

## MonsterCollid2

Written by Mithrandir  
Wednesday, 10 February 2010 09:44 -

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Taken from Pilgrim's post:

This machine works the same as MonsterCollid2 but checks to see if a virtual object has been dropped to decide which monster to generate. The idea behind this is that the virtual object acts as a spell. In the example below the rat man lord is enchanted with speed (thus the haste spell effect) but if the spell is broken, by the virtual object being dropped, he transforms as a normal rat man lord (thus the forgetfulness spell effect). Other monster combinations that share skelfiles could be LUX/VAMPIRE3, ROLLAND/ROLLANDLC, DRUIDEVIL/FELDERDRUID, SKELETONX3/SKELETONLC22 or SPIDER1SPEED/SPIDER4.

```
STATE_MACHINE {  
KEY {MonsterCollid2}  
COMMENT [Skelfile that transforms into a monster when approached by Player. If a virtual  
object has been dropped it transforms into an alternative monster when approached.]
```

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

```
PARAM {  
KEY {2}  
TYPE {ALPHA}  
COMMENT [Skelfile (e.g.:RATXP4):]}
```

```
PARAM {  
KEY {3}  
TYPE {ALPHA}  
COMMENT [Skelname (e.g.:RATXP4):]}
```

```
PARAM {  
KEY {4}  
TYPE {ALPHA}  
COMMENT [Skelanim (e.g.:STATIC):]}
```

```
PARAM {  
KEY {5}  
TYPE {INT}  
DEFAULT {3}  
COMMENT [Radius (minimum of 2) to trigger monster:]}
```

```
PARAM {
```

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```
KEY {6}  
TYPE {SOUND}  
DEFAULT {RATXATK}  
COMMENT [Initial transform sound:]
```

```
PARAM {  
KEY {7}  
TYPE {ALPHA}  
COMMENT [Initial transform effect (e.g.:HASTE):]}
```

```
PARAM {  
KEY {8}  
TYPE {MONSTER}  
DEFAULT {RATMANLORD4SPEED}  
COMMENT [Initial monster:]
```

```
PARAM {  
KEY {9}  
TYPE {SOUND}  
DEFAULT {RATXATK}  
COMMENT [Alternative transform sound:]
```

```
PARAM {  
KEY {10}  
TYPE {ALPHA}  
COMMENT [Alternative transform effect (e.g.: OUBLI):]}
```

```
PARAM {  
KEY {11}  
TYPE {MONSTER}  
DEFAULT {RATMANLORD4}  
COMMENT [Alternative:]
```

```
PARAM {  
KEY {12}  
TYPE {OBJECT}  
COMMENT [Virtual object:]
```

```
PARAM {  
KEY {13}  
TYPE {SKELNAME}  
COMMENT [Quest Editor display:]  
DEFAULT {RATXP4}  
DISPLAY {}}
```

```
PARAM {
```

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```
KEY {14}  
TYPE {SKELFILE}  
COMMENT [Quest Editor display:]  
DEFAULT {RATXP4}}
```

```
CODE [  
TRAP {  
KEY {%0}  
FLAG {ACTIVE|LIGHT|LIGHTBUFFER|SIDEDETECT|NEEDPOS}  
NAME {%1}  
SKELFILE {%2}}
```

```
STATE {  
KEY {INITIAL}  
SETCOLLID {1}  
SKELNAME {%3}  
SKELANIM {%4}  
MULTI {  
CONDITION {  
COLLIDEX {1,%5,1}  
GOTO {MONSTER}}}}
```

```
STATE {  
KEY {MONSTER}  
SETCOLLID {1}  
SKELNAME {%3}  
SKELANIM {%4}  
MULTI {  
CONDITION {  
OBJECT {%12}  
GOTO {MONSTER2}}  
CONDITION {  
TIMER {0}  
GOTO {MONSTER1}}}}
```

```
STATE {  
KEY {MONSTER1}  
CLEARCOLLID {1}  
ACTION {  
SOUND {%6}  
EFFECT {%7}  
MONSTER {%8}}}
```

```
STATE {  
KEY {MONSTER2}  
CLEARCOLLID {1}}
```

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```
ACTION {  
SOUND {%9}  
EFFECT {%10}  
MONSTER {%11}}}}}
```