

Invocation

Written by Mithrandir
Wednesday, 10 February 2010 09:57 -

Taken from Pilgrim's forum post:

Yay! The friendly fire golem from the Invocation spell. Why was this fun little guy omitted from the Quest Editor?

```
STATE_MACHINE {  
KEY {Invocation}  
COMMENT [Machine that summons a monster by message and/or virtual object and/or the  
Player approaching (this function can be disabled by setting to zero). Machine has a limit of  
concurrent monsters. Defaulted to the friendly fire golem from the Invocation spell.]
```

```
PARAM {  
KEY {1}  
TYPE {FRAME}  
DISPLAY {}  
COMMENT [Frame:]}
```

```
PARAM {  
KEY {2}  
TYPE {MONSTER}  
DEFAULT {SPELLGOLEMFIRE}  
COMMENT [Monster summoned]}
```

```
PARAM {  
KEY {3}  
TYPE {SOUND}  
DEFAULT {INVOCATION}  
COMMENT [Sound:]}
```

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

```
PARAM {  
KEY {5}  
TYPE {INT}  
DEFAULT {1}  
COMMENT [Message to summon monster:]}
```

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

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TYPE {OBJECT}
COMMENT [Virtual object to summon monster:}]

PARAM {
KEY {7}
TYPE {INT}
DEFAULT {5}
COMMENT [Approach radius (minimum of 2):]}

PARAM {
KEY {8}
TYPE {INT}
DEFAULT {8}
COMMENT [Concurrent monsters limit:]}

PARAM {
KEY {9}
TYPE {INT}
DEFAULT {2500}
COMMENT [Delay in milliseconds between monster generation:]}

CODE [
TRAP {
KEY {%0}
FLAG {HANDLE|LIGHT|LIGHTBUFFER|TRANSMIT}

STATE {
KEY {INITIAL}
CLEARCOLLID {1}
FRAME {%1}
MULTI {
CONDITION {
MSG {%5}
GOTO {COUNT}}
CONDITION {
OBJECT {%6}
GOTO {COUNT}}
CONDITION {
COLLIDEX {1,%7,1}
GOTO {COUNT}}}}

STATE {
KEY {COUNT}
CLEARCOLLID {1}
FRAME {%1}
MULTI {

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```
CONDITION {  
MONSTERCOUNT {%2,%8}  
GOTO {COLLID}}}
```

```
STATE {  
KEY {COLLID}  
CLEARCOLLID {1}  
FRAME {%1}  
MULTI {  
CONDITION {  
COLLID {0}  
GOTO {INVOKE}}}}
```

```
STATE {  
KEY {INVOKE}  
CLEARCOLLID {1}  
FRAME {%1}  
ACTION {  
SOUND {%3}  
EFFECT {%4}  
MONSTER {%2}  
MULTI {  
CONDITION {  
TIMER {%9}  
GOTO {INITIAL}}}}}
```