

Cultist SPELLS



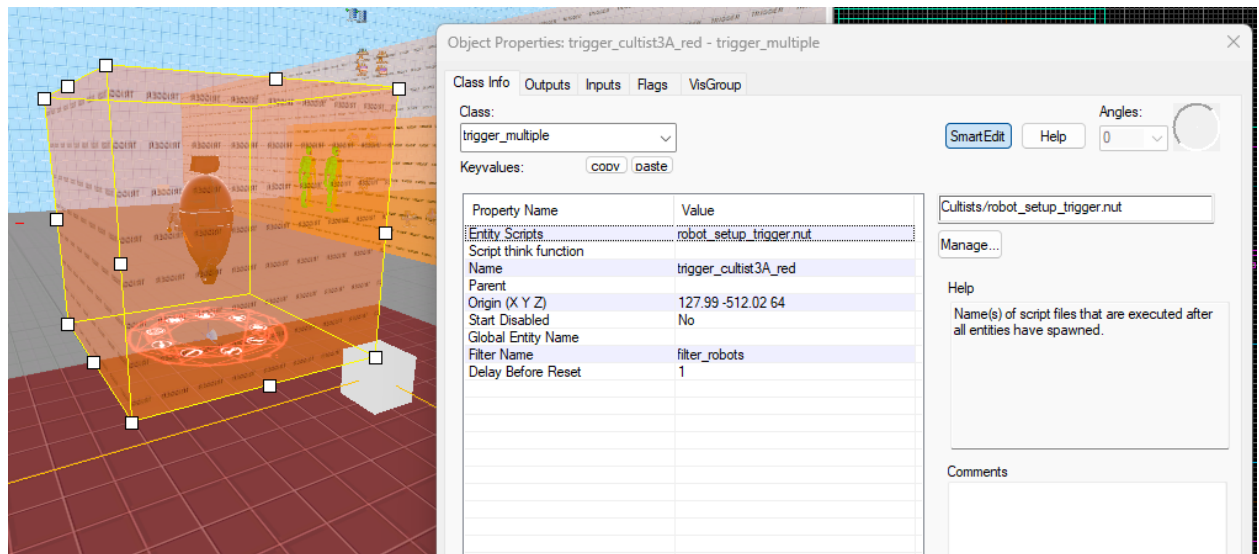
Vscript version

The (mostly) hassle free vscript version by Floats

Setup:

-Logic_script with "Cultists/loader.nut" added in the Entity Scripts






-Trigger_multiple that is placed on top of the cultist spawns with Cultists/robot_setup_trigger.nut added in the Entity Scripts.



-To add/remove spells from the cultist go back to the previously mentioned trigger.
Add > !Activator > RunScriptCode > SpellPool.[**SPELL NAME HERE**] < -[**SPELL CAST CHANCE HERE**]

-To Adjust the spell casting cooldown
Add OnStarTouchAll > !Activator > SpellCooldownSeconds < -0.85

Class Info | Outputs | Inputs | Flags | VisGroup

	My Output >	Target Entity	Target Input	Parameter	Delay	Refires
	OnStartTouch	!activator	RunScriptCode	SpellPool.Skeletons <- 2.0	0.00	-1
	OnStartTouch	!activator	RunScriptCode	SpellPool.Jumpscare <- 1.0	0.00	-1
	OnStartTouch	!activator	RunScriptCode	SpellPool.Amageddon <- 2.0	0.00	-1
	OnStartTouch	!activator	RunScriptCode	SpellPool.BombPack <- 1.0	0.00	-1
	OnStartTouch	!activator	RunScriptCode	SpellCooldownSeconds <- 0.85	0.00	-1

Spell names and their effects:

Jar (the Gas Passer/Jarate/Mad Milk spawn)

Fireball (the Fireball spell that gets summoned from mid-air)

Jumpscare (the ghost that appears and stuns nearby enemy players)

Bomb (pumpkin bomb)

Skeletons (skeletons)

BombPack (3 pumpkin bombs in a T formation)

Armageddon (3 fireballs in a T formation)

Hammer logic version

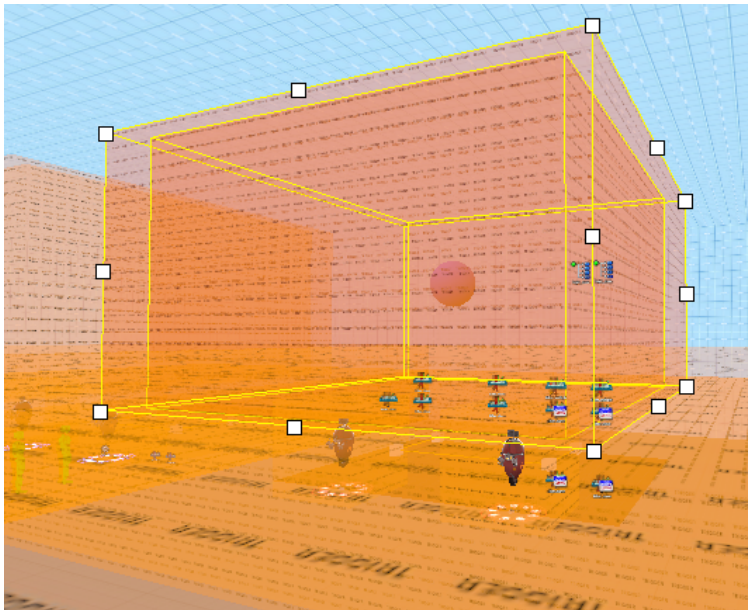
The masochist version by Pinewabble

(you will need to use the cultist models for this version to work)

It's too janky and stupid to explain how the system works in detail, but basically, each cultist in the prefab has their own trigger_multiple above them that is activated whenever they panic.

This trigger sends a signal to the logic_case, which in turn spawns the desired template at the cultist's location.

If you want to spawn something other than piss and electricity, just create a new template and add it to the logic_case

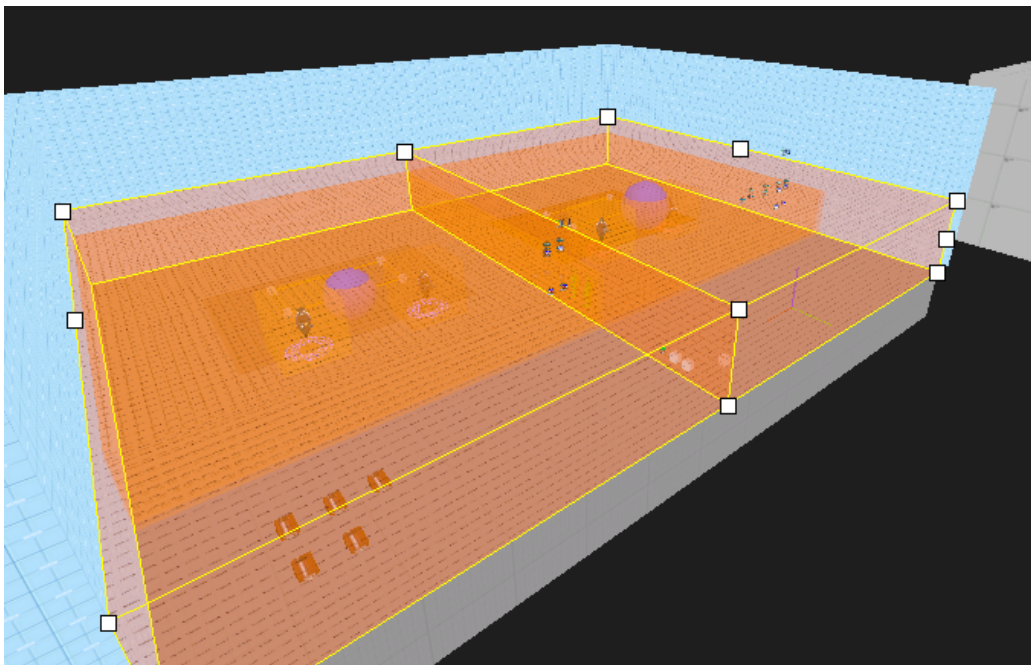


Other stuff in the example:

On death entity spawn:

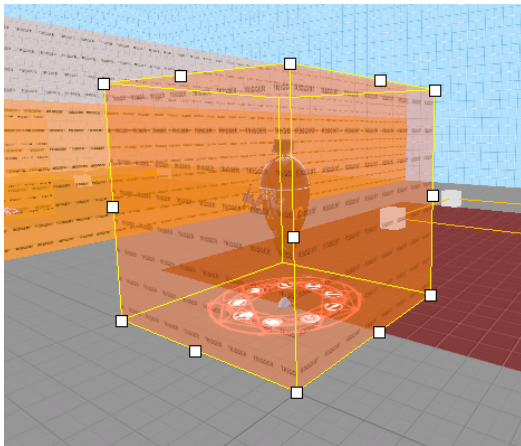
There's an additional set of triggers in the example that recognize the ammo gibs dropped by the robots. With these triggers we can pretty easily spawn templates at the cultists death location.

Specifically, in the example prefab, a spellbook is spawned upon the defeat of a cultist.



Cultist Model switch:

The initial model switching is quite simple as all it needs is just a trigger_multiple with *OnStartTouchAll* > *!activator* > *SetModel* > *models/bots/bot_worker/[CULTIST NAME]*



Cultist Defeated model switch:

For some reason Valve had made the C robots switch models when defeated, so we need another way to reapply the cultist model to it.

To accomplish this, we must create a trigger_multiple that covers the entire walkable area of the C robots.

Within this trigger, we can add an output that switches the model to the defeated version of the cultist. Initially, this trigger will be disabled, but it will be enabled through the robots "OnRobotKilled" output and promptly disabled again.

Each robot will require its own distinct set of triggers with a name filter.

