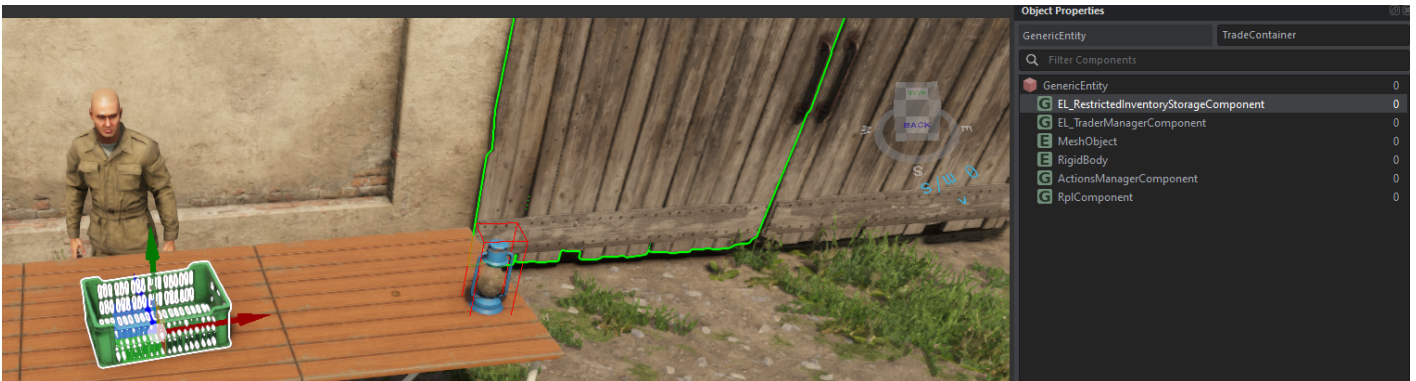


Find help on the FRENCH REFORGER MOD discord if you need ? Check our progress about this wiki here ?

Create a selling point

The purpose of this tutorial is to create a point of sale that allows exchanging products for money.

To achieve this, we will use components that will be added to the prefab:

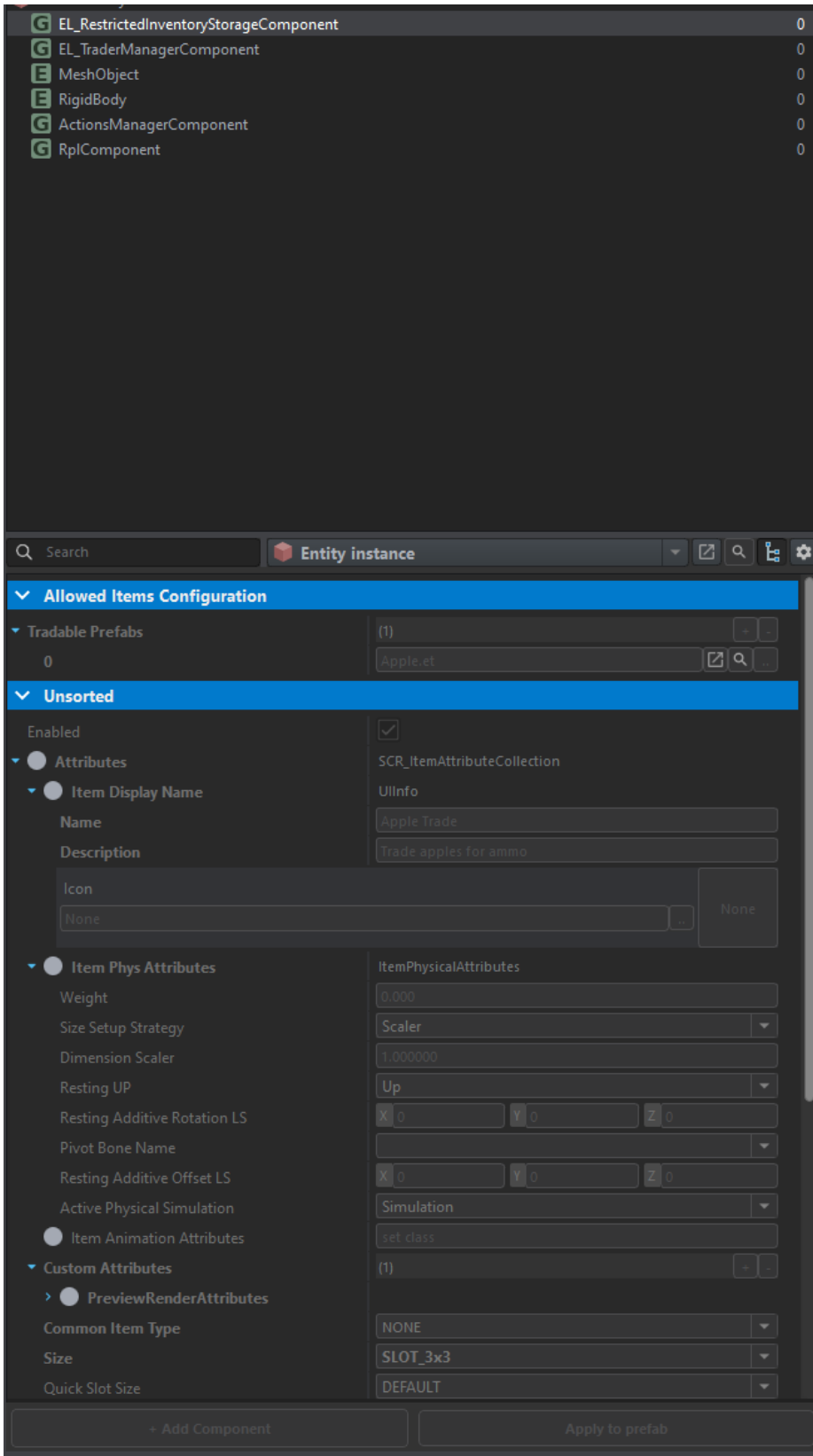


We are using the base setup that the everon team did and we decompose it to analyse it's function:

Putting the component on a npc does not seem to be working therefore you need to put an prefab (i recommand putting for exemple a prefab in link with the farm)

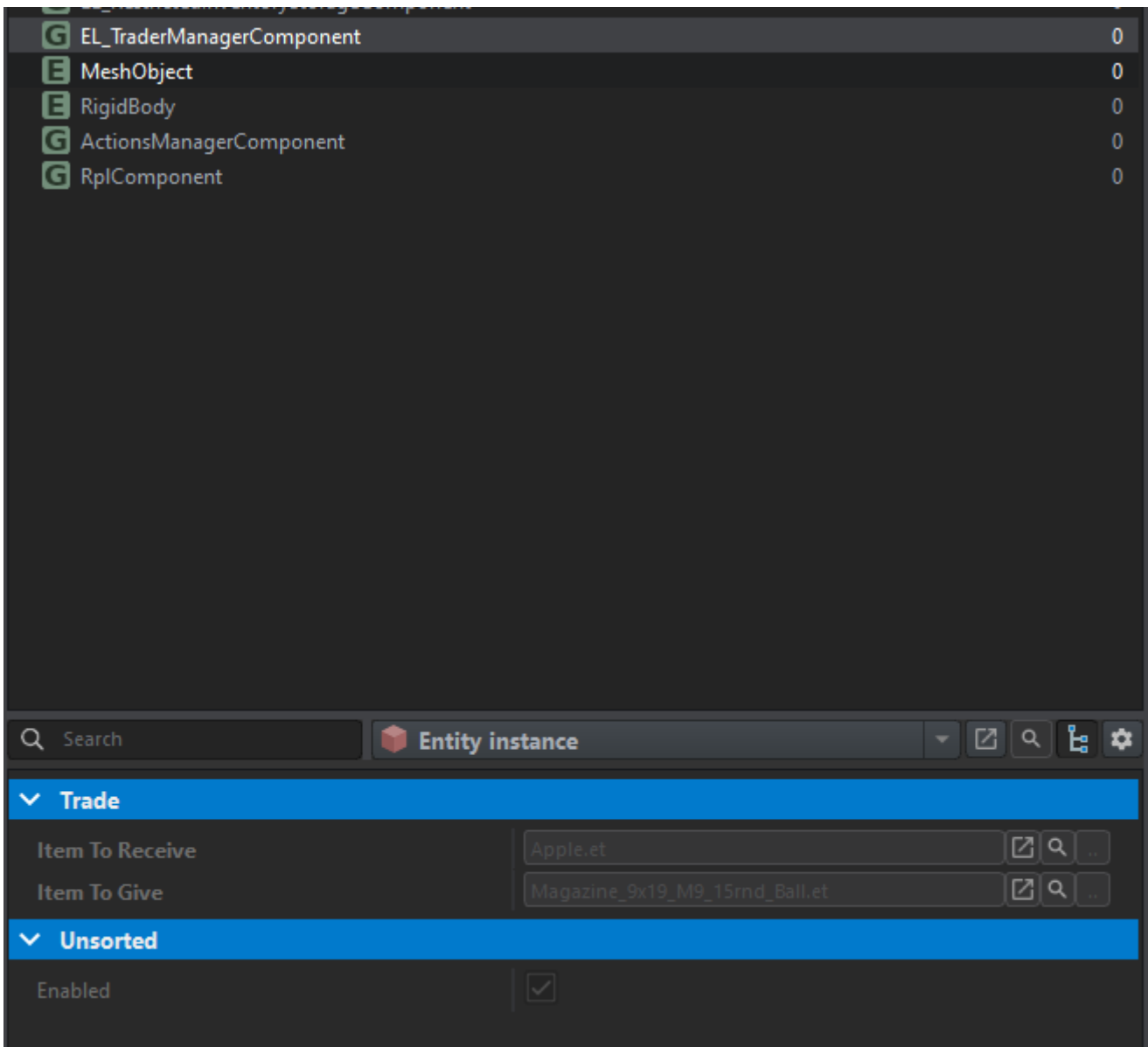
- **EL_restrictedInventoryStorageComponent:**

this component seem to be the one who are filtering the item you can exchange



we see here at the beginning the item that the prefab take (in the exemple it's an apple)

- EL_TraderManagerComponent



This component is therefore used to take an item and exchange it for another.

- Action manager

- ActionsManagerComponent 0
- RplComponent 0

Search

Entity instance

▼ Action Contexts	(1)	+ -
▼ ● default		
● UI Info	set class	
Context Name	default	
> ● Position	PointInfo	
Radius	1.500	
Height	0.000	
Omnidirectional	<input checked="" type="checkbox"/>	
Filter Actions Using Cache	<input checked="" type="checkbox"/>	
Line Of Sight Check	<input type="checkbox"/>	
▼ Additional Actions	(1)	+ -
▼ ● EL_OpenTraderAction		
> Parent Context List	(1)	+ -
▼ ● UI Info	UIInfo	
Name	Trade Apples	
Description	Trade apples for ammo	
Icon	None	None
Action Title		
Visibility Range	-1.000	
Duration	0.000	
Can Aggregate	<input type="checkbox"/>	
Perform Per Frame	<input type="checkbox"/>	
Sort Priority	0	
Inventory action	<input type="checkbox"/>	
Allow Cross Hierarchy	<input type="checkbox"/>	

+ Add Component

Apply to prefab

Revision #2

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