

NPC talks - attacks when given a VO

Written by Mithrandir
Thursday, 11 February 2010 07:56 -

This NPC talks, and attacks when given a VO.

```
STATE_MACHINE
{
KEY { pnjVrObjMonster }
COMMENT [This NPC talks, and attack when given a virt obj.]

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

PARAM
{
KEY { 2 }
TYPE {OBJECT}
COMMENT [Virtual Object to detect:]
IN {}
}

PARAM
{
KEY { 3 }
TYPE {MONSTER}
COMMENT [Transforms into this monster:]
OUT {}
}

PARAM
{
KEY { 4 }
TYPE {SKELFILE}
COMMENT [Name of the skeleton file:]
}

PARAM
{
KEY { 5 }
TYPE {SKELNAME}
COMMENT [Name of the model:]
DISPLAY {}
}
```

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```
PARAM
{
KEY { 6 }
TYPE {TEXT}
COMMENT [Text diplay when we speak to him:]
}

CODE
[
TRAP
{
KEY { %0 }
NAME { %1 }
FLAG { LIGHT|LIGHTBUFFER|ACTIVE|NEEDPOS|SIDEDETECT }
SKELFILE { %4 }
STATE
{
KEY { static }
SKELNAME { %5 }
SKELANIM { static }
SETCOLLID { 2 }
MULTI
{
CONDITION
{
OBJECT { %2 }
GOTO {transform}
}
CONDITION
{
CLICK {}
GOTO {parle}
}
}
}
}

STATE
{
KEY { parle }
SKELNAME { %5 }
SKELANIM { static }
SETCOLLID { 2 }
TEXTPANEL { %6 }
MULTI
{
CONDITION
```

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```
{  
CLOSEPANEL {}  
GOTO {static}  
}  
}  
}
```

STATE

```
{  
KEY { transform }  
CLEARCOLLID { 2 }  
ACTION  
{  
MONSTER { %3 }  
}  
}
```

STATE

```
{  
KEY { fin }  
}  
}  
]  
}
```