

SRM Weapons Dealers AL Plugin v1.3

Part of the Ship Rebalance Mod

This purpose of this plugin is to help with the general shortage of weapons in the universe, especially capital ship weapons and missiles.

The script spawns several Weapon Dealer stations in random locations around the universe which stock a variety of weapons and shields in large numbers.

There are five main corporations involved with the trade of weapons. Each of these corporations has set up dealer stations in various locations. Due to legal issues, the corporations are only licensed to stock weapons from races friendly with their own.

Terracorp Weapons Dealers

Deal primarily with Argon and Boron weaponry.

Strong Arms Weapons Dealers

Deal primarily with Split and Teladi weaponry. It is also rumoured that they have a hidden dealership which stock a much larger variety of black market weapons, including Terran and Pirate weapons, and will sell to anyone with sufficient credits no matter their reputation.

Holy Dimentions Weapons Dealers

Deal primarily with Paranid, Teladi and Split technology.

Dark Space Weapons Dealers

Deal solely with Terran technology.

Duke's Buccaneers Weapons Dealers

Deal primarily with pirate technology.

The Weapons Dealer stations are in two sizes. The "L" stations specialise in capital ship weapons and can stock up to 44 units of each capital ship weapon. The smaller "M" stations do not stock the larger weapons in order to specialise in a larger selection of missiles. It is rumoured that there is an "XL" station somewhere in the universe which can stock huge numbers of weapons.

The stations receive deliveries of new stock from time to time. The sizes of these deliveries vary. If the stations get destroyed they will be rebuilt after a short time.

The AL Plugin can be toggled off and on at any time. However as the stock builds up over time, reinitialising the Weapons Dealers will also clear their stock.

INSTALLATION

- Copy all five scripts into the scripts directory of your X3TC install.
- Run X3TC and load a save or new game.
- Go to - Options > Gamplay > Artificial Life Settings.
- Switch the SRM Weapon Dealers on. (If upgrading from 1.2 or earlier, after switching on, switch it off and on again to clear any old features and reinitialise the script)

UNINSTALLATION

- Go to - Options > Gamplay > Artificial Life Settings.
- Switch the SRM Weapon Dealers off.

Changelog:

V1.3 – Added random sector location and collision detection routine.

V1.2 – Added shields and increased missile delivery numbers.

V1.1 – Updated for Fusion Pulse Cannon from CMOD4.4.

V1.0 – initial release.