

# ORRR3 Room Designer Guide

**Time:** You have 1 week to add your room. Please work on it before hand and integrate in the week.

**Custom Assets:** Put your assets/scripts in: "mod\_assets/rooms/<your\_name>/..."

**Naming:** For custom asset definitions AND important entities in your rooms (keys, scripts) in your mod, please prefix them with your initials - ie. (jw\_golden\_axe).

**Keys:** Please define any keys you use as new items in an items.lua file so that left over keys from one room don't break other people's rooms.

**Room Size:** It's okay to go one space sometimes, but don't get too close to another person's room.

**Asset Size:** For Steam the mod must be under 100Mb. Each designer gets only **3Mb of space** for custom assets. Some assets are bundled with the mod. Poke us on the forums with questions.

**Export Your Room:** Before sending your room back, please export it and play it through in the real game. Some problems only appear in the main game and not in the editor.

**Progression / Quest Items:** Please place a quest item at the end of your room from the table below. Please also try to keep monsters and loot mostly in accordance with the progression table.

Area	Level	Quest Item	Loot Guidelines
Cemetery	1-4	or3_meteor_ore	Low (e.g. Dagger, Leather Cap, Rusty Sword)
Abandoned Town	4-5	No Rooms	N/A
Bog	5-9	or3_meteor_ore	Mid (e.g. Long Sword, Ring Mail, Simple Magic)
Town Outskirts	5-9	or3_meteor_ore	Mid (as above)
Asylum	8-11	or3_meteor_ore	Mid (as above)
Twisted Forest	11-13	or3_ghost_remains	High (powerful items - anything in moderation)
Dark Tower	13-15	or3_power_crystal	High (as above)

**Reskinning Models:** You can now re-skin models without making a new .model file. Simply define a component with the material / materialOverrides property and you save effort, dat space and memory.

**Effect Target Locations:** If you want to do something on a specific square, instead of writing in space numbers like *spawnSomething(3,3,1,3)*, it's best if you use a dummy object at the target location and do *spawnSomething(jw\_target.x, jw\_target.y, jw\_target.elevation, jw\_target.facing)*. Equally, if you want to run *delayedCall*, it's best to do *delayedCall(self.go.id, ...)* instead of using a script name.

**Statistics / Achievements:** We are supporting custom achievements and statistics in the ORRR3. Look in *or3\_manager* for the functions or just ask us on the forums for more help!

**Other People's Assets:** Do not use assets from other people's rooms unless they are clearly generic (flask of water) or you have their permission. Some items are only meant to be found once / are special.

**Tomb Assets:** In order to save in-game memory, we've removed the Tomb Assets and the Lindworm.