

Taken from Pilgrim's post:

What's more scary than little spiders jumping down in front of you? Big spiders! The SPIDZ skelfile doesn't have a monster counterpart so there's no fear of it transforming into a relevant spider here. Once your nerves are settled again you have to swap one object for another object. A little disconcerting as it uses the attacking animation for talking. Draw a 3x3 block of low collisions and delete the bottom middle one and place the machine (centred on the spider's head) there. That way monsters won't stray into where the spiders appears and projectiles will pass over giving the impression of empty space.

```
STATE_MACHINE {  
KEY {SpidzSwap}  
COMMENT [Giant blue/mauve spider that jumps down when approached and exchanges one  
object for another.]
```

```
PARAM {  
KEY {1}  
TYPE {TEXT}  
COMMENT [Name:]}
```

```
PARAM {  
KEY {2}  
TYPE {TEXT}  
COMMENT [Introduction (fail) text:]}
```

```
PARAM {  
KEY {3}  
TYPE {TEXT}  
COMMENT [Exchange text:]}
```

```
PARAM {  
KEY {4}  
TYPE {TEXT}  
COMMENT [Remain text:]}
```

```
PARAM {  
KEY {5}  
TYPE {ALPHA}  
COMMENT [Object to give to spider:]}
```

```
PARAM {  
KEY {6}
```

SpidzSwap

Written by Mithrandir
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TYPE {ALPHA}
COMMENT [Object given by spider:}]

PARAM {
KEY {7}
TYPE {SKELNAME}
DEFAULT {SPIDW}
DISPLAY {}
COMMENT [Quest Editor display:}]

PARAM {
KEY {8}
TYPE {SKELFILE}
DEFAULT {SPIDW}
COMMENT [Quest Editor display:}]

CODE [
TRAP {
KEY {%0}
FLAG {ACTIVE|LIGHT|LIGHTBUFFER|NEEDPOS|SIDEDETECT|CLEARMOUSE}
SKELFILE {SPIDZ}
NAME {%1}

STATE {
KEY {INITIAL}
SETLOWCOLLID {1}
FRAME {}
MULTI {
CONDITION {
COLLIDEX {1,4,1}
GOTO {DOWN}}}}

STATE {
KEY {DOWN}
SETCOLLID {1}
SKELNAME {SPIDZ}
SKELANIM {DOWN}
ACTION {
SOUND {SPIDERATTACK}}
MULTI {
CONDITION {
ENDANIM {}
GOTO {STATIC}}}}

STATE {
KEY {STATIC}

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```
SETCOLLID {1}
SKELNAME {SPIDZ}
SKELANIM {STATIC}
MULTI {
CONDITION {
COLLIDEX {1,2,1}
GOTO {TEXT}}}}
```

```
STATE {
KEY {TEXT}
SETCOLLID {1}
SKELNAME {SPIDZ}
SKELANIM {ATTACK1}
TEXTPANEL {%2}
MULTI {
CONDITION {
CLOSEPANEL {}
GOTO {WAIT}}}}
```

```
STATE {
KEY {WAIT}
SETCOLLID {1}
SKELNAME {SPIDZ}
SKELANIM {STATIC}
MULTI {
CONDITION {
OBJECT {%5}
GOTO {CLEARMOUSE}}}}
```

```
STATE {
KEY {CLEARMOUSE}
SETCOLLID {1}
SKELNAME {SPIDZ}
SKELANIM {STATIC}
MULTI {
CONDITION {
ENDANIM {}
GOTO {EXCHANGETEXT}}}}
```

```
STATE {
KEY {EXCHANGETEXT}
SETCOLLID {1}
SKELNAME {SPIDZ}
SKELANIM {ATTACK1}
TEXTPANEL {%3}
MULTI {
```

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```
CONDITION {  
CLOSEPANEL {}  
GOTO {EXCHANGE}}}
```

```
STATE {  
KEY {EXCHANGE}  
SETCOLLID {1}  
SKELNAME {SPIDZ}  
SKELANIM {STATIC}  
ACTION {  
OBJECTMOUSE {%6}}  
MULTI {  
CONDITION {  
ENDANIM {}  
GOTO {END}}}}
```

```
STATE {  
KEY {END}  
SETCOLLID {1}  
SKELNAME {SPIDZ}  
SKELANIM {STATIC}  
MULTI {  
CONDITION {  
CLICK {}  
GOTO {ENDTEXT}}}}
```

```
STATE {  
KEY {ENDTEXT}  
SETCOLLID {1}  
SKELNAME {SPIDZ}  
SKELANIM {ATTACK1}  
TEXTPANEL {%4}  
MULTI {  
CONDITION {  
CLOSEPANEL {}  
GOTO {END}}}}
```

```
STATE {  
KEY {DUMMY}}}
```