

## Queen

Written by Mithrandir  
Wednesday, 10 February 2010 13:28 -

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Taken from Pilgrim's forum post:

Okay, the Queen machine has a radius of 2. Place two spaces behind her a QueenCollision machine with a radius of 2, then another collision machine with a radius of 2 two spaces behind that, then a line of 3 collision 1 machines (giving you a 7x3 block of collisions). Then in the middle behind them add a monster generator. Remember to link the Queen to these six machines.

```
STATE_MACHINE {  
KEY {Queen}  
COMMENT [Insect Queen with Crystal of Bravery. Sends messages to a generate monsters.  
Can only be hit if an object is worn and dies after being hit a number of times (a virtual object  
acts as counter). When killed drops crystal and sends a message to clear collisions.]
```

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

```
PARAM {  
KEY {2}  
TYPE {OBJECT}  
DEFAULT {ITEM_CRISTAL3}  
COMMENT [Object dropped by Insect Queen:]}
```

```
PARAM {  
KEY {3}  
TYPE {OBJECT}  
DEFAULT {ITSWORDELWON}  
COMMENT [Object needed to hit Insect Queen:]}
```

```
PARAM {  
KEY {4}  
TYPE {ALPHA}  
COMMENT [Hit effect (e.g.: NOSTONE):]}
```

```
PARAM {  
KEY {5}  
TYPE {OBJECT}  
COMMENT [Virtual object to act as hit counter:]}
```

```
PARAM {
```

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```
KEY {6}
TYPE {INT}
DEFAULT {8}
COMMENT [Hits needed to kill Insect Queen:}]
```

```
PARAM {
KEY {7}
TYPE {MONSTER}
DEFAULT {FLY8}
COMMENT [Monster spawned by Insect Queen:}]
```

```
PARAM {
KEY {8}
TYPE {INT}
DEFAULT {8}
COMMENT [Maximum concurrent monsters spawned:}]
```

```
PARAM {
KEY {9}
TYPE {INT}
DEFAULT {1}
COMMENT [Message sent to spawn monster:}]
```

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

```
CODE [
TRAP {
KEY {%0}
FLAG {LIGHT|LIGHTBUFFER|ATTACK|ACTIVE|SIDEDETECT|NOSHADOW}
SKELFILE {QUEEN}
NAME {%1}
```

```
STATE {
KEY {STATIC}
SKELNAME {QUEEN}
SKELANIM {STATIC}
SETCOLLID {2}
MULTI {
CONDITION {
VGE {%5,%6}
GOTO {FOUTU}}
```

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```
CONDITION {  
OBJECTWEAR {%3}  
GOTO {HIT}}  
CONDITION {  
MONSTERCOUNT {%7,%8}  
GOTO {GENERE}}}
```

```
STATE {  
KEY {HIT}  
SKELNAME {QUEEN}  
SKELANIM {HIT}  
SETCOLLID {2}  
ACTION {  
EFFECT {%4}  
VADD {%5,1}}  
MULTI {  
CONDITION {  
ENDANIM {}  
GOTO {STATIC}}}
```

```
STATE {  
KEY {GENERE}  
SKELNAME {QUEEN}  
SKELANIM {ATTACK1}  
SETCOLLID {2}  
MULTI {  
CONDITION {  
OBJECTWEAR {%3}  
GOTO {HIT}}  
CONDITION {  
ENDANIM {}  
GOTO {GENERE2}}}
```

```
STATE {  
KEY {GENERE2}  
SKELNAME {QUEEN}  
SKELANIM {ATTACK1FIN}  
SETCOLLID {2}  
ACTION {  
MSG {%9}}  
MULTI {  
CONDITION {  
ENDANIM {}  
GOTO {STATIC}}}
```

```
STATE {
```

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```
KEY {FOUTU}
SKELNAME {QUEEN}
SKELANIM {TOUCHE}
SETCOLLID {2}
ACTION {
MSG {123456789}}
MULTI {
CONDITION {
ENDANIM {}
GOTO {TOUCHE}}}}
```

```
STATE {
KEY {TOUCHE}
SKELNAME {QUEEN}
SKELANIM {MORT}
SETCOLLID {2}
ACTION {
EFFECT {%4}
EFFECT {FUMEE}
EFFECT {EXPLODE}
SOUND {BURN}
OBJECT {%2}}
MULTI {
CONDITION {
ENDANIM {}
GOTO {STATICBAS}}}}
```

```
STATE {
KEY {STATICBAS}
SKELNAME {QUEEN}
SKELANIM {STATBAS}
CLEARCOLLID {2}}}}
```

```
STATE_MACHINE {
KEY {QueenCollision}
COMMENT [Collision with a radius of 1 or 2 that clears by message from Insect Queen. Place
behind her two radius 2 collisions, then 3 radius 1 collisions (to make a 7x3 block), then the
generator (making the monster look like it's coming from the Queen's sphincter.)]
```

```
PARAM {
KEY {1}
TYPE {FRAME}
DISPLAY {}
```

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COMMENT [Quest Editor display]}

```
PARAM {  
KEY {2}  
TYPE {INT}  
DEFAULT {2}  
COMMENT [Collision radius (1 or 2):]}
```

```
CODE [  
TRAP {  
KEY {%0}  
FLAG {}
```

```
STATE {  
KEY {COLLID}  
SETCOLLID {%2}  
MULTI {  
CONDITION {  
MSG {123456789}  
GOTO {CLEARCOLLID}}}}
```

```
STATE {  
KEY {CLEARCOLLID}  
CLEARCOLLID {%2}  
ACTION {  
EFFECT {FUMEE}  
EFFECT {EXPLODE}  
SOUND {BURN}}}}}
```