

Fungorium

68 – nullpointerexception

Konzulens:

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Prototípus fordítási és használati útmutató

Csapattagok

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2025.04.12

Compilation

Just execute `/compiler/CompilerForDummies.bat`!

Core System Commands

<code>list</code>	Lists all available commands
<code>exit / quit</code>	Exits the program
<code>load <filename></code>	Loads the game state from the specified file
<code>save <filename></code>	Saves the current game state to the specified file
<code>tick <round></code>	Runs the simulation for the specified number of rounds

Entity Management

<code>create <type></code>	Creates a new entity or map element of the given type
<code>destroy <entity id></code>	Destroys the specified entity

Fungus Body Commands

`fungus_body_grow <fungus body id> <destination tectonic plate id>
<destination tile id>`

Grows the fungus body on the specified tile of the tectonic plate

`fungus_body_release_spore_cloud <fungus body id>`

Spreads spores from the fungus body across surrounding areas

`fungus_body_die <fungus body id>`

Kills the specified fungus body

Mycelium Commands

`mycelium_grow <mycelium id> <destination tectonic plate>
<destination tile>`

Expands the mycelium to the specified tile.

`mycelium_die <mycelium id>`

Kills the specified mycelium.

Insect Commands

`insect_step <insect id> <destination tectonic plate> <destination tile>`

Moves the insect to the specified tile.

`insect_cut <insect id> <mycelium id>`

Has the insect cut the specified mycelium.

`insect_eat_spore <insect id> <spore id>`

Has the insect eat the specified spore.

`insect_freeze <insect id>`

Paralyzes the specified insect.

`insect_unfreeze <insect id>`

Unparalyzes a frozen insect.

`insect_slow_down <insect id> <speed percentage>`

Slows the insect down to the specified percentage of its normal speed.

`insect_speed_up <insect id> <speed percentage>`

Speeds the insect up to the specified percentage of its normal speed.

`insect_cant_cut <tectonic plate id>`

Insects are blocked from cutting mycelium on the specified tectonic plate.

Tectonic Plate and Tile Commands

`tekton_breaks <tectonic plate id>`

Breaks the tectonic plate and cuts all connected mycelium.

`tekton_cant_grow_fungus <tectonic plate id>`

Blocks fungus body growth on the specified tectonic plate.

`tekton_one_mycelium <tectonic plate id>`

Allows only one mycelium to grow on this tectonic plate.

`tekton_multiple_mycelium <tectonic plate id>`

Allows multiple mycelium to grow on this tectonic plate.

`set_tile_parent_tekton <tile id> <parent tectonic plate id>`

Assigns the parent tectonic plate of a tile.

`set_tile_type <tectonic plate id> <tile id> <Mono|Heal|Acid>`

Sets the tile's type to either Mono, Heal, or Acid.

Tile Type Keywords

Mono

Neutral tile.

Heal

Possibly regenerates or supports fungus.

Acid

Likely damaging or hostile to entities.

Tartalom

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