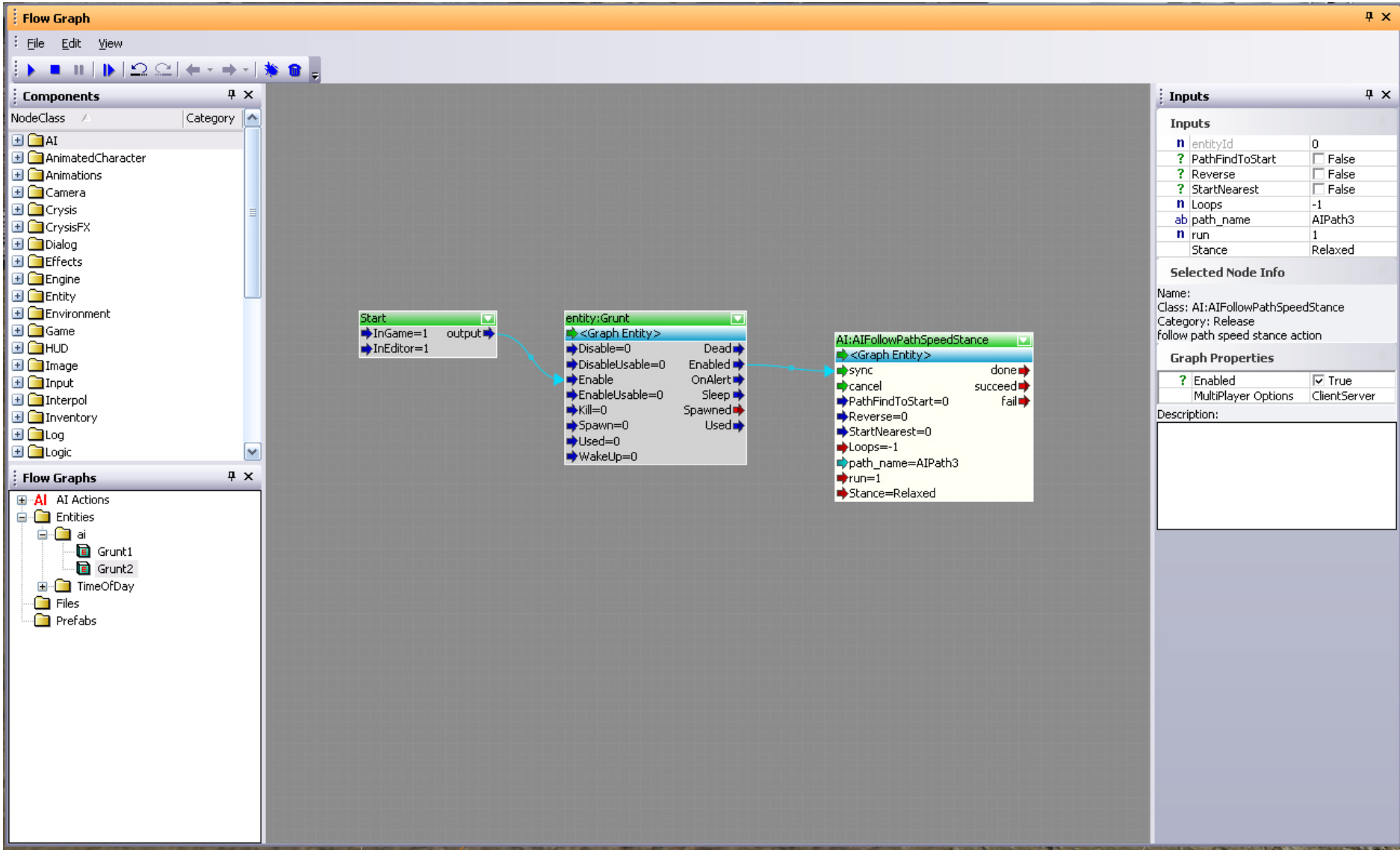
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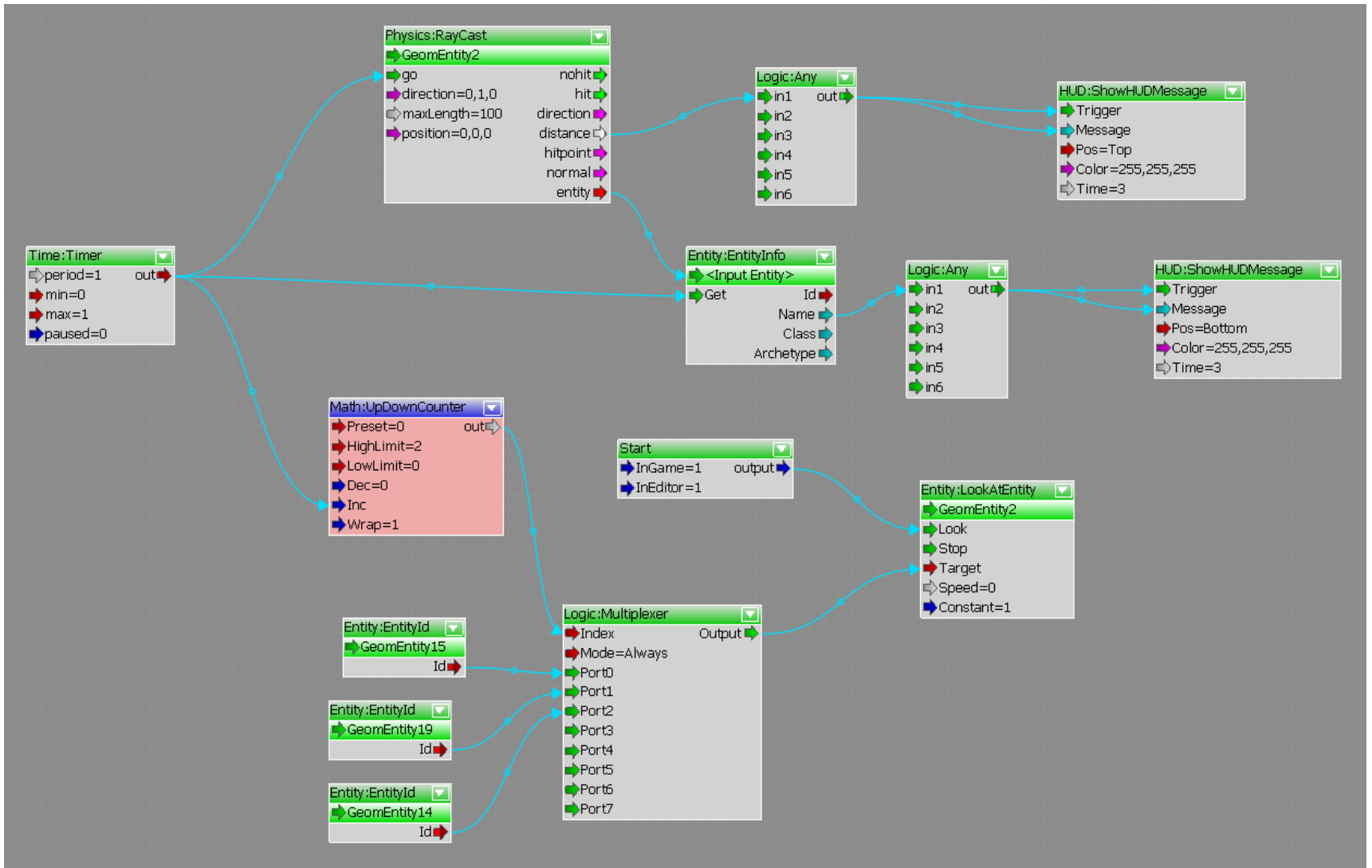
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FLOWGRAPH SAMPLES

FLOWGRAPH DEMO

QUESTIONS?