

# Comprehensive List of Dinosaur Act Values

By Slugger, 28 July 2006

Dinosaur Act values are the specified actions that a particular dinosaur can perform. These are assigned via the dinosaur's Tscript values. For example, if a raptor has "ActBite" set to true, then the raptor will bite Anne; if ActBite is omitted or set to false, the dinosaur will not bite Anne.

\* Some Act values may be geared specifically for a particular dinosaur species; ActCircle may be for the raptors, while ActTailSwing may be for the stegs.

```
bool ActCockHead = true
bool ActStalk = true
bool ActMoveToward = true
bool ActPain = true
bool ActApproach = true
bool ActRearBack = true
bool ActGlare = true
bool ActBackAway = true
bool ActNothing = true
bool ActLookAround = true
bool ActMoveBy = true
bool ActGetOut = true
bool ActFlee = true
bool ActWander = true
bool ActDie = true
bool ActBite = true
bool ActDying = true
bool ActDrink = true
bool ActEat = true
bool ActOuch = true
bool ActPursue = true
bool TerrainPathFinding = true
bool ActHowl = true
bool ActSnarl = true
bool ActCroon = true
bool ActSniff = true
bool ActCower = true
bool ActDash = true
bool ActJumpBack = true
bool ActCircle = true
bool ActDontTouch = true
bool ActMoveAway = true
bool ActJump = true
bool ActSniffTarget = true
bool ActTaste = true ->
bool ActLookAt = true
```

```
bool ActHelp = true
bool ActTailSwipe = true
bool ActShoulderCharge = true
bool ActRam = true
bool ActFeint = true
bool ActJumpBite = true
```

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The following float integers define the dinosaur's mood. If the word "Damage" precedes the name, this value indicates how much to multiply the original by when the dinosaur takes damage. For example, if Anger is set to 1, and DamageAnger is set to 3. Initially, the raptor is 1 unit angry; if I were to blast him with a shotgun, he becomes 3 units angry ( $1 \times 3 = 3$ ).

```
float Hunger = 0.500000
float DamageHunger = 10.000000
float Anger = 0.000000
float DamageAnger = 10.000000
float Bravery = 0.500000
float DamageBravery = 0.000000
float Curiosity = 0.500000
float DamageCuriosity = 0.000000
float Fear = 0.000000
float DamageFear = 10.000000
float Pain = 0.500000
float DamagePain = 0.000000
float Solidity = 0.0000
float DamageSolidity = 0.0000
float Thirst = 0.0000
float DamageThirst = 0.0000
float Fatigue = 0.0000
float DamageFatigue = 0.0000
float Hunger = 0.0000
float DamageHunger = 0.0000
float Love = 0.0000
floatDamageLove = 0.0000
```

```
float Speed = 0.550000
```