In ../dev

config.h

Find the line

//#define PLAYER\_HAZ\_SWORD

Change to

#define PLAYER\_HAZ\_SWORD

Find the line

//#define PLAYER\_HITTER\_STRENGTH 0

Change to

#define PLAYER\_HITTER\_STRENGTH 1

Find the line

#define PLAYER\_CAN\_FIRE

Change to

//#define PLAYER\_CAN\_FIRE

Now we have basic sword operation, however the direction is incorrect

In ../dev/engine

hitter.h

Find the lines

if (p\_facing) {

hitter\_x = gpx + hoffs\_x [hitter\_frame];

hitter\_next\_frame = sprite\_sword\_r;

and change to

if (p\_facing) {

hitter\_x = gpx + 8 - hoffs\_x [hitter\_frame];

hitter\_next\_frame = sprite\_sword\_l;

then just below, find the lines

hitter\_x = gpx + 8 - hoffs\_x [hitter\_frame];

hitter\_next\_frame = sprite\_sword\_l;

and change to

hitter\_x = gpx + hoffs\_x [hitter\_frame];

hitter\_next\_frame = sprite\_sword\_r;

In ../dev

definitions.h

Find the line

unsigned char p\_up;

and add

unsigned char p\_down;

in ..dev\engine\enemmods

hitter.h

find the line

and change to

#elif defined (PLAYER\_HAZ\_SWORD)

if (hitter\_frame > 2 && hitter\_frame < 7) {

if ((p\_up == 0 && collide\_pixel (hitter\_x + (p\_facing ? 6 : 1), hitter\_y + 3, gpen\_cx, gpen\_cy)) ||

(p\_up && collide\_pixel (hitter\_x + 4, hitter\_y, gpen\_cx, gpen\_cy))

)

#elif defined (PLAYER\_HAZ\_SWORD)

if (hitter\_frame > 2 && hitter\_frame < 7) {

if ((p\_up == 0 && collide\_pixel (hitter\_x + (p\_facing ? 6 : 1), hitter\_y + 3, gpen\_cx, gpen\_cy)) ||

(p\_up && collide\_pixel (hitter\_x + 4, hitter\_y, gpen\_cx, gpen\_cy))

)

if ((p\_down == 0 && collide\_pixel (hitter\_x + (p\_facing ? 6 : 1), hitter\_y - 3, gpen\_cx, gpen\_cy)) ||

(p\_down && collide\_pixel (hitter\_x + 4, hitter\_y, gpen\_cx, gpen\_cy))

)//added

PROBLEM

This seems to cause the sword to move down when you are moving up, opposite effect

in ..dev\engine\

hitter.h

find the lines

under //sword main code

if (p\_up) {

hitter\_x = gpx + hoffs\_y [hitter\_frame];

hitter\_y = gpy + 6 - hoffs\_x [hitter\_frame];

hitter\_next\_frame = sprite\_sword\_u;

#if (defined (BREAKABLE\_WALLS) || defined (BREAKABLE\_WALLS\_SIMPLE)) && defined (HITTER\_BREAKS\_WALLS)

gpxx = (hitter\_x + 4) >> 4; gpyy = (hitter\_y) >> 4;

#endif

}

Add below

if (p\_down) {

hitter\_x = gpx + hoffs\_y [hitter\_frame];

hitter\_y = gpy - 6 - hoffs\_x [hitter\_frame];

hitter\_next\_frame = sprite\_sword\_u;

#if (defined (BREAKABLE\_WALLS) || defined (BREAKABLE\_WALLS\_SIMPLE)) && defined (HITTER\_BREAKS\_WALLS)

gpxx = (hitter\_x + 4) >> 4; gpyy = (hitter\_y) >> 4;

#endif

}

the sequence should show as

#ifdef PLAYER\_HAZ\_SWORD

if (p\_up) {

hitter\_x = gpx + hoffs\_y [hitter\_frame];

hitter\_y = gpy + 6 - hoffs\_x [hitter\_frame];

hitter\_next\_frame = sprite\_sword\_u;

#if (defined (BREAKABLE\_WALLS) || defined (BREAKABLE\_WALLS\_SIMPLE)) && defined (HITTER\_BREAKS\_WALLS)

gpxx = (hitter\_x + 4) >> 4; gpyy = (hitter\_y) >> 4;

#endif

}

if (p\_down) {

hitter\_x = gpx + hoffs\_y [hitter\_frame];

hitter\_y = gpy - 6 - hoffs\_x [hitter\_frame];

hitter\_next\_frame = sprite\_sword\_u;

#if (defined (BREAKABLE\_WALLS) || defined (BREAKABLE\_WALLS\_SIMPLE)) && defined (HITTER\_BREAKS\_WALLS)

gpxx = (hitter\_x + 4) >> 4; gpyy = (hitter\_y) >> 4;

#endif

}

In dev\engine\playermods\

hitter.h

p\_up = ((gpit & sp\_UP) == 0);

In ..\engine\hitter.h

Hoffs\_x & hoffs\_y important variables

#ifdef PLAYER\_HAZ\_SWORD

// H H H H

unsigned char hoffs\_x [] = {8, 10, 12, 14, 15, 15, 14, 13, 10};

unsigned char hoffs\_y [] = {2, 2, 2, 3, 4, 4, 5, 6, 7};

#define HITTER\_MAX\_FRAME 9

#endif

if (p\_facing) {

hitter\_x = gpx + 8 - hoffs\_x [hitter\_frame];

//hitter\_x = gpx + hoffs\_x [hitter\_frame];

hitter\_next\_frame = sprite\_sword\_l;

//hitter\_next\_frame = sprite\_sword\_r;

#ifdef PLAYER\_HAZ\_SWORD

if (p\_up) {

hitter\_x = gpx + hoffs\_y [hitter\_frame];

hitter\_y = gpy + 6 - hoffs\_x [hitter\_frame];

hitter\_next\_frame = sprite\_sword\_u;

Definitions.h

#ifdef PLAYER\_HAZ\_SWORD

unsigned char p\_up;

#endif

In engine\enenmmods\hitter.h

#elif defined (PLAYER\_HAZ\_SWORD)

if (hitter\_frame > 2 && hitter\_frame < 7) {

if ((p\_up == 0 && collide\_pixel (hitter\_x + (p\_facing ? 6 : 1), hitter\_y + 3, gpen\_cx, gpen\_cy)) ||

(p\_up && collide\_pixel (hitter\_x + 4, hitter\_y, gpen\_cx, gpen\_cy))

)