

SpiderJump

Written by Mithrandir
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Taken from Pilgrim's post:

Spiders jumping down from above and attacking your Players? Fantastic fun! Set the MONSTERCOUNT high and watch them get overwhelmed with scuttling monsters. You see this is why they have Invisibility scrolls. Only the SPIAP2 skelfile has a jumping animation so only SPIDER2 monsters can be generated (or custom SPIDER2 monsters) but the giant spiders have all their jumping animations enabled.

```
STATE_MACHINE {  
KEY {SpiderJump}  
COMMENT [Spider that jumps down and attacks when approached by Player (this feature can  
be disabled by setting the approach radius to zero) and/or message and/or virtual object.]
```

```
PARAM {  
KEY {1}  
TYPE {MONSTER}  
DEFAULT {SPIDER2}  
COMMENT [Spider generated:]}
```

```
PARAM {  
KEY {2}  
TYPE {INT}  
DEFAULT {16}  
COMMENT [Maximum spiders generated:]}
```

```
PARAM {  
KEY {3}  
TYPE {INT}  
DEFAULT {3}  
COMMENT [Approach radius to generate spider (minimum of 2):]}
```

```
PARAM {  
KEY {4}  
TYPE {INT}  
DEFAULT {1}  
COMMENT [Message to generate spider:]}
```

```
PARAM {  
KEY {5}  
TYPE {OBJECT}  
COMMENT [Virtual object to generate spider:]}
```

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```
PARAM {  
KEY {6}  
TYPE {SKELNAME}  
DEFAULT {SPIAP2}  
DISPLAY {}  
COMMENT [Quest Editor display:]}
```

```
PARAM {  
KEY {7}  
TYPE {SKELFILE}  
DEFAULT {SPIAP2}  
COMMENT [Quest Editor display:]}
```

```
CODE [  
TRAP {  
KEY {%0}  
FLAG {LIGHT|LIGHTBUFFER|NEEDPOS|SIDEDETECT|HANDLE}  
SKELFILE {SPIAP2}
```

```
STATE {  
KEY {WAIT}  
CLEARCOLLID {1}  
MULTI {  
CONDITION {  
COLLIDEX {1,%3,1}  
GOTO {COUNT}}  
CONDITION {  
MSG {%4}  
GOTO {COUNT}}  
CONDITION {  
OBJECT {%5}  
GOTO {COUNT}}}}
```

```
STATE {  
KEY {COUNT}  
CLEARCOLLID {1}  
MULTI {  
CONDITION {  
MONSTERCOUNT {%1,%2}  
GOTO {COLLID}}  
CONDITION {  
TIMER {0}  
GOTO {WAIT}}}}
```

```
STATE {  
KEY {COLLID}
```

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```
CLEARCOLLID {1}  
MULTI {  
  CONDITION {  
    COLLID {1}  
    GOTO {WAIT}}  
  CONDITION {  
    TIMER {0}  
    GOTO {DOWN}}}}
```

```
STATE {  
  KEY {DOWN}  
  SETCOLLID {1}  
  SKELNAME {SPIAP2}  
  SKELANIM {DOWN}  
  ACTION {  
    SOUND {SPIDERATTACK}}  
  MULTI {  
    CONDITION {  
      ENDANIM {}  
      GOTO {SPIDER}}}}
```

```
STATE {  
  KEY {SPIDER}  
  CLEARCOLLID {1}  
  ACTION {  
    MONSTER {%1}}  
  JUMP {WAIT}}
```

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

```
STATE_MACHINE {  
  KEY {SpiderJumpGiant}  
  COMMENT [Giant spider that jumps down and attacks when approached by Player (this feature  
  can be disabled by setting the approach radius to zero) and/or message and/or virtual object.]
```

```
PARAM {  
  KEY {1}  
  TYPE {MONSTER}  
  DEFAULT {SPIDW}  
  COMMENT [Spider generated:]
```

```
PARAM {
```

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```
KEY {2}
TYPE {INT}
DEFAULT {8}
COMMENT [Maximum spiders generated:]}
```

```
PARAM {
KEY {3}
TYPE {INT}
DEFAULT {4}
COMMENT [Approach radius to generate spider (minimum of 4):]}
```

```
PARAM {
KEY {4}
TYPE {INT}
DEFAULT {1}
COMMENT [Message to generate spider:]}
```

```
PARAM {
KEY {5}
TYPE {OBJECT}
COMMENT [Virtual object to generate spider:]}
```

```
PARAM {
KEY {6}
TYPE {LIST}
LIST [(SPIDW) Green and yellow=SPIDW]
LIST [(SPIDX) Bluish grey=SPIDX]
LIST [(SPIDY) Orange and yellow=SPIDY]
DEFAULT [(SPIDW) Green and yellow]
COMMENT [Skelfile:]}
```

```
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 {
```

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```
KEY {%0}  
FLAG {LIGHT|LIGHTBUFFER|NEEDPOS|SIDEDETECT|HANDLE}  
SKELFILE {%6}
```

```
STATE {  
KEY {WAIT}  
CLEARCOLLID {2}  
MULTI {  
CONDITION {  
COLLIDEX {1,%3,1}  
GOTO {COUNT}}  
CONDITION {  
MSG {%4}  
GOTO {COUNT}}  
CONDITION {  
OBJECT {%5}  
GOTO {COUNT}}}}
```

```
STATE {  
KEY {COUNT}  
CLEARCOLLID {2}  
MULTI {  
CONDITION {  
MONSTERCOUNT {%1,%2}  
GOTO {COLLID}}  
CONDITION {  
TIMER {0}  
GOTO {WAIT}}}}
```

```
STATE {  
KEY {COLLID}  
CLEARCOLLID {2}  
MULTI {  
CONDITION {  
COLLIDEX {1,2,7}  
GOTO {WAIT}}  
CONDITION {  
TIMER {0}  
GOTO {DOWN}}}}
```

```
STATE {  
KEY {DOWN}  
SETCOLLID {2}  
SKELNAME {%6}  
SKELANIM {DOWN}  
ACTION {
```

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```
SOUND {SPIDERATTACK}}  
MULTI {  
CONDITION {  
ENDANIM {  
GOTO {SPIDER}}}}
```

```
STATE {  
KEY {SPIDER}  
CLEARCOLLID {2}  
ACTION {  
MONSTER {%1}}  
JUMP {WAIT}}
```

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