Guides

- Setting up Pod Restore
- Using Pod Restore

Setting up Pod Restore

Required mods

Workshop ID: 2784972075

Mod ID: BTSE_Base

Mod ID: BTSE_RestorePods

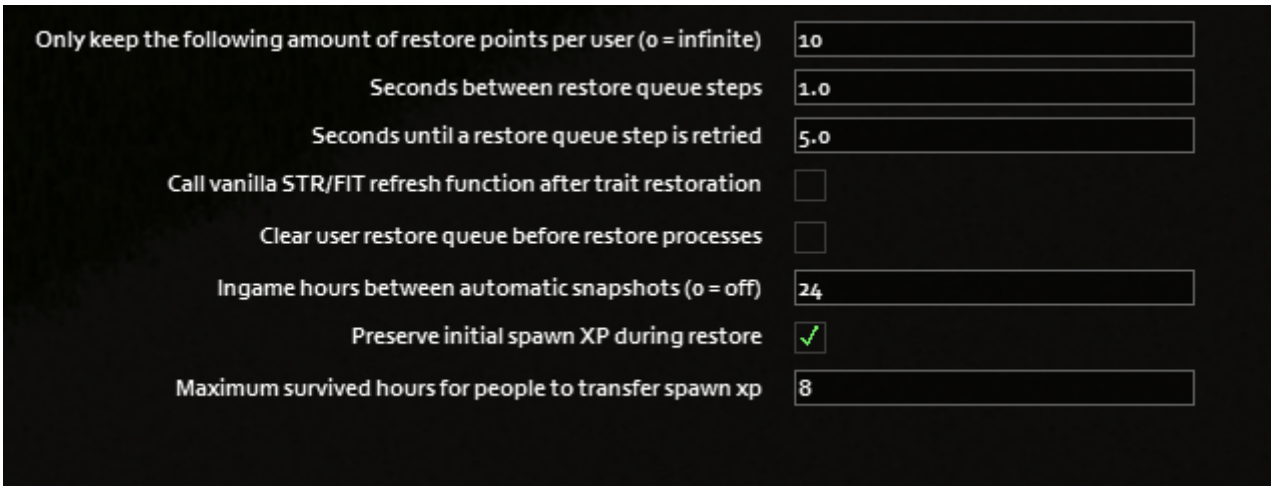
If you have loaded the above correctly, you should have these showing in your Sandbox Options:



Sandbox Options

BTSE | Restore (common settings)

Default values



Value definitions

> “ Only keep the following amount of restore points per user (0 = infinite)

This value determines how many restore points are retained for each user. A restore point is the same as a personnel file in game. Think of them as "past lives" or "deaths". Setting this to zero will keep every restore point on permanent record, however only a maximum of fifty will ever be shown to players and admins to restore from.

> “ Seconds between restore queue steps

How long the system will wait between processing the chunks of restore XP. You can extend this if you want a slow restore for RP reasons, or if your players are experiencing issues with anti-cheat being triggered. The default values should not trigger any PZ anti-cheat.

> “ Seconds until a restore queue step is retried

Minimum of zero, maximum of three hundred (0-300). Determines how long the process waits before attempting a missed restore step. Only change this if you are experiencing issues with the restore process.

> “ Call vanilla STR/FIT refresh function after trait restoration

If this box is checked, the restore process will force a strength and fitness refresh from the game. This makes the game check the player's STR/FIT values and determine if any traits need to be added or removed. The game automatically does these checks periodically regardless of this box's value.

> “ Clear user restore queue before restore processes

In very rare cases the restore queue can get stuck in the verification process. Enable this option and then attempt to restore again. Consider this as a troubleshooting option and not standard play.

> “ Ingame hours between automatic snapshots (0 = off)

The amount of time before a player's current stats are saved to their "live" file. When a player dies, the pod restore mod will attempt to record that player's stats to their "live" file so it reflects their at-death condition. Sometimes this process can be missed due to lag or performance issues, particularly during heavy events and zombie spawning. As a fallback, these automatic snapshots provide a periodic update to that "live" file to reduce the amount of potential skill data lost on death.

Configure this value to your preference. Setting this to zero will turn off the function and rely purely on the at-death process to catch the user's data. Setting the value lower will prompt more regular data collections and may have performance impacts. Adjust as necessary if the players are noticing data loss.

> ## Preserve initial spawn XP during the restore

"Initial spawn XP" refers to the default skill levels a certain build provides. For example, if your character's build normally spawns in with 5 Fitness, 5 Strength, and 2 Carpentry, that is considered the "Initial spawn XP".

If this box is checked, during a restore the player will always at minimum receive the same levels as their initial build would have given them. If Fitness and Strength are configured to restore zero percent but the initial spawn XP in our example provided five of each, the player will always at minimum receive five of each.

If this box is not checked, during a restore the player will only receive the restore values compared to their pod data and will not take into account their initial spawn XP. If Fitness and Strength are configured to restore zero percent and the initial spawn XP in our example provided five of each, the player would restore zero points in Fitness and Strength.

> Having the box unchecked and not restoring initial spawn XP can lead to diminishing returns and punishes repeated deaths

> ## “ Maximum survived hours for people to transfer spawn xp

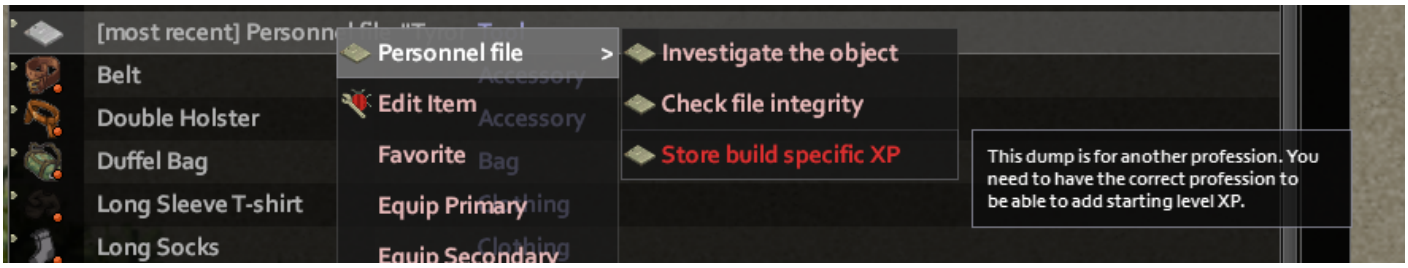
This option is specifically for servers that have added the pod restore option mid-season or mid-wipe. This is an integration option to smooth over the transfer to the pod restore method. To explain this option, we first must understand a little more about how the restore system works.

In a server that runs the pod restore system from the start of the wipe, players create their builds on first login and that build is recorded into their "live" file on character creation. That build data is important for the "initial spawn XP" option mentioned above.

When those players die, the "live" file already contains their initial spawn XP and everything works as normal.

In a server that adopted the pod restore system after the start of the wipe, all pre-existing characters do not have their initial spawn XP recorded in their file as the mod has no way of knowing what they chose on character creation. When a player attempts to recover their "live" file from a pre-existing character, the initial spawn XP option above cannot be applied until the mod is informed what the player's original build contained.

To allow players to update their file, a process was added so players could spawn in with their desired build and use that build to update the file after the death. The player can right-click the file and choose "Store build specific XP". The new build must match the previous build's profession.



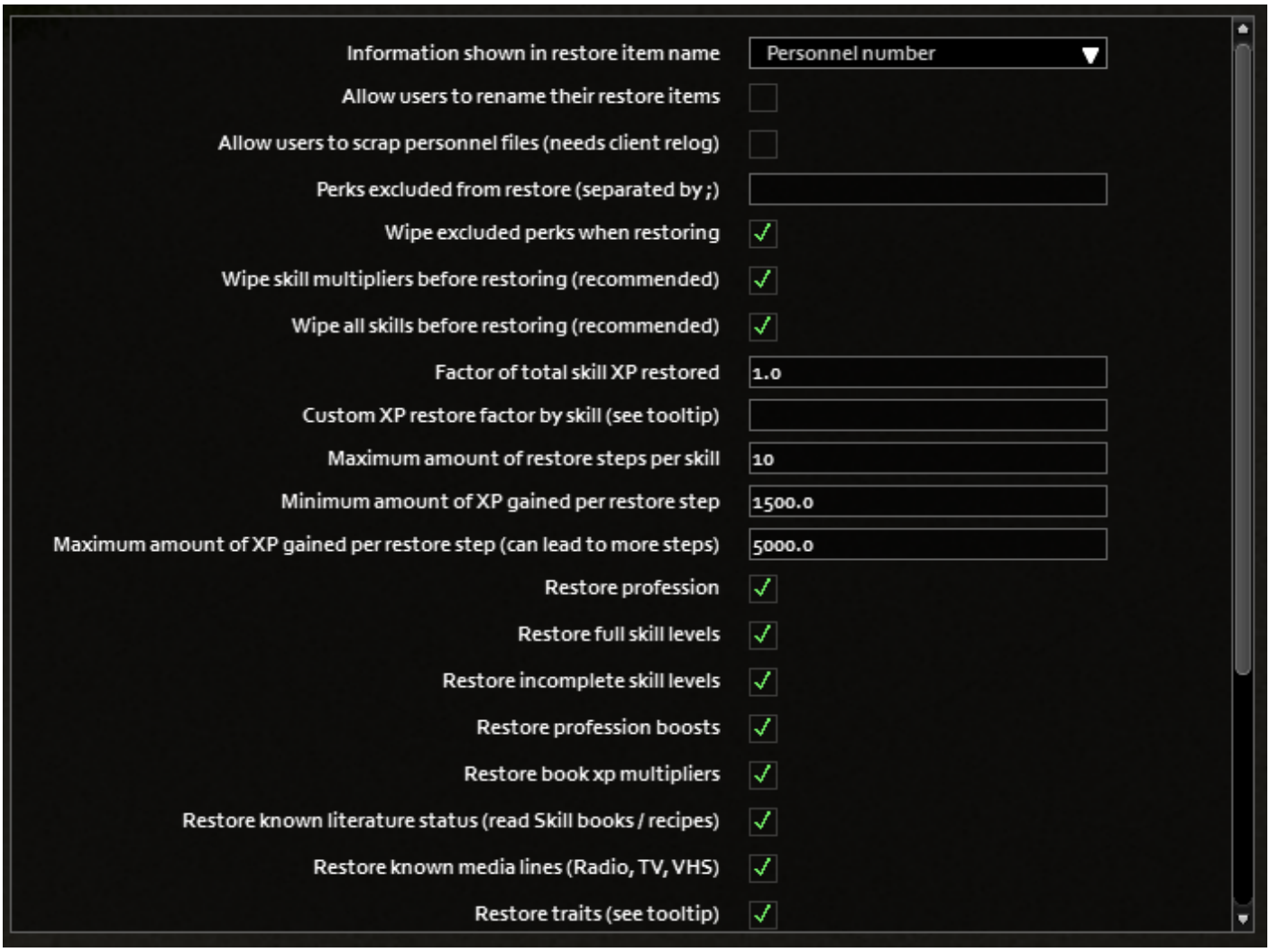
This sandbox option sets the amount of ingame hours that the option is available to players. Setting this longer allows more leniency for updating their file which is useful if you have restricted access to pod locations, however this also allows players time to farm XP which will be included in the initial spawn XP values. Adjust as necessary.

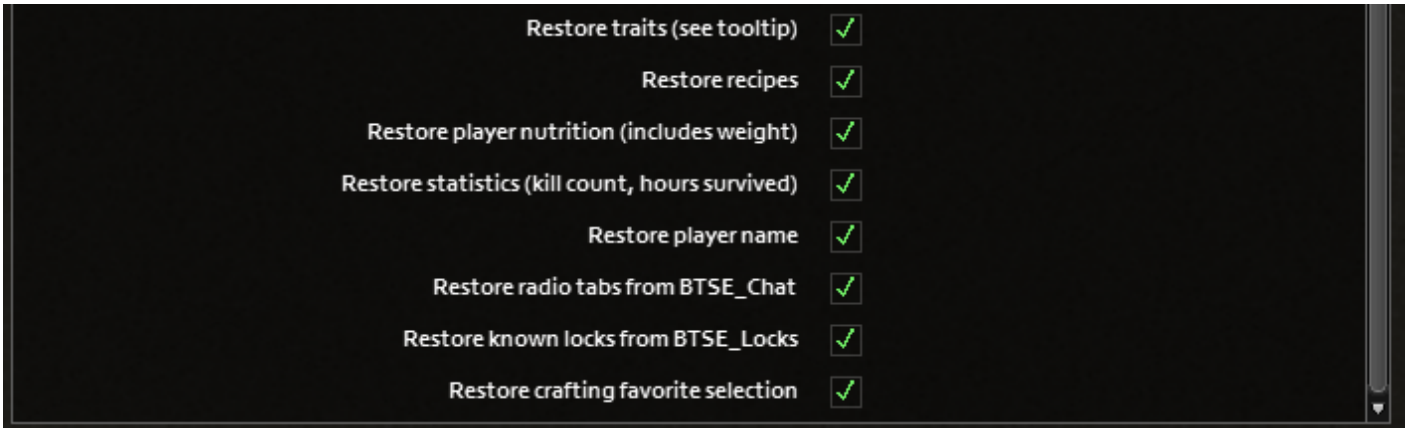
Do remember this is a one-time process during integration of the pod restore mod. Once a player's file includes build specific XP, that file cannot be updated again. Any player created after the mod is added will automatically include the build specific XP in the file on character creation.

BTSE | Restore (item specific)

> All of these options only apply to the personnel file in the player's hand

Default values





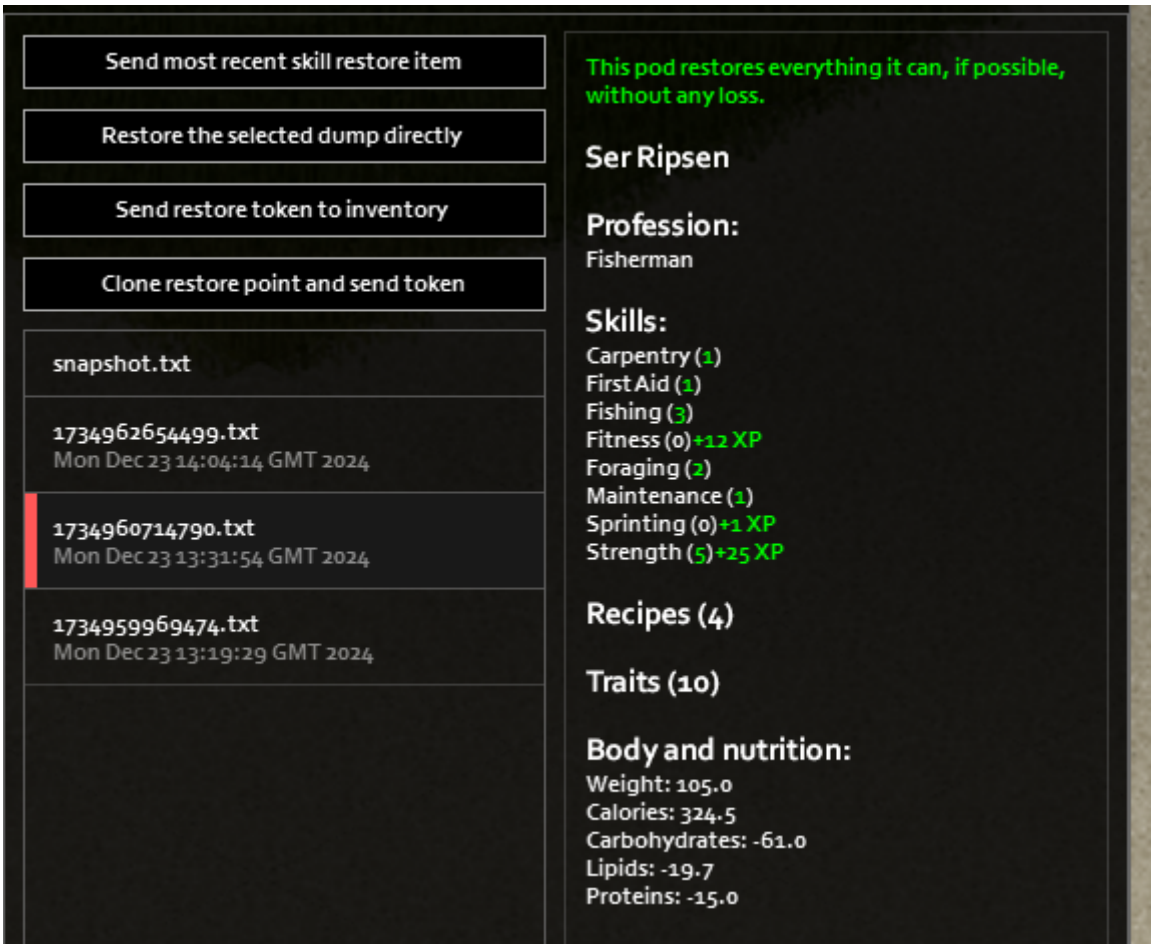
Value definitions

> Information shown in restore item name

This option changes how the Personnel File gets named by the system. This name updates if you change the option.

Option 1: Personnel file
This option shows the number associated with the restore point the file is referencing





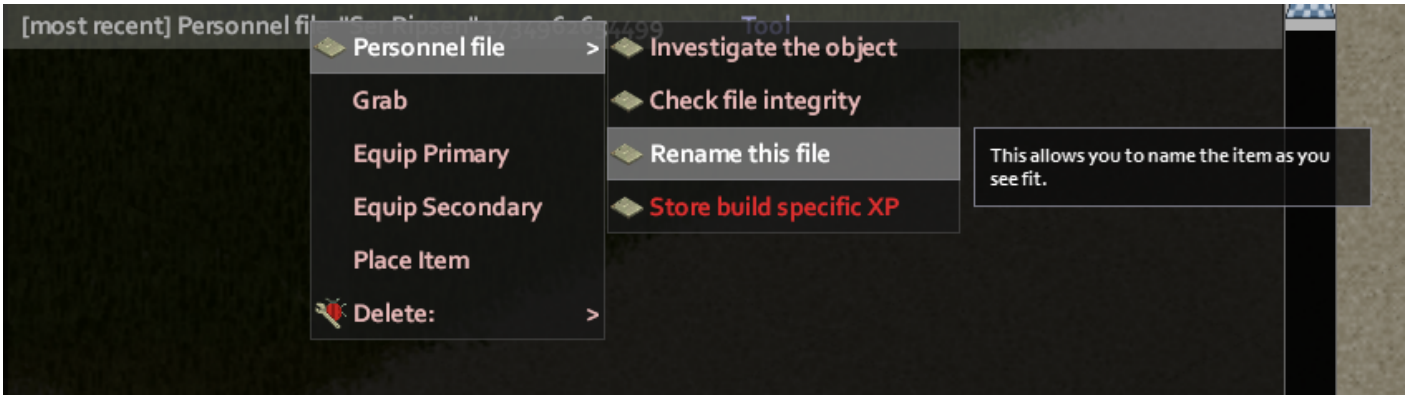
Option 2: Date / Time of death
This option shows the in-game date and time in YYYY-MM-DD HH:MM format.



> Allow users to rename their restore items

A simple checkbox that enables a "Rename this file" option under the context menu.

> If a file name is changed this way, it no longer follows the "Information shown in restore item name" logic and becomes a static name.



> “ Allow users to scrap personnel files (needs client relog)

If enabled, this allows users to delete their personnel file item in their inventory. This does not delete the actual snapshot which can still be recovered via other means.

> “ Perks excluded from restore (separated by ;)

If left blank, this option has no impact on the pod restore system.

This option allows you to exclude specific traits from the pod restore function.

When entering traits, use their internal code name and separate them with a semicolon (;) like so:

```
SundayDriver;Dextrous
```

> The follow restore options are specific to the personnel file item.
> If you set different settings for the item and the pod, you can have different returns based on which the player uses.
> This can allow you to configure reduced returns via the item in hand and full returns via the pod, for example.

> “ Wipe excluded perks when restoring

This option only activates if the previous option is configured with a value.

If enabled, this will remove any traits listed in the previous option before doing any restore actions. This prevents players from gaining free skills using those excluded options.

> “ Wipe skill multipliers before restoring (recommended)

This option clears any skill XP multipliers before doing the restore action. When enabled, this ensures the XP is delivered as expected and the restore is standardised.

If this option is disabled, XP multipliers from other sources are not cleared and can lead to power-levelling. Use at your own discretion.

> “ Wipe all skills before restoring (recommended)

This option, when enabled, resets the character to zero across the board before applying all the restore actions. This means that the player's character becomes an exact copy of the personnel file's expected outcome.

This option can be disabled. In this case, using a personnel file would only add on to the existing skill levels.

> “ Factor of total skill XP restored

The overall restoration of XP is multiplier by this factor. A factor of 1.0 is a 100% restoration for all skills.

This can be overridden on a skill by skill basis with the next option. This option sets a general baseline for all skills not specifically defined in the next option.

> “ Custom XP restore factor by skill (see tooltip)

"The skills and factors liisted here will supersede the globally set XP factor. Values above 1 will be capped to 1. Expected format is:

InternalSkillName:percentage,AnotherSkillName:percentage"

Here is where you can define the custom returns for each of the skills in your server. Using the format above, list out your skills followed by a percentage. You can do as many skills as you like in this fashion. Here is an example below:

```
Woodwork:0.55,Aiming:0.2,FirstAid:0.9
```

> “ Maximum amount of restore steps per skill

Defaults to 10. This is one of the three values that determine how quickly a restore process takes to complete. Ensure there is enough room for the full level 10 amount of XP to be delivered.

This value controls the number of steps, i.e. the number of times XP is granted.

>

> Minimum amount of XP gained per restore step

Defaults to 1500. This is one of the three values that determine how quickly a restore process takes to complete. Ensure there is enough room for the full level 10 amount of XP to be delivered.

This value controls the minimum amount of XP to be delivered in each restore step. This is a lower bound for each of the steps defined in the previous option. If less than this value needs to be delivered in the final step, it will deliver the exact amount required.

> “ Maximum amount of XP gained per restore step (can lead to more steps)

Defaults to 5000. This is one of the three values that determine how quickly a restore process takes to complete. Ensure there is enough room for the full level 10 amount of XP to be delivered.

This value controls the maximum XP to be delivered in a single step. If more than this value needs to be delivered, an additional step will be taken

> “ Restore X section

We will bundle these next several options together as every option is just a toggle for restoring a certain item.
If the option is disabled, that means the restore process will not interact with that item at all. For example, if "Restore Traits" is not enabled, the restore process will not add or remove any traits. For traits specifically, this can be exploited and should be enabled.

Here is a quick list of the items:

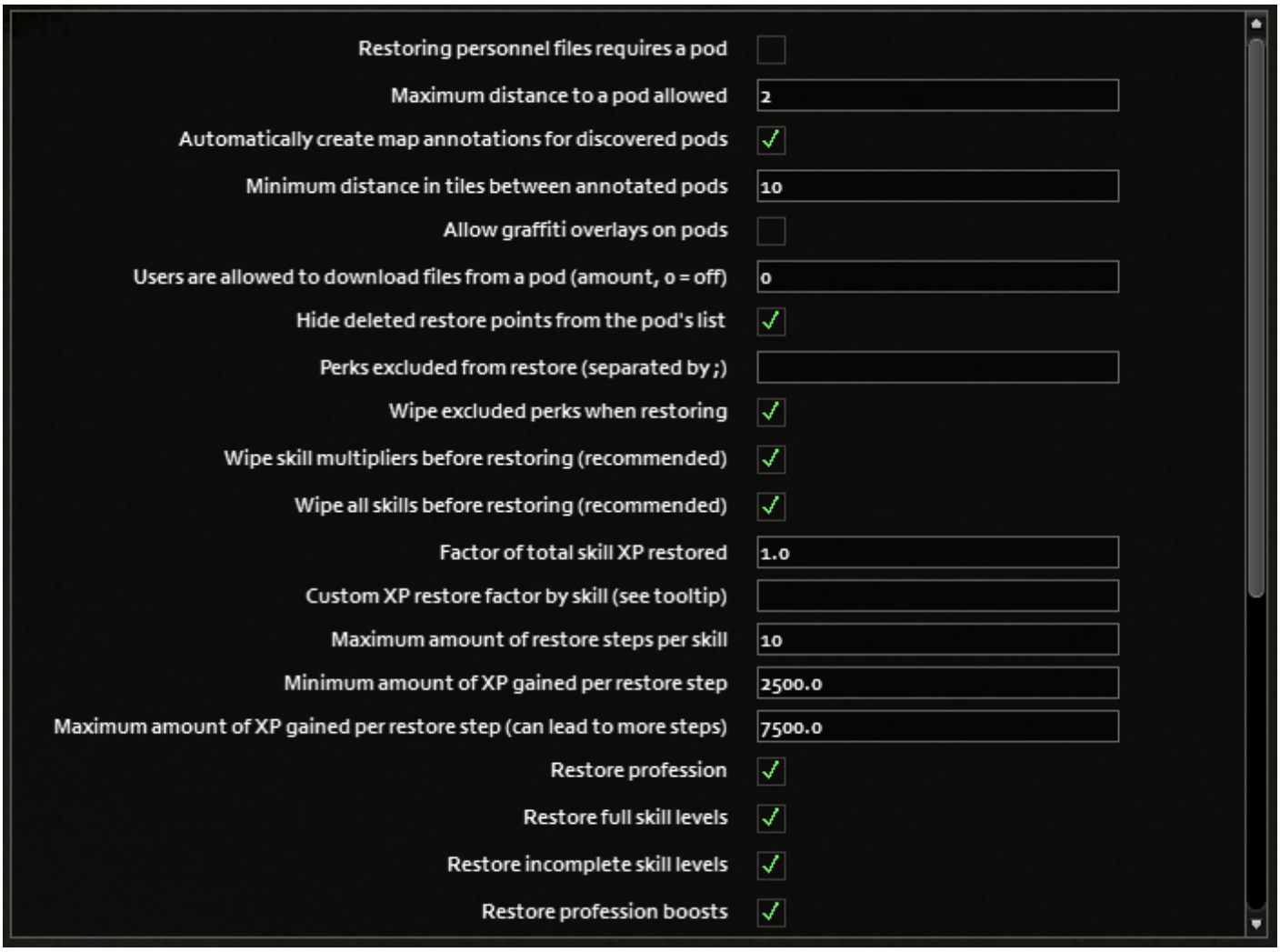
1. Profession
2. Full skill levels
3. Incomplete skill levels
4. Profession boosts
5. Book XP multipliers
6. Known literature status (read Skill books / recipes)
7. Known media lines (Radio, TV, VHS)

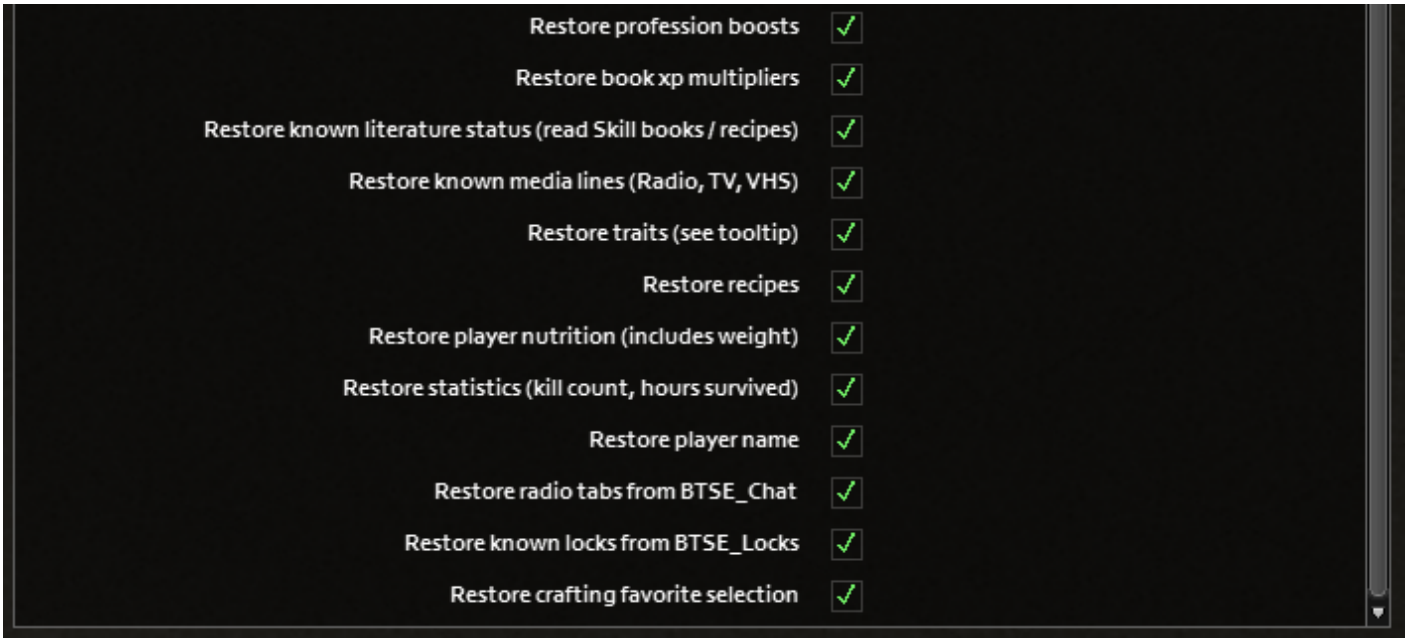
8. Traits
9. Recipes
10. Player nutrition (includes weight)
11. Statistics (kill count, hours survived)
12. Player name
13. Radio tabs from BTSE_CHat
14. Known locks from BTSE_Locks
15. Crafting favorite selection

BTSE | Restore (pod specific)

> All of these options only apply to the restore pod placed in the world

Default values





Value definitions

> Restoring personnel files requires a pod

When disabled, this allows players to restore a personnel file in their hand.

When enabled, that action is not available and players must be within a set distance of a pod to perform the action.

Enabling this option effectively negates all of the item specific sandbox options in the previous section starting from "Perks excluded from restore (separated by ;)" and continuing down to the bottom.

> “ Maximum distance to a pod allowed

Sets the maximum distance a player can be from a pod for the action to be available. Only works with the previous option configured.

> “ Automatically create map annotations for discovered pods

With this checkbox enabled, players will hear the scribble noise play when they load a chunk with a pod inside it. Their map will show a brain marker with a down arrow. This marker is centred on the pod tile.

> The marker icon is only written once. If players manually erase their marker icon, it will not return without the pod being placed again.



> Minimum distance in tiles between annotated pods

A simple settings to ensure the markers are not excessive. Useful if there are going to be several pods in a certain location. Tweak as desired.

> Allow graffiti overlays on pods

Enables several options for graffiti to be added to pods in the world.

This action is restricted to Admins only, players cannot graffiti the pods.

> Users are allowed to download files from a pod (amount, 0 = off)

Control the number of previous files the players can download from the pods up to a maximum of 10 previous deaths.

> “ Hide deleted restore points from the pod's list

Snapshots and restore points should only be deleted as a troubleshooting measure. If a deleted restore point is causing issues, this option hides them from the players to avoid those potential issues.

The follow restore options are specific to the pod.
If you set different settings for the item and the pod, you can have different returns based on which the player uses.
This can allow you to configure reduced returns via the item in hand and full returns via the pod, for example.

> “ Perks excluded from restore (separated by ;)

If left blank, this option has no impact on the pod restore system.

This option allows you to exclude specific traits from the pod restore function.

When entering traits, use their internal code name and separate them with a semicolon (;) like so:

```
SundayDriver;Dextrous
```

>

> Wipe excluded perks when restoring

This option only activates if the previous option is configured with a value.

If enabled, this will remove any traits listed in the previous option before doing any restore actions. This prevents players from gaining free skills using those excluded options.

> “ Wipe skill multipliers before restoring (recommended)

This option clears any skill XP multipliers before doing the restore action. When enabled, this ensures the XP is delivered as expected and the restore is standardised.

If this option is disabled, XP multipliers from other sources are not cleared and can lead to power-levelling. Use at your own discretion.

> “ Wipe all skills before restoring (recommended)

This option, when enabled, resets the character to zero across the board before applying all the restore actions. This means that the player's character becomes an exact copy of the personnel file's expected outcome.

This option can be disabled. In this case, using a personnel file would only add on to the existing skill levels.

> “ Factor of total skill XP restored

The overall restoration of XP is multiplier by this factor. A factor of 1.0 is a 100% restoration for all skills.

This can be overridden on a skill by skill basis with the next option. This option sets a general baseline for all skills not specifically defined in the next option.

> “ Custom XP restore factor by skill (see tooltip)

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```
Woodwork:0.55,Aiming:0.2,FirstAid:0.9
```

> “ Maximum amount of restore steps per skill

Defaults to 10. This is one of the three values that determine how quickly a restore process takes to complete. Ensure there is enough room for the full level 10 amount of XP to be delivered.

This value controls the number of steps, i.e. the number of times XP is granted.

> “ Minimum amount of XP gained per restore step

Defaults to 2500. This is one of the three values that determine how quickly a restore process takes to complete. Ensure there is enough room for the full level 10 amount of XP to be delivered.

This value controls the minimum amount of XP to be delivered in each restore step. This is a lower bound for each of the steps defined in the previous option. If less than this value needs to be delivered in the final step, it will deliver the exact amount required.

> “ Maximum amount of XP gained per restore step (can lead to more steps)

Defaults to 7500. This is one of the three values that determine how quickly a restore process takes to complete. Ensure there is enough room for the full level 10 amount of XP to be delivered.

This value controls the maximum XP to be delivered in a single step. If more than this value needs to be delivered, an additional step will be taken

> “ Restore X section

We will bundle these next several options together as every option is just a toggle for restoring a certain item.
If the option is disabled, that means the restore process will not interact with that item at all. For example, if "Restore Traits" is not enabled, the restore process will not add or remove any traits. For traits specifically, this can be exploited and should be enabled.

Here is a quick list of the items:

1. Profession
2. Full skill levels
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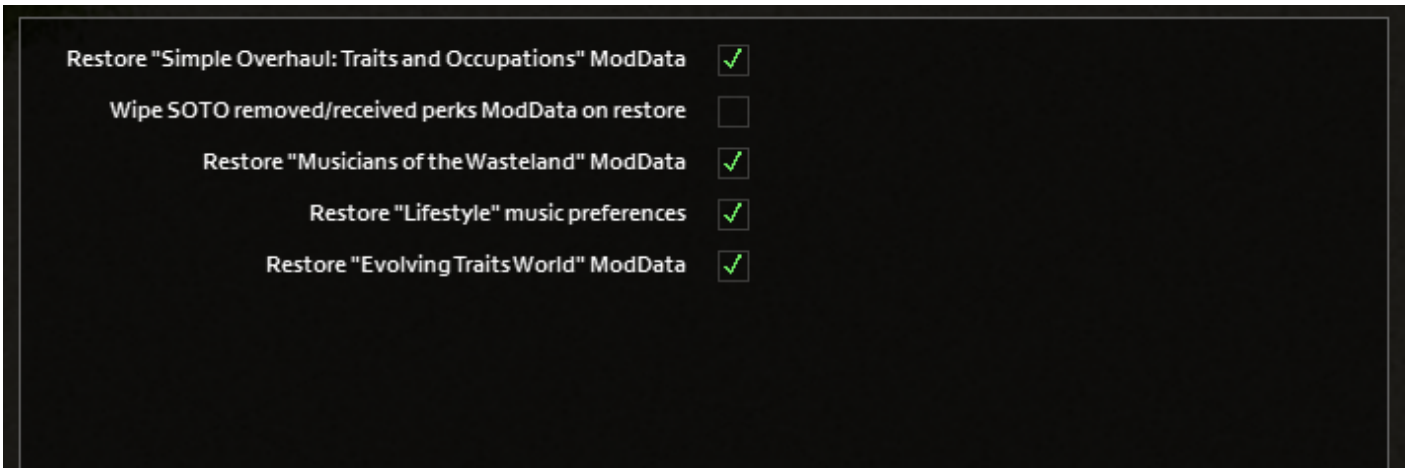
8. Traits
9. Recipes
10. Player nutrition (includes weight)
11. Statistics (kill count, hours survived)
12. Player name
13. Radio tabs from BTSE_CHat

14. Known locks from BTSE_Locks
15. Crafting favorite selection

BTSE | Restore (3rd party)

This section defines how the pod restore system will interact with other mods that affect traits and XP gains.

Default values



Value Definitions

> Restore "Simple Overhaul: Traits and Occupations" ModData

When enabled, allows the restore point to contain trait gain/loss information and current progress towards those goals.

> “ Wipe SOTO removed/received perks ModData on restore

SOTO remembers what traits it gave and which it removed. When this option is enabled, those variables are scrubbed while the progression variables (previous option) can still be carried over. This enables dice rolls for traits to happen again after restoring from a file.

> “ Restore "Musicians of the Wasteland" ModData

This mod does not use a skill system and relies on ModData. Disabling this option will disable any restoration for this mod.

> “ Restore "Lifestyle" music preferences

Carries over music tastes to avoid multiple possibly conflicting music tastes being added to a player.

> “ Restore "Evolving Traits World" ModData

When enabled, allows Evolving Traits World progress and current information to be restored.

Using Pod Restore