

# MQS | Advanced Quest System

Quest creation guide and more

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# Quest creation guide

## Getting started

### Installation

To install this addon to your server just unzip all folders to your `garrysmod/addons` folder. Note, this addon will contain two folders `mc_quest` and `mcd_ui` which both must be placed inside your addon folder. If you already have `mcd_ui` addon, you can skip or update the files, as it was downloaded with my other products.

Content will download automatically, but here is a workshop addon if you need it

<https://steamcommunity.com/sharedfiles/filedetails/?id=2486994157>

### Configuration

The main configuration can be done through the game inside **Administration Menu**. To open **Administration Menu** click on the MQS icon in the context menu, type the `mqs_editor` console command or `/mqs` chat command. Only users with superadmin privileges can access the **Administration Menu** and server settings.

## Quest creation

### Creating a new quest

To create a new quest navigate to the **Quests** tab and click on **Add new quest** button. If you started new quest creation earlier, you will have an option to load autosave or starting from scratch. Autosave can help you if you accidentally closed the menu or crashed, but we recommend

submitting the quest after basic setup and then edit it, so you won't lose progress.

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If you use menu opened via console/chat command, to save the editing page press on the circle near the close button

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## Quest main options

In the **Main options** tab, you can set up basic rules for the quest. Here is a description of all parameters:

**Name** - Displayed quest name, will be shown to players inside all available quests

**ID** - Must be unique for each quest. Used to store data, access quest from the other addons, and can help you navigate through quests.

**Category** - If you have enabled the "Sort by category" feature in the settings, you can type a category for the quest and it will be sorted in the main menu regarding to that category.

**Description** - Will be displayed to players inside all available quests and on the screen when the player starts the quest. We recommend keeping it simple but informative.

**Complete message** - Will be displayed to players on the screen when the quest is finished. Can be useful to show the player which reward did he get.

**Do time** - time in seconds for the quests will fail or succeed the quest depending on the next parameter. Leaving this parameter black will disable this function and the player will play quests for as long as he wants

**Fail/Succeed quest on time end** - This parameter will affect quest only if **Do time** is set. Failing quest on the time end can solve problems with players going AFK while playing important quests.

Succeeding quest on time end can be useful with looped quests, especially for MilitaryRP quests.

**Allow to abandon quest manually** - Will allow players to press a key and stop the quest any time. When the quest is stopped it will count as a failed quest. Also will display a notification for the players

**Loop quest tasks** - Can be enabled only if **Do time** is set. Will make your quests repeated after the player completes all tasks. Can be used in many cases, especially as a bus driver, city service, military/police patrol, and more. If **Fail quest on time end** parameter is set, quest **Do time** will be reset on each loop.

**Reward player on each loop** - will reward the player on each quest loop complete if you set up quests rewards (more about rewards later). If you turn this option off, the player will get his reward only when he manually stops looped quest or **Succeed quest on time end** option is set.

**Fail quest on player death** - will fail the quest if the player dies.

**Public cooldown timer** - If set the cooldown timer will effect everyone on the server even if player didn't play the quest at all, will reset on server restart. If not set, cooldown will be individually for each player, and the timer data will be stored and will not reset on server restart. This will allow to make a daily/weekly and etc. quests for players.

**Cooldown on finish/fail** - Cooldown before any other player can start the quest if it was finished or failed

**Players limit for the quest** - Here you can set how many players can play the same quest at the same time. If you have a lot of events happening on the quests, such as car/NPC/entity spawn, we recommend setting the limit only for 1 player.

**Players amount needed to start** - Here you can set how many players will be needed online on the server before anyone can start the quest.

**Setup team limits** - Same as the previous parameter, but you can choose an online request for

each team.

**Disable quest replay** - Will disable replaying quest to a player if he already completed the quests. Can be useful for story-driven quests.

**Require completed quest** - Will require another completed quest for a player before he can start this one. Can be useful for story-driven quests.

**Team whitelist** - Set a team whitelist. Only whitelisted teams will have access to this quest.

**The whitelist is a blacklist** - will turn the whitelist to the blacklist. All teams from the whitelist will not have access to this quest.

**Enabling quest or linking it to an NPC** - this option will vary depending on your server settings. Enabling this option will activate the quest and make it playable to all players, otherwise, this quest can be only play-tested by admins. If you assign this quest to an NPC, it can be played by a player only through that NPC. We recommend doing that only after you playtested the quest.

**Set custom icon** - Allows setting a custom icon for the quest. The icon will be displayed instead of an information icon. To set the icon enter the icon URL.

**Note.** Icon must be in a png format and for a better look must be square. 68 by 68 pixels is a recommended size.

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**Setup quest blacklist** - here you can select a list of quests that will be disabled for the player if he played the current quest at least one time. This can help create storylines with choice.

# Objectives

## Overall information

To add a new objective press on **Add new objective button**. To edit an objective click on it.

Note, objectives will be played in order from the first to the last one. If you will need to change the

objectives order you can right-click on an objective and choose one of the options - **Move objective up or down** in order, or swap objective with another. By choosing the **Swap** option target objective will be highlighted, by clicking on the other objective you will swap their places in play order.

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By choosing the **Edit mode** option you can select multiple objectives and move there order. To select multiple objective, left-click on 2 objectives, it will select all objectives in between that 2. To deselect just click on any selected objective (selected objectives are highlighted). To move selected objectives right-click on one objective with the order id you need, and select a **Move** option.

To remove the objective chose the **Remove** option from the dropdown menu when you right-click it. To duplicate the objective chose the **Duplicate** option, this will also duplicate all events for the objective. To edit objective parameters and set up events for each objective just click on it.

## Objective settings

The objective description is a requirement for each objective type. The description will be displayed to a player on the hud and must contain information regarding the current objective for better information

Here is the list of objective types and specifications for them:

## Kill NPC

Will create NPC assassination objective. Objective settings will be:

**Allow other players to kill NPCs** - By enabling this option you will allow any players to kill quest NPCs, otherwise, only the player who started the quest will be able to kill

**Show entities location to the player** - By enabling this option player will see markers on the NPCs within the distance you set by the next parameter.

**Min. distance to NPCs** - Here you set how far from an NPCs player must be, to see the marker.

**Map marker** - an icon that will be displayed on the HUD indicating the NPC.

Note that, the **Spawn NPC** event is required to be set for this objective. **Spawn NPC** event must have **NPC is an objective target** option enabled. You can create only one target NPC and also some non-target NPCs which will act as decoys or protection for the target. The objective will succeed only if you kill the target NPC, other NPC will remain even if the objective succeeded. If **NPC is an objective target** option is enabled for multiple NPCs you will need to kill all of them to continue.

## Kill random target

Will create objective with a goal to kill seted amount of NPCs or players. Objective settings will be:

**Target type** - NPC or a Player. In you select NPCs, the target can be any NPCs that will has the same class as in the next setting, even NPCs spawned randomly on the map, but you also can spawn them using an event. Is target type is a player and you set team filter in the next option, make sure that you did **setup team limits** in quest main options.

**NPC class or Player team** - Here you nee to enter NPC class name or a player team name. If not set, any NPC or player will progress this objective.

**Amount if targets to kill** - Amount of kills needed to complete the objective.

## Move to point

Will create a simple objective, where you need to reach a point on the map. Objective settings will be:

**Distance to point** - where you can set how close the player must be to the objective point to continue. A lower number means the player must be closer to the point.

**Move point** - point on the map. Can be set to your local position, aiming position or copy position from the entity you are looking at.

**Map marker** - an icon that will be displayed on the HUD.

**Mark area** - will mark the area where you must enter. Like here:

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**Ignore quest vehicle** - this option is useful only if you have a quest vehicle spawned earlier. By checking it you will be able to enter the area and continue the quest without your vehicle. In another case, the quest will continue only if you enter the area inside your quest vehicle.

## Leave area

Same as the **Move to point** objective but you need to exit an area on the map. Objective settings will be:

**Distance to point** - where you can set how far away from leave point the player must travel to continue. A lower number means the player must travel a shorter distance.

**Leave point** - point on the map. Can be set to your local position, aiming position on copy position from the entity you are looking at.

**Mark area** - will mark the area which you must leave. Same as the **Move to point** objective

**Ignore quest vehicle** - this option is useful only if you have a quest vehicle spawned earlier. Same as the **Move to point** objective

## Wait Time

Simple timer which player needs to wait before the next objective starts.

**Time to wait** - Time in seconds player needs to wait.

**Show the timer to player** - will show how much time you need to wait near the objective description.

**Player must stay in area** - an area size that will be linked to the timer if you enter a value. Leave the values blank to disable this and the following option. If you enter a value, the player will need to stay inside the given area, if he leaves the area before the timer runs out, the quest will be failed.

**Area position** - position of the area on the map. Can be set to your local position, aiming position on copy position from the entity you are looking at.

**Mark area** - will mark the area where you must stay. Same as the **Move to point** objective

**Ignore quest vehicle** - this option is useful only if you have a quest vehicle spawned earlier.

Same as the **Move to point** objective

## Collect quest ents

In this objective, you will need to collect quest entities by pressing the use button on them. Will require **Spawn quest entity** event. More entities spawned via **Spawn quest entity** event - more of them you will need to collect before you can continue the quest.

**Show entities location to the player** - will show distance in meters to the closest entity near the objective description.

**Search area size** - Size of the area that will be marked on the map so the player can easily navigate to the collectible entities.

**Search area position** - position of the area on the map. Can be set to your local position, aiming position or copy position from the entity you are looking at.

**Mark area** - will mark the search area. Same as the **Move to point** objective

## Talk to NPC

This objective will appear only if you have **Simple NPCs** addon installed. This objective can trigger premade dialog from **Simple NPC** and the quest can be continued only if the answer in the dialogue has an **MQS Continue** mark. More about it in the integration guide.

**Select an NPC** - Here you can select one of the available NPCs from the map.

**Dialog ID to open** - The ID of the premade dialog line that will be opened if you speak to the NPC.

**Map marker** - an icon that will be displayed on the HUD and mark the NPC.

# Events

## Overall information

Events are a list of actions that will happen when you start an objective. This may help you to

change your quest environment dynamically as the player progress through the quest. You can remove or duplicate an event if you right-click them.

## **Spawn entity**

This event will spawn any entity you want. If you need to spawn a prop enter prop\_physics as the entity class. You can first spawn an entity, customize it and then just use Copy buttons to use all information from the entity.

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## **Spawn quest entity**

This event will spawn an entity that you will need to collect for the **Collect quest ents** objective. The same method can be applied to set up an entity as for the **Spawn entity** event. You can also choose if the entity will be arcade-styled or just look like a normal entity. Pointer above the entity is optional too.

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By adding a number inside **Hold [E] key** field you will add a delay in seconds before the player will pick up the entity. The delay is in seconds.

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## Manage do time

Basically, you can reset do time to quest's original time or just add some more time to the base timer. This can be useful for time trial quests.

## Give weapon

Gives the player a weapon. Just enter the weapon class you want to give.

## Strip weapon

Strip a weapon from the player. Just enter the weapon class you want to strip. Can be useful if you want to give the player a weapon only for a few objectives

## Give ammo

Gives ammo to the player. You can choose the amount of ammo to give and find ammo type from the list. The list will have all ammo used on the server.

## Spawn NPC

This event will spawn an NPC which can be hostile or friendly to the player. NPCs spawned this way will ignore damage from other players as well as players themselves. To copy the NPC class name, go to the Q menu and right-click on the NPC you want to use, and choose the Copy to clipboard option. Then paste the class to the MQS menu. You can leave the NPC model blank and it will use the default model for this class or change it to a custom model by entering the path to the model or copying it from a spawned NPC.

Note if you use this event on a **Kill NPC** objective you will need to set at least one NPC to be the objective target. You can use multiple NPCs as an objective target, this way player will need to kill all the NPCs marked as an objective targets. You also can create more NPCs without this mark to act as a distraction or protection for the target NPCs.

## Remove all entities

Will remove all entities created by the **Spawn entity** event. Can be useful to keep fewer entities if you have a long quest.

## Set HP

Will set a custom amount of HP to the player or can restore full HP.

## Set armor

Will set a custom amount of armor to the player from 0 to 255.

## Spawn vehicle

Will create a vehicle tied to the quest and convert it to the vehicle-based quest. Supports default vehicles, simphys vehicles, and LFS based vehicles. If the vehicles will be somehow removed or destroyed, the quest will fail. A small vehicle setup guide:

To copy the vehicle class name, go to the Q menu and right-click on the vehicle you want to use, and choose the Copy to clipboard option. Then paste the class to the MQS menu and choose vehicle type. To set a spawn position we recommend spawn and place the vehicle where you need it to spawn and then copying its position. To avoid sticking the vehicle in the ground place it slightly above the ground.

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## Remove vehicle

Will remove quest vehicle created by the **Spawn vehicle** event with a delay you set.

## Music player

This allows playing sound/music via a weblink or from Gmod content. Music will automatically be stopped on quest end/fail. If you want to stop music on certain objectives, start this event again with no link or path.

## Teleport player

Will teleport player to the given location, as simple as that.

# Rewards

To give the player a reward after finishing a quest you need to enable a reward in the left column, and then edit reward properties in the right one.

For now, you can give the player these rewards:

- **Give special weapon**
- **Give DarkRP money** - only for DarkRP gamemode
- **Give Helix money** - only for Helix based gamemodes
- **Leveling System** - XP reward if you have this addon installed
- **GlorifiedLeveling** - XP and LvL reward if you have this addon installed
- **Pointshop and Pointshop 2** - Points/Item reward if you have one of these addons installed

# Additional information

To finish quest setup you will need to click **Submit quest** button, and if it is active or assigned to the NPC it will be available to play for all players.

If you want to transfer and edit a quest from another map or you just need a copy of a quest you made earlier, enter the **Copy data** menu. The left column will contain all current quests and the right one will contain quests from the map you enter to the search field.

# Quest NPC setup

## Enabling quest giving NPCs

By default, players will be able to play all available quests through a special menu. To open it they need to click on the MQS icon in the context menu or type `/mqs` chat command. You can change it to an NPC which will give player quests. To do that go to the **Settings** tab inside **Administration Menu**, open Server settings, and turn on **Enable quest NPCs** option.

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After you enable this option, you can start creating quest-giving NPCs.

## Creating an NPC

To create an NPC enter the **NPC Editor** tab and click on the **New NPC** button. In the popup menu, you can set all basic settings for the NPC. Here is some information about them:

### Name

The NPC name - which will be displayed above the NPC and inside the dialogue menu.

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### Model

NPC model path - just copy path to the NPC from the Q menu or from the entity in front of you if you by pressing the **Copy from looking entity** button.

**Note:** If the NPC stands in a T-pose please use the [Set Animation](#) option to set a custom animation.

## **Set Animation**

Here you can choose all available animations for the NPC model that you can use instead of the default standing animation. NPC preview model will change animations as you select it in the list.

## **NPC speech**

This is a text that will be shown to the player if he can play at least one of the quests assigned to the NPC.

## **Player's positive answer**

Answer the player will choose to open the list of the quests he can play

## **Player's negative answer**

Answer the player will choose to close the dialog menu

## **NPC speech if no quests**

This is a text that will be shown to the player if he can't play any of the quests assigned to the NPC.

## **Player's answer if no quests**

Answer the player will choose to close the dialog menu if he can't play any of the quests assigned to the NPC.

## **Spawn position**

Spawn position for the NPC. It will affect only the current map, if you use multiple maps you will need to edit NPC on the other map and assign a new position to him. Position can be set to your local position, aiming position or copy position from the entity you are looking at.

## **Assigning quest to an NPC**

After you created your NPC it will spawn in 5 seconds. To assign a quest to it, go to the **Quests**

tab, edit the quest you want to assign to the NPC and, enter **Main options** and at the end of the list, you will see **Link quest to an NPC** button. The button will open a dropdown menu containing all NPCs available on the map. Choose one of them and save the edited quest. After that, players can talk to the NPC and play the quest if it is available to them.

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# MAC's Simple NPC integration

## Using Talk to NPC objective

To use **Talk to NPC** objective first of all you will need to create a special dialogue line for the NPC. To do that go to the **Dialogue setup** and create a new dialog. Enter the speech you want and create at least one answer with action from supported addons called **MQS Continue quest**. When the player will choose an answer with this action, the quest will continue and the dialog will be closed.

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**MQS Fail quest** action will do the same as **MQS Continue quest** action but will fail the quest.

To assign this dialog to the objective, remember the dialog ID save the NPC code, and process to the **Talk to NPC** objective. Select your NPCs and enter the dialogue ID. After saving the quest you will have a valid Talk to NPC objective.

**Note.** Avoid opening premade dialogue line by just talking to the NPC. It can break other quests if you just talk to the NPC and choose an answer with **MQS Continue quest** or **Fail quest** action.

You also can create more complex dialogues from the start dialog line, but at the end, at least one answer must lead to the **MQS Continue quest** action to avoid player stack on the quest.

## Assigning multiple quests to an NPC

If you are creating a new NPC with a purpose to assign quests to him, in the editor choose the **[MQS] Use the NPC for the quest system** option.

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If you want to add this option to an existing NPC with a small Lua edit, go to the

`mc_simple_npcs/luamcs_npcs` folder and edit `sh_npcspawn.lua` file. Find the NPC table you want to edit and add the `questNPC = true,` parameter to the main table.

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To make NPC open a list of all quests set the action for the answer you need to **MQS Open All quest** from supported addons list.

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Or edit Lua and same way change the action to **MQS Open All quest**

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## Assigning quests to a specific answer

If you want to assign playing individual quest to a specific answer you will need to edit Lua the same way you do it for opening a menu. Go to the `mc_simple_npcs/lua/mcs_npcs` folder and edit `sh_npcspawn.lua` file. Find the NPC table you want to edit and add the navigate to the answer you need. Instead of `"close"` parameter change it to

`{id = "MQS Start quest", data = {quest_id = "id_test"}}` where `id_test` you will need to change to your quest id.

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