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Enabling & Using the Addon

The Short Answer (For Pros)

1. Download one of the DCL_... addon file options. Although these files contain Lua lumps themselves, they are only to interact with other external Lua libraries and therefore are irrelevant to this README.
2. If one wants Lua functionality, download the DL_... addon file option, too.
3. If both are downloaded, enable the DL_... addon file *before* the DCL_... addon file. Otherwise, just enable the DCL_... addon file and ignore any racers in the pack that use Lua from the DL_... file (depicted on the SRB2 Message Board page).
4. If one has the DL_... addon file enabled, consult the 'bonkerbox_help' command in-game or the table of contents of this README for help on interacting with the Lua present in this racer pack.
5. Have fun!

The Long Answer (For Newbies)

"The BonkerBox' Racer Pack – DRRR Edition' (BBDRRR) can be largely enjoyed the same as any other addon for Dr. Robotnik's Ring Racers (DRRR). It is to be assumed that one has prior experience enabling & using addons for DRRR before reading this guide. That said, some racers in BBDRRR require Lua scripting to be fully enjoyed. This Lua scripting is present in an addon file separate from the file containing the racers of BBDRRR and so special instruction is to be taken to fully enjoy BBDRRR.

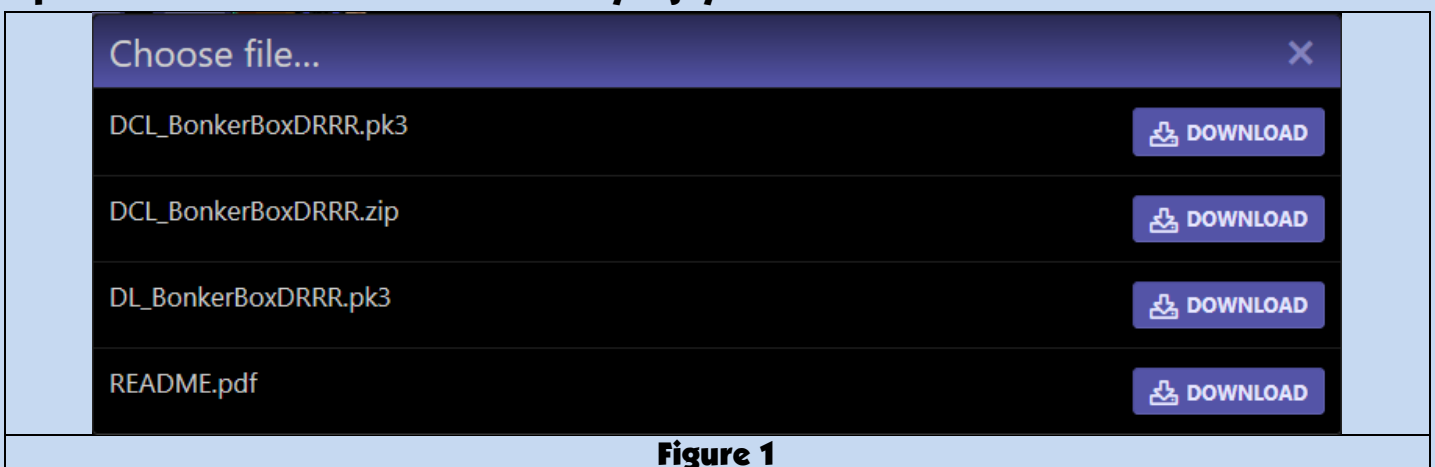


Figure 1

Figure 1 depicts the file download options that should be available to one's self when navigating to download this addon. Notice the distinction between files with racers in them, DCL_..., and files with Lua scripting relevant to this guide in them, DL_....



If one wants a minimal experience of BBDRRR, download any one of the DCL_... options available.

If one wants to ensure all racers in BBDRRR are fully functional, additionally one should download the only DL_... option available.

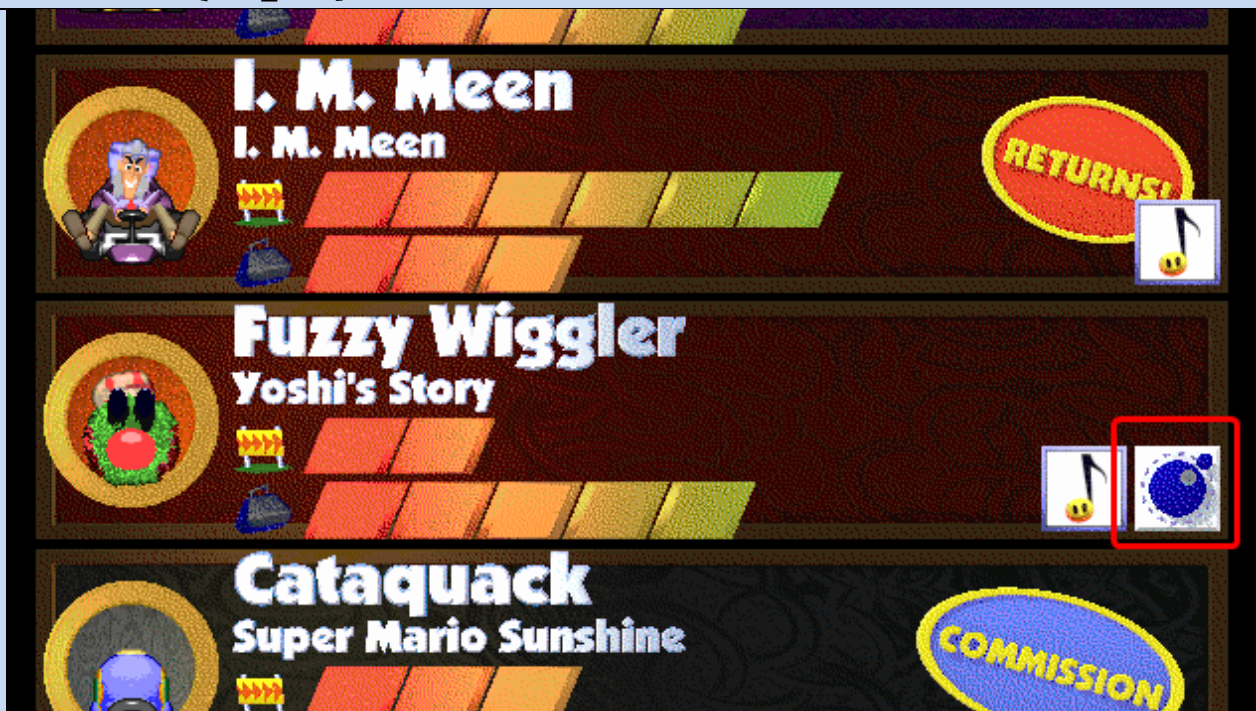


Figure 2

If one can't tell what files they do or don't want to download, look at the GIFs on the SRB2 Message Board page associated with the addon as depicted in Figure 2. If one notices the Lua symbol in the top-right corner of the GIF, then the racer that symbol is associated with will be partially non-functional should the DL_... file be ignored.

In any case, one should *always* ensure the versioning at the end of a DCL_... file name matches the versioning of the DL_... file name when downloaded separately, though it is advisable to download them both at the same time to avoid this consideration. This is because it will likely be the case that if one tries to update their local copy of a DCL_... file or DL_... file without updating the other of the pair, then there will be a mismatch in functionality that may impact one's enjoyment of BBDRRR.

In the event that one chose to only download one of the DCL_... options available foregoing the DL_... option, one can stop reading this section of the README here and activate the addon like any other.

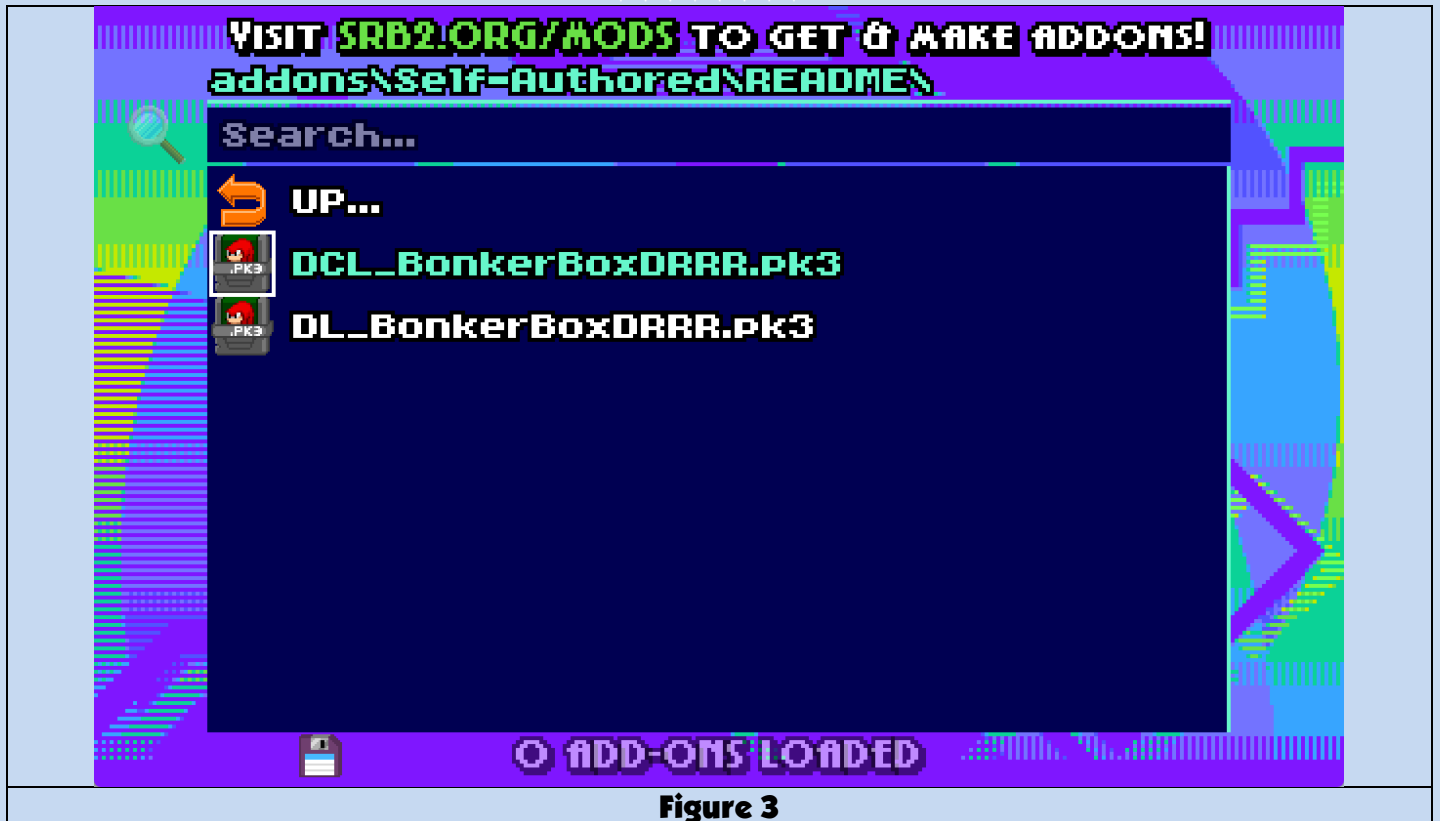
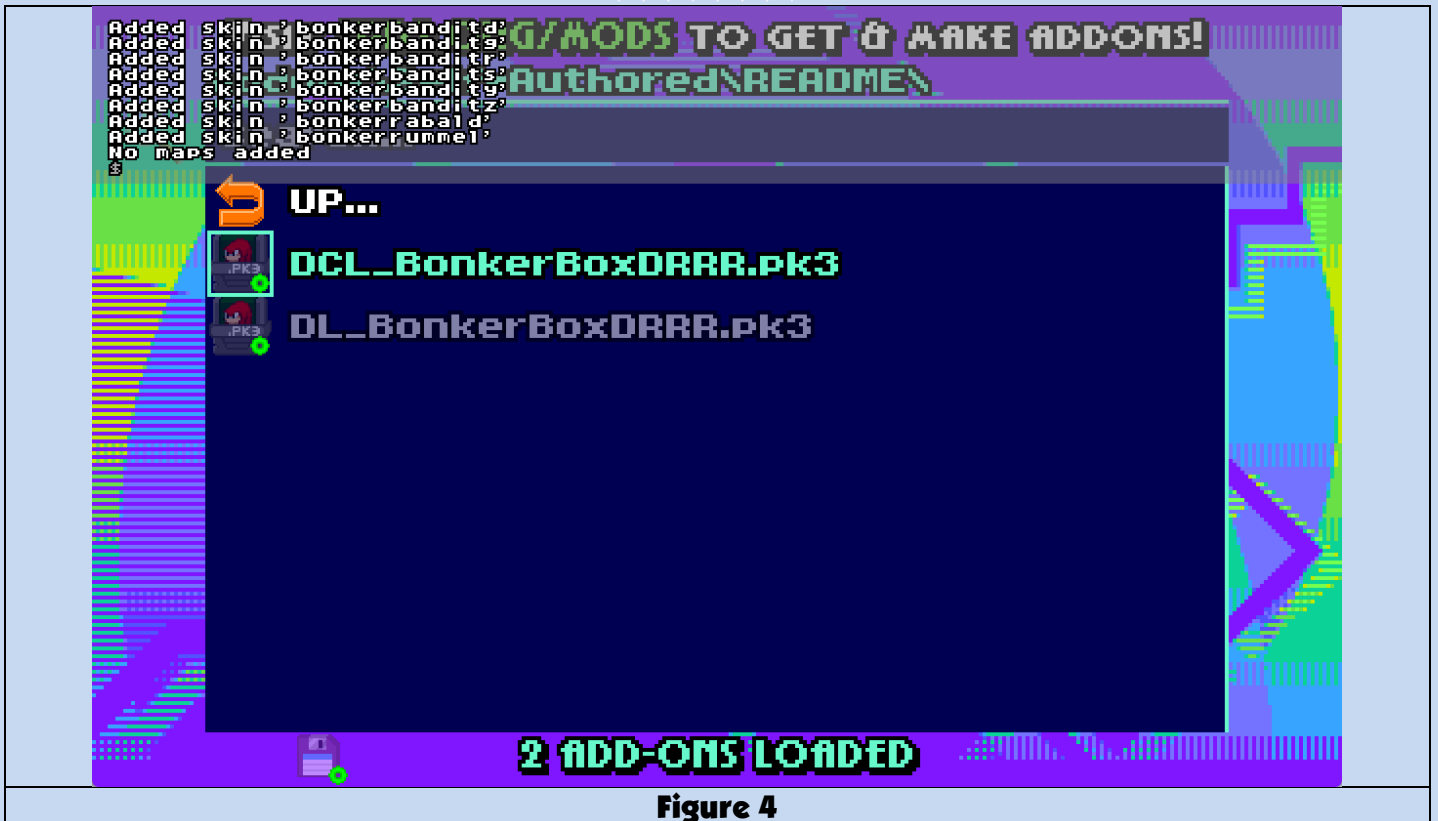


Figure 3

Now, over in DRRR and as depicted in Figure 3, one should be able to find the two files previously downloaded somewhere in the root or subdirectories of one's 'Addons' directory assuming once again that one has enabled & used addons in DRRR previously. It is essential that the DL_... addon is enabled *before* the DCL_... addon or else severe technical issues will occur. It doesn't matter if the two files one enables share a directory, just so long as they are activated in the right order.

The logo for 'The Bonker Box Racer Pack DRRR Edition' is displayed in a playful, colorful font. 'THE' is in small blue letters above 'BONKER BOX', which is in large, multi-colored block letters. 'RACER PACK' is in yellow letters on a black banner below 'BONKER BOX'. 'DRRR EDITION' is in pink letters at the bottom. The entire logo is flanked by two yellow smiley face icons.

With BBDRRR now fully functional and ready to be used on a technical level as Figure 4 depicts, some practical advice is in order. At any time during BBDRRR usage, one may enter 'bonkerbox_help' into the in-game console for guided explanation of every aspect of BBDRRR customizable via that same in-game console. Though the command has arguments to use, entering the command into the in-game console without any arguments will explain how one can format arguments into a new use of the command to ultimately get a detailed explanation of every command that BBDRRR enables the in-game console to use. Furthermore, each and every command present in BBDRRR is detailed later in this README furnished with the exact same informational capacity as the 'bonkerbox_help' in-game interactive help command system.

THE BONKERIBOX RACER PACK DARR EDITION



Figure 5

Figure 5? That depicts *you*, enjoying BBDRRR! Have fun!



Command Documentation

Fuzzy Wiggler (bonkerfuzwig/bbfw_)

Command	Description	Arguments		Admin-Only?	Notes
bodycount (whole-number count)	Alter the number of body segments one's Fuzzy Wiggler is using. This value has a hard cap to prevent stressing both rendering and netgame logic so the number of body segments one's Fuzzy Wiggler appears to have may end up less than the value entered for this argument.	count	How many body parts to give to one's Fuzzy Wiggler?	No	This value is, of course, limited by the overruling cap dictated by the value of 'bodycap'.
ghost (true/false value)	Make all Fuzzy Wiggler body segments in the server appear as though ghosts to improve visibility & clarify collision for other racers going up against Fuzzy Wiggler.	value	Self-explanatory.	Yes	This variable will NOT save to replays by design (and by extension can be modified during a replay) because it is an accessibility feature.
bodycap (whole-number count)	Change the value of the hard-cap for the 'bodycount' argument. No refunds on one's server crashing if one sets this too high!	count	Self-explanatory.	Yes	This variable will NOT save to replays by design (and by extension can be modified during a replay) because it is an accessibility feature.
bodycol <X>(colour col)	Modify the colour of one's Fuzzy Wiggler from the head to the rear according to 'bodycolmapping'.	col	The name of a colour that each affected body segment will turn.	No	The <X> in the command name is to be replaced with a whole number >= 2.
bodycolspeed (whole-number speed)	Animate the colours of one's Fuzzy Wiggler by	speed	How fast the animation should	No	



	shifting the affected body segments by this abstract rate over time.		play. Input a negative number to reverse the animation!		
bodycolmapping(enum mode)	How the 'bodycol' Fuzzy Wiggler console variables will map to the wiggler.	mode	Which mapping mode to pick.	No	There's mapping mode 'modulate' which will set every nth body segment to the colour associated with the 'n' part of the 'bodycol' command. There's mapping mode 'mutliple' which will loop the body colours according to how many body colours are settable. Any other mapping mode either doesn't exist or is undocumented.