

Draak

Written by Mithrandir
Wednesday, 10 February 2010 17:07 -

STATE_MACHINE

```
{  
KEY { Draak }
```

PARAM

```
{  
KEY {1}  
TYPE {TEXT}  
COMMENT [Name of the character:]  
}
```

PARAM

```
{  
KEY {2}  
TYPE {SKELFILE}  
COMMENT [Name of the skeleton file:]  
}
```

PARAM

```
{  
KEY {3}  
TYPE {SKELNAME}  
COMMENT [Name of the model:]  
DISPLAY {}  
}
```

PARAM

```
{  
KEY { 4 }  
TYPE {TEXT}  
COMMENT [Text diplay when we speak to him:]  
}
```

CODE

```
[  
TRAP  
{  
KEY {%0}  
NAME {%1}
```

```
SKELFILE {lord}
```

```
FLAG { LIGHTBUFFER|LIGHT|ACTIVE|SIDEDETECT|NEEDPOS }
```

STATE

```
{
```

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```
KEY { static }
SKELNAME { lord }
SKELANIM { static }
SETCOLLID { 4 }
MULTI
{
CONDITION
{
COLLIDEX { 1,8,1 }
GOTO { parle }
}
}
}
```

```
STATE
{
KEY { parle }
SKELNAME { lord }
SKELANIM { static }
SETCOLLID { 4 }
TEXTPANEL { %4 }
MULTI
{
CONDITION
{
CLOSEPANEL { }
GOTO { transform }
}
}
}
```

```
STATE
{
KEY { transform }
SKELNAME { lord }
SKELANIM { sort }
SETCOLLID { 4 }
MULTI
{
CONDITION
{
ENDANIM {}
GOTO {genere}
}
}
}
```

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```
STATE
{
KEY { genere }
SETCOLLID { 4 }
SKELNAME { lord }
SKELANIM { sort2 }
ACTION
{
FMV {data10.avi}
}
MULTI
{
CONDITION
{
TIMER {1}
GOTO {fin}
}
}
}
```

```
STATE
{
KEY { fin }
CLEARCOLLID { 4 }
ACTION
{
EFFECT { SMOKE }
MONSTER {BOSS1}
}
}
]
}
```