

Taken from Pilgrim's forum post:

Okay, the Mika the witch is another one of those machines that aren't very versatile. You either give her a mirror or she gives you a mirror. Can be toggled to give or show her the object (if you're giving her the mirror then leave it as give otherwise you'll both end up holding mirrors) and can be toggled to whether the given object is virtual or not (again if you're giving her a mirror then this is redundant), so that she needs a click rather than blurting out her text the moment she detects the virtual object. Included in the zip is the WITCH custom mesh for Quest Editor display purposes.

```
STATE_MACHINE {  
KEY {PNJWitch}  
COMMENT [Mika the witch who exchanges the cursed mirror for an object or vice versa.]
```

```
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 {OBJECT}  
DEFAULT {ITMIROIR2}  
COMMENT [Mirror:]}
```

```
PARAM {  
KEY {5}  
TYPE {OBJECT}  
COMMENT [Object:]}
```

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

## PNJWitch

Written by Mithrandir  
Wednesday, 10 February 2010 09:49 -

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```
TYPE {LIST}
LIST [Give witch the mirror=MIRRORNO]
LIST [Witch gives you the mirror=MIRRORYES]
DEFAULT [Give witch the mirror]
COMMENT [Does the witch give or receive the mirror?]
```

```
PARAM {
KEY {7}
TYPE {LIST}
LIST [Give=CLEARMOUSE]
LIST [Show=]
DEFAULT [Give]
COMMENT [Give or show object?]}
```

```
PARAM {
KEY {8}
TYPE {LIST}
LIST [Yes=CLICK]
LIST [No=MIRRORYESCLEAR]
DEFAULT [No]
COMMENT [Is object given to witch a virtual object?]}
```

```
PARAM {
KEY {9}
TYPE {TEXT}
COMMENT [End text:]}
```

```
PARAM {
KEY {10}
TYPE {FRAME}
DISPLAY {}
DEFAULT {WITCH}
COMMENT [Quest Editor display:]}
```

```
CODE [
TRAP {
KEY {%0}
FLAG {%7|ACTIVE|LIGHT|LIGHTBUFFER|NEEDPOS|SIDEDETECT}
SKELFILE {WITCH}
NAME {%1}
```

```
STATE {
KEY {INITIAL}
SETCOLLID {1}
MULTI {
CONDITION {
```

## PNJWitch

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```
TIMER {0}  
GOTO {%6}}}}
```

```
STATE {  
KEY {MIRRORNO}  
SETCOLLID {1}  
SKELNAME {WITCH1}  
SKELANIM {STATIC1}  
MULTI {  
CONDITION {  
OBJECT {%4}  
GOTO {MIRRORNOCLEAR}}}  
FAILPANEL {%2}}
```

```
STATE {  
KEY {MIRRORNOCLEAR}  
SETCOLLID {1}  
SKELNAME {WITCH1}  
SKELANIM {STATIC1}  
MULTI {  
CONDITION {  
ENDANIM {}  
GOTO {MIRRORNOTEXT}}}}
```

```
STATE {  
KEY {MIRRORNOTEXT}  
SETCOLLID {1}  
SKELNAME {WITCH1}  
SKELANIM {STATIC1}  
TEXTPANEL {%3}  
MULTI {  
CONDITION {  
CLOSEPANEL {}  
GOTO {MIRRORNOGIVE}}}}
```

```
STATE {  
KEY {MIRRORNOGIVE}  
SETCOLLID {1}  
SKELNAME {WITCH2}  
SKELANIM {STATIC2}  
ACTION {  
OBJECTMOUSE {%5}  
MULTI {  
CONDITION {  
OBJECT {}  
GOTO {DUMMY}}}}
```

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---

FAILPANEL {%9}}

```
STATE {  
KEY {MIRRORYES}  
SETCOLLID {1}  
SKELNAME {WITCH2}  
SKELANIM {STATIC2}  
MULTI {  
CONDITION {  
OBJECT {%5}  
GOTO {%8}}}  
FAILPANEL {%2}}
```

```
STATE {  
KEY {CLICK}  
SETCOLLID {1}  
SKELNAME {WITCH2}  
SKELANIM {STATIC2}  
MULTI {  
CONDITION {  
CLICK {}  
GOTO {MIRRORYESTEXT}}}}
```

```
STATE {  
KEY {MIRRORYESCLEAR}  
SETCOLLID {1}  
SKELNAME {WITCH2}  
SKELANIM {STATIC2}  
MULTI {  
CONDITION {  
ENDANIM {}  
GOTO {MIRRORYESTEXT}}}}
```

```
STATE {  
KEY {MIRRORYESTEXT}  
SETCOLLID {1}  
SKELNAME {WITCH2}  
SKELANIM {STATIC2}  
TEXTPANEL {%3}  
MULTI {  
CONDITION {  
CLOSEPANEL {}  
GOTO {MIRRORYESGIVE}}}}
```

```
STATE {  
KEY {MIRRORYESGIVE}
```

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---

```
SETCOLLID {1}
SKELNAME {WITCH1}
SKELANIM {STATIC1}
ACTION {
OBJECTMOUSE {%4}}
MULTI {
CONDITION {
OBJECT {}
GOTO {DUMMY}}
FAILPANEL {%9}}

STATE {
KEY {DUMMY}}}
```