Tutorial: Spawning custom bosses on Labs

(original by Senko, CysticFibrosis and JustNu)

CAUTION: Due to the method used here this may not guarantee a boss spawn as the outcome. Expect inconsistent returns.

NOTES ON LABS:

As we all know, labs is a pain in the ass to work with regarding boss spawns due to the wave triggers. You can make custom bosses spawn by setting:

```
"Triggername":  "none"
```

We just empty the trigger id to be extra sure.

NOTES ON BOSS SPAWNS:

"bossTest" and "followerTest" are not used in the base game, and can be safely used to make your own custom boss with.

In normal EFT, bosses and their followers can only have "normal" difficulty. However, SPT allows the other difficulties to be used as well, so a mod could dynamically change the bosses's tandard difficulty and it would be affected by it.

Keep in mind that the difficulty parameters themselves are only sent once, on the first raid done by the user.

CREDITS:

- Senko-san: discovery of trigger mechanism functioning

- JustNu: excessive testing

- CysticFibrosis: knowledge on boss behaviour

Example mod:

Code

```
"use                                                                  strict";

class                                                                 Mod
{
                                                static                        name

    constructor()
    {

    }

    {

        DatabaseServer.tables.locations.laboratory.base.BossLocationSpawn.push({










    });
    }
}

module.exports = new Mod();
```

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│   │
│ Technical knowledge   │
│ requirement   No programming skills required   │
│   │
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