

loadBTSet



Introduced in	
Version:	18.1.0
Description	
Description:	<p>Loads the <code>.btset</code> file into VBS3, to make the Behavior Trees (BTs) referenced by it accessible to setBT.</p> <p>The <code>.btset</code> file contains references to all BT files that might be used in the mission.</p> <p>If you specify a BT set that is not already loaded, only that BT set is loaded (the command returns an error, if the BT set dependencies are not satisfied). However, if you specify a BT set that is already loaded, the command reloads all the BT sets.</p>
Syntax	
Syntax:	<code>loadBTSet filename</code>
Parameters:	<ul style="list-style-type: none">filename: String - If no path (or a relative path, for example: <code>scripts\doit.btset</code>) is given, then the file is read from the installation folder (or from an addon). Absolute paths (for example, <code>c:\bi\scripts\doit.btset</code>) can be used as well.
Return Value:	<p>Number - Can be one of the following:</p> <ul style="list-style-type: none">0 - Everything is OK.1 - General error.2 - Error loading <code>.btset</code> file (error when opening or reading from the file).3 - Error loading a dependent file (any other file than the argument given to <code>loadBTSet</code>, for example: <code>.bt</code> or <code>.lua</code> files or previously loaded BT sets).4 - Error in format (that is, the file opens, but contains errors).5 - Error allocating memory.10 - Invalid signature (one of the Behavior Trees in the <code>.btset</code> file contains an invalid signature file).
Examples	
Examples:	<p>Loads file <code>move.btset</code> from the <code>vbs_ctrl</code> subfolder beneath the installation directory: <code>loadBTSet "vbs_ctrl\move.btset"</code></p> <p>(VBS3 only) To reference BTs in the mission folder, use the following syntax: <code>_missionPath = format ["%1MPmissions\%2.%3\", getDirectory 0, missionName, worldName]; loadBTSet (_missionPath + "hello tree set btset");</code></p> <p>To specify an absolute path, use the following syntax: <code>loadBTSet "C:\vbs_ctrl\hello tree set btset";</code></p>
Additional Information	
See also:	setBT , getBT , getLoadedBTSets
Multiplayer:	
Problems:	

Notes