

SkullMonster

Written by Mithrandir
Wednesday, 10 February 2010 08:48 -

Taken from Pilgrim's post:

When giant skulls creak open it's usually not a good sign. This machine is no exception. It unlocks by message or virtual object and then opens when approached by the Player to generate a monster. Of course you could go for an anticlimax and have it spawn a chicken. Included in the zip is the TMORT custom mesh for Quest Editor display purposes. The machine has a radius of 3 blocks and I found it best to draw a line of 5 collisions behind it and then behind that in the middle a line of 3 collisions.

```
STATE_MACHINE {  
KEY {SkullMonster}  
COMMENT [Giant skull that opens by message or virtual object after the Player approaches  
and generates a monster.]
```

```
PARAM {  
KEY {1}  
TYPE {FRAME}  
DISPLAY {}  
DEFAULT {TMORT}  
COMMENT [Quest Editor display:]}
```

```
PARAM {  
KEY {2}  
TYPE {INT}  
DEFAULT {1}  
COMMENT [Message to open skull:]}
```

```
PARAM {  
KEY {3}  
TYPE {OBJECT}  
COMMENT [Virtual object to open skull:]}
```

```
PARAM {  
KEY {4}  
TYPE {SOUND}  
DEFAULT {STONEDRAG}  
COMMENT [Opening sound:]}
```

```
PARAM {  
KEY {5}  
TYPE {MONSTER}  
DEFAULT {ROLLANDLC}
```

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COMMENT [Monster generated:}]

PARAM {
KEY {6}
TYPE {SOUND}
DEFAULT {ROLANDATK}
COMMENT [Monster generation sound:}]

PARAM {
KEY {7}
TYPE {ALPHA}
COMMENT [Monster effect (e.g.: FUMEE)]}

CODE [
TRAP {
KEY {%0}
FLAG {HANDLE|LIGHTBUFFER|LIGHT|NOSHADOW}
SKELFILE {SKULL}

STATE {
KEY {CLOSED}
SETCOLLID {3}
SKELNAME {SKULL}
SKELANIM {STATIC1}
MULTI {
CONDITION {
MSG {%2}
GOTO {WAIT}}
CONDITION {
OBJECT {%3}
GOTO {WAIT}}}}

STATE {
KEY {WAIT}
SETCOLLID {3}
SKELNAME {SKULL}
SKELANIM {STATIC1}
MULTI {
CONDITION {
COLLIDEX {1,4,1}
GOTO {OPENING}}}}

STATE {
KEY {OPENING}
SETCOLLID {3}
SKELNAME {SKULL}

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```
SKELANIM {OPEN}  
ACTION {  
SOUND {%4}}  
MULTI {  
CONDITION {  
ENDANIM {}  
GOTO {OPEN}}}}
```

```
STATE {  
KEY {OPEN}  
CLEARCOLLID {3}  
SKELNAME {SKULL}  
SKELANIM {STATIC2}  
ACTION {  
MONSTER {%5}  
SOUND {%6}  
EFFECT {%7}}}}}
```