

Script Pre-Processor

The C pre-processor is a powerful tool that allows programmers many options when writing their code - among these options are commands such as `#include "fckg_QUOTfckg_QUOT"`, which allows the user to include the contents from one code file into another. ===== Setting Up ===== In the below ZIP-File a copy of [MCP](#) is included as the pre-processor. I have also written a batch script which will call the pre-processor with the appropriate arguments as well as a display error messages & log them into a text file. [Zip File Download](#) The next thing to do is set up notepad++ to use the batch file and MCP. Extract the contents of the zip file to a safe place (For example in a new folder in the amnesia directory). Open up notepad++ and go into the "run" menu and click "run" (or press F5). Into this dialogue box put the following: `[FOLDER]\PreProcess.bat $(CURRENT_DIRECTORY) $(FILE_NAME) $(NAME_PART).hps` Replace [FOLDER] with the folder the batch file is in. For example: `C:\Program Files (x86)\Amnesia\HPS_PREPROCESSOR\PreProcess.bat $(CURRENT_DIRECTORY) $(FILE_NAME) $(NAME_PART).hps` It is recommended that you then click save and bind the command to something like F6 - otherwise you will have to enter this every time you start notepad++. **Warning: Do not press "run" (or F6 if you bound it) on a script file which ends in ".hps"! This will wipe the script file!!! Give your script files which use the pre-processor a different extension (E.g .phps or .lhps).** ===== Usage ===== The files that exist before pre-processing will have to have a different extension to the one after pre-processing. The simplest way to do this is to call your script files something like "level.phps" so that the pre-processor writes "level.hps". Consider the following test code: `level.phps #include GESHI_QUOTinclusion_test.phpsgeshi_QUOTvoid OnEnter() { AddDebugMessage(GESHI_QUOTFile 1GESHI_QUOT,false); } inclusion_test.phpsgeshi_QUOTvoid OnStart() { AddDebugMessage(GESHI_QUOTFile 2GESHI_QUOT,false); } Running the script from test.phpsgeshi_QUOT (F6 if you followed the instructions above) should create "test.hps": void OnStart() { AddDebugMessage(GESHI_QUOTFile 2GESHI_QUOT,false); } void OnEnter() { AddDebugMessage(GESHI_QUOTFile 1GESHI_QUOT,false); }`

Which is what the game will see from test.map and run. When you distribute your custom stories only this exported file is required. Obviously, since we are now using a C pre-processor there is a whole [host of other things you can do](#).

Reccomended Extra Installation Setup

You may notice that stuff like `#include` isn't color coded - and that your new script files ".phps" aren't automatically recognised as HPS files! I Have updated the notepad++ files to fix this (Note that these are updated versions of the [overhauled notepad++ files](#), which provide a fixed function list, folding regions and a new color scheme)

[Download](#)

Installation (Steps 1→4 are optional but recommended):

1. Close notepad++
2. Go to where you installed notepad (Probably C:\Program Files\Notepad++ or C:\Program Files (X86)\Notepad++\)
3. Go to the folder "Plugins" Then to the folder "APIs"
4. Copy across the downloaded version of "hps.xml" into this folder. If you are prompted to

overwrite, say yes.

1. Start notepad++
2. Go into view→ User-Defined Dialogue
3. On the drop-down box, if there is the option to select “HPS”, select it and click “Remove”
4. Click import, and import “UserDefinedDialogue.xml”

You will now have a fixed functions list for amnesia (Adds missing functions & keywords, removes non-existing ones), as well as a new color scheme, folding regions (+ - /** */ *Begin End*) etc. “.hps, .phps, .lhps” are now detected, and “#...” are coloured correctly.

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Last update: **2012/05/08 00:48**

