
Subject: How do I set relationships between IMP mercs?

Posted by [Penta](#) on Tue, 12 Jun 2018 11:15:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

So, OK. Like Raider and Raven in 1.13 (exe 8566, gamedir 2424), I have IMP mercs. One male, one female.

In my headcanon, these IMP mercs are in a relationship and so forth.

I would like to do the opinion bonus done for Raider and Raven for only the two named IMP mercs and only with each other. How do I do that?

(If someone can explain how to do that, and it works, I'll then expand the concept out to others from the headcanon "constellation" of IMP characters...)

Is it even a thing that can be done with IMP mercs?

Subject: Re: How do I set relationships between IMP mercs?

Posted by [townltu](#) on Tue, 12 Jun 2018 13:42:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Not an expert on that stuff so pls note its only a theory:

Imp data is stored in mercprofile.xml, the related sections are indicated by <type>6</type>, they have entries for relationship, suggesting to me it works to set the desired values there, but i dont know what uiIndex the game assigns to whic imp, guess it takes the 1st available gender specific slot.

Keep in mind that changes in .xml files may only come into effect if they were done before you start a new game,
at least true for the offsets of mouth&eye coordinates in the same .xml file.

Subject: Re: How do I set relationships between IMP mercs?

Posted by [Flugente](#) on Wed, 13 Jun 2018 06:35:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm not at the code at the moment, so I can't give you a better answer for now. I'm not sure on whether the relationship and opinion values get nuked upon IMP creation, but I suspect that at least the opinion values aren't (I nuked those on the slots at some point, I wouldn't have done that if they were meaningless).

Try to do what townltu advised. First, check the ini and MercProfiles.xml to see which slots are the IMP slots. Then give these slots opinions on each other in MercOpinions.xml (use different ones to determine who is what slot). Then, set up buddy relations in MercProfiles.xml between these

slots. If I recall, the first male IMP created gets the first male slot, the first female IMP gets the first female slot and so on. Note that the stored IMPs that you can 'load' by entering a previously created IMP's name in the website don't keep their 'old' slot.

Then, look up the number of the sound to play if a buddy dies, and add that soundfile for the merc (sound suffices, .edt not needed for the test).

Then add those two IMPs and land in Arulco.

Check the Melody website on whether they have an opinion on each other. If so, great.

Then kill one of them. If the other one plays the soundfile you've set up, great. The reload and kill the other one to be sure everything works.

If both work, you have your answer and a way to set it up.

Subject: Re: How do I set relationships between IMP mercs?

Posted by [Flugente](#) on Sat, 16 Jun 2018 11:55:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Have tested this myself, this works exactly as I expected it to. The IMPs have opinion's on each other and comment on their deaths.

Of course, IMPs don't have buddy/hated soundfiles to begin with, so you need to come up with something. Note that a buddy-relationship only has 4 soundfiles:

merc comments on buddy accomplishing sth. how good they are
merc comments on buddies' death
merc agrees to enter contract because buddy is already present
merc agrees to renew contract because buddy is already present

The last two are obviously not needed for IMPs. I guess you could reuse sound files for the other two.

Or somehow determine who the original voice actors where, which games they also voiced, acquire those games, rip fitting soundfiles from those games and use those.

Or somehow determine who the original voice actors where, where they live nowadays, invade their home and force them to record the two missing lines by threatening to disembowel confect their loved ones.

Or wait a few years until technology to create new soundfiles from old ones is sufficiently advanced and create the two files.

Any way works, I guess.

Subject: Re: How do I set relationships between IMP mercs?

Posted by [Penta](#) on Sat, 16 Jun 2018 12:21:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

LOL. Flugente, I like your sense of humor. Personally, if I can skip the sound files, I might do that. But OK, it's possible, though it looks like a ton of work.

Subject: Re: How do I set relationships between IMP mercs?

Posted by [townltu](#) on Sat, 16 Jun 2018 13:28:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Flugente wrote on Sat, 16 June 2018 14:55...

Or wait a few years until technology to create new soundfiles from old ones is sufficiently advanced and create the two files.

...

Probably not a matter of years:

<https://gizmodo.com/this-artificially-intelligent-speech-generator-can-fake-1794839913>

Ripping an actors voice from other game may have flaw that the speaker tries to represent different personality and/or accent, like e.g. Buns and its f_chaos20 counterpart from Wiz8, which i tried to combine to a irascible "How can you let that happen to me!" Buns, but the result was, mildly spoken, not convincing for Ed.

Besides, buddy death speech should at least have 2 gender specific files to allow modders all relationship options.

Subject: Re: How do I set relationships between IMP mercs?

Posted by [edmortimer](#) on Sat, 16 Jun 2018 13:49:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

For most buddy-death voice files making them generic is relatively easy - simply cut out the name in the speech file. You can get more inventive, and use part of the buddy-death voice file with another voice file - cutting and pasting the appropriate parts. I've created more than a few new voice files for existing Mercs (mostly for the new in-country recruitable, but also for others) in this way - some are very good . . . and some are . . . meh . . . good enough.
