**See con0001.c for reserved animations.**

|  |  |
| --- | --- |
| **Icon** | **ID** |
| Default | icon0001 |
| Death | icon0002 |
| Pain | icon0003 |
| Acquire | icon0004 |
| Weapon | icon0005 |

|  |  |
| --- | --- |
| **Use** | **Map** |
| Default | 0 |
| Death | 1 |
| Burn | 2 |
| Shock | 3 |
| Freeze | 4 |
| Poison | 5 |
| Reserved | 6 - 10 |
| Color selects | 11+ |

**Projectile Handling:**

Default engine projectiles are extreamly limited. Projectiles are therefore scripted

to allow following:

-Single entity acting as different projectiles.

-All types (enemy, NPC, player, etc) sharing the same projectile command/entity.

-Projectiles clash and both are destroyed.

-Projectiles clash and one simply smashes through the other.

-Projectiles clash and one overpowers the other but is weakened.

-Projectile is stopped with normal attack.

-Projectile is hit by normal attack but is not affected.

-Stationary projectiles/blasts (ex: Andy's Geki Hishoken).

-Combinations of the above.

1. Projectile is obstacle type. It can take hits but is immune to damage. This allows the

themselves projectiles be hit, and have the result scripted based on particular needs.

2. Animation and map is set at spawn. This means a single entity can be used for as many

different projectiles as there are maps available.

3. Candamage is set at spawn. This allows interchangeability between firing of projectile from

player, enemy, npc, etc.

4. Projectile attack box is "no reflect", "no pause", "no flash", and "no damage". This means unless

a reaction is scripted, a hit detection will have virtually no effect.

/\*

Since the defender is an obstacle with MP, then it must be another

projectile. To simulate projectile priority, we'll use MP as a free variable.

When two projectiles collide, both must have 2 or more MP, else they will

both be unaffected. Otherwise the one with lower MP looses 1HP for each point

of difference. If MP is equal, both take the equal MP amount as HP damage.

0 MP = Only true obstacles have 0 MP.

1 MP = Intangible and has no effect/does not affect other projectiles.

2+MP = Compare. If equal, both take the full MP as HP damage. Otherwise, looser

takes the difference.

Some examples of how to apply this system:

1. Flame (I) vs. Knife (II):

I = 1MP, 2HP.

II = 1MP, 1HP.

I & II collide. Both have 1MP, so neither takes any damage from the other.

In Game: A light knife meets a wave of fire, but the fire is immaterial and

so they simply pass through each other.

2. Hadouken (I) vs. Knife (II):

I = 2MP, 2HP.

II = 3MP, 3HP.

I & II collide. II has 1 more MP, so I looses the difference (1HP) and is destroyed. II is unaffected.

In Game: A light knife is no match for the Hadouken and gets

knocked cleanly aside while the Hadouken continues unscathed.

3. Hadouken (I) vs. Hadouken (II):

I = 3MP, 3HP.

II = 3MP, 3HP.

I & II collide. MP is equal, so both loose 3HP and are destroyed.

In Game: Classic projectile war. Hadoukens hit and negate each other.

4. Hadouken (I) vs. Shinku Hadouken (II):

I = 3MP, 3HP.

II = 3MP, 15HP.

I & II collide. MP is equal so both loose 3HP. I is destroyed, II continues

and may withstand 4 more similar collisions.

In Game: Ryu blasts through several enemy projectils with his Shinku Hadouken. It

plows over 4 lesser projectiles and negates head to head with a 5th.

5. Geki Hishoken (I) vs. Hadouken (II):

I = 20MP, 1000HP

II = 3MP, 3HP

I & II collide. I has greater MP by 17, so II looses 17HP and is destroyed. I is unaffected.

In Game: Andy's short range energy attack is effectivly non negatable and easily stops most normal

projectiles while still hitting anyone nearby.

6. Geki Hishoken (I) vs. Haohshokoken (II):

I = 15MP, 1000HP

II = 20MP, 20HP

I & II collide. II has greater MP by 5, so I looses 5HP. I easily withstands the loss. II is unaffected.

In Game: Ryo's Haohshoken and Andy's Geki Hishoken hit each other with almost no effect. Both

continue unhindered; Andy is almost certain to be hit, but Ryo could be hit as well if he was

close enough to Andy.

7. Haohshokoken (I) vs. Haohshokoken (II):

I = 20MP, 20HP

II = 20MP, 20MP

I & II collide. MP is equal, so both loose 20HP. Both are destroyed.

In Game: One Haohshokoken projectile meets another. While both are capable

of overpowering and eliminating most other projectiles, they negate each other.

\*/

**Attack Type handling:**

Hit reactions are set using a combination of script and attack type.

1. When attack hits but does not kill opponent, the appropriate reaction script (onblock/onpain/onfall) will reset the defender’s reaction based on the Y coordinate of impact (see pain/fall in chart).
2. Y coordinate can be overridden with a hitflag (see didhitscript) if desired.
3. If the attack kills defender, attack type determines default fatality animation. The resulting fatality may be modified based on Y coordinate, the stage, character and other conditions. See ondeathscript.
4. Exceptions are **attack 6+**. If 6 or 7 cause a fall without killing defender, the defender’s animation is NOT reset. This is because resetting a defender’s fall animation does not change the rise type that will be used, and it would be undesirable to change the actual attack type.
5. **8+** are for special purposes and not used under normal conditions.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Type** | **Pain** | **Fall** | **Death** | **Block** | **Reset to this type (pain/fall/block) condition:** | **Notes** |
| Default: | Normal | Normal | Normal | Normal | None (default). | Bludgeoning (hand to hand, clubs, sword hilts, etc.) |
| Attack 2 | Middle | Collapse | Bleed out | Middle | Hit up to 75% of height. | Piercing (daggers, arrows, thrown weapons, etc.) |
| Attack 3 | Low | Sweep | Bisect | Low | Hit below 30% of height and standing. | Slashing (swords, claws, saw blades, etc.) |
| Attack 4 | High | Normal | Decapitation | High | Hit 75%+ of height and attacker is airborne. |  |
| Attack 5 | Normal | Flip over end (thrown) | Normal |  |  |  |
| Attack 6 |  | Spin or flip | Background fatality |  |  |  |
| Attack 7 |  | Spin or flip | Mr. T. |  |  |  |
| Attack 8 | Normal | Slammed on head | Normal |  |  |  |
| Attack 9 |  |  |  |  |  |  |
| Attack 10 |  |  |  |  |  |  |
| Shock | Shocked | Shock | Explode | Normal |  |  |
| Burn | Burned | Immolated | Incinerated | Normal |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

|  |  |
| --- | --- |
| **Sound List** | |
| **Generic Sounds** | |
| Sound001 | Horse Gallop. |
| Sound002 | Soft thump (jump landing). |
| Sound003 | High beep. |
| Sound004 | Electronic “selected” sound. |
| Sound005 | Echo slide (Hanzou slide). |
| Sound007 | Revenge of Shinobi box break. |
| Sound008 | Lighting strike. |
| Sound009 | Liquid spray. |
| Sound010 | NGBC super move start. |
| Sound011 | Blade launch (Hanzou Rekkozan). |
| Sound012 | Loud “raspy” whoosh sound. |
| Sound013 | Electrocution. |
| Sound014 | “Warp/blade”. |
| Sound015 | Fire burst. |
| Sound016 | WH head butt. |
| Sound018 | WH Body Whoosh. |
| Sound019 | Multiple wiffs. |
| Sound020 | Street Fighter 3 super burst. |
| Sound023 | Water splash. |
| Sound024 | Heavy metal klunk. |
| Sound025 | Hydraulic press/drill. |
| soun0001 | Fatal Fury 1 fall land. |
| soun0002 | Fatal Fury 1 jump. |
| soun0003 | Fatal Fury 1 coin. |
| soun0004 | Fatal Fury 1 hit. |
| soun0005 | BOR bike. |
| soun0006 | Fatal Fury 1 block. |
| soun0007 | SOR “gulp” food pick up. |
| soun0008 | SOR indirect hit. |
| soun0009 | Fatal Fury 1 confirmation. |
| soun0010 | World Heroes jump land. |
| soun0011 | WH choke. |
| soun0012 | Bone snap. |
| soun0013 | SF3 Hard ground impact. |
| soun0014 | World Heroes’ hard ground impact. |
| soun0015 | Real Bout maximum power strike. |
| soun0016 | Real Bout multi pitch power up. |
| soun0017 | KOF “catch”/hand clasp. |
| Soun0018 | Shinobi shuriken throw |
| **Assorted Voices** | |
| Voic001 | DD2 Burnov laugh. |
| Voic002 | DD2 evil double laugh. |
| Voic003 | Female long alto yell (Kasumi high jump). |
| Voic004 | Female short alto yell (Kasumi short jump). |
| Voic005 | Canine growl 1. |
| Voic006 | Canine growl 2. |
| Voic007 | Canine bark 1. |
| Voic008 | Canine howl 1. |
| Voic009 | Horse neigh1. |
| Voic010 | Horse neigh 2. |
| Voic011 | Canine howl 2. |
| Voic012 | Horse neigh 3. |
| Voic013 | Joe Muashi yell with flame burst sound. |
| Voic035 | KOF Yamazaki Snake Hand |
| Voic036 | DD2 Abore Shoulder attack. |
| Voic037 | DD2 Abobo throw. |
| Voic038 | DD2 Ohara shoulder attack. |
| Voic039 | Unused |
| Voic040 | DD1 Abobo throw. |
| Voic041 | Canine howl 3. |
| Voic042 | Shadow Dancer spell scream. |
| Voic043 | Shadow Dancer Jump yell. |
| Voic044 | Shinobi3 Joe run attack. |
| Voic045 | Shinobi3 Joe death kick. |
| Voic046 | Shadow Dancer fire spell chanting with detonation sound. |
| Voic047 | Shadow Dancer wind spell chanting. |
| Voic048 | Shadow Dancer totem spell chanting. |
| Voic049 | Shadow Dancer spell scream with wind and tornado siren sound. |
| Voic050 | Shadow Dancer Yamoto poof, bark, and charge sound. |
| Voic051 | DD2 Chin jump kick. |
| Voic052 | DD2 Chin attack. |
| Voic053 | SO2 Shiva jump attack/throw. |
| Voic054 | SO2 Ninja throw. |
| Voic055 | Dragon roar (Hanzou Ko ryu ha). |
| Voic056 | DD2 Unknown attack. |
| Voic057 | Female soprano scream. |
| Voic058 | Female pain grunt. |
| Voic059 | Vendetta male burned. |
| Voic060 | Vendetta male burned with incineration sound. |
| Voic061 | Male choke. |
| Voic062 | Alto female scream. |
| Voic063 | SOR2 male death 1. |
| Voic064 | SOR2 male death 2. |
| Voic065 | SOR2 Axel death. |
| Voic066 | SOR2 female death. |
| Voic067 | SOR3 male death 1. |
| Voic068 | SOR3 male boss death. |
| Voic069 | SOR2 Max death. |
| Voic070 | Male scream with cut/bisect sound. |
| Voic071 | SOR2 Skate death. |
| Voic072 | Shadow Dancer boss death. |
| Voic073 | Vendetta male falling sound (“owww!!”). |
| Voic074 | Vendetta boss death. |
| Voic075 | Ninja Spirit PC death. |
| Voic076 | Male scream with dog mauling sound. |
| Voic077 | DD2 Burnov death. |
| Voic078 | DD2 Chin death. |
| Voic079 | Male multi-pitch scream. |
| Voic095 | Male “Tuhh!!” |
| Voic096 | Male “Ha!” |
| Voic097 | Male “Humph!” |
| Voic098 | Male “Uegh!” |
| Voic099 | Male “Ummph!” |
| Voic100 | Male “Yeeah!” |
| **Golden Axe** | |
| Sgax0001 | Double swish (back attack) |
| Sgax0002 | Slash |
| Sgax0003 | Tail slash |
| Sgax0004 | Big fall |
| Sgax0005 | Small fall |
| **Golden Axe II: The Revenge of Death Adder** | |
| Vga20001 | Dora attack |
| Vga20002 | Dora/Barbarian KO |
| Vga20003 | Stern KO |
| Vga20004 | Eating |
| Vga20005 | Peasant girl scream |
| Vga20006 | Stern attack |
| Vga20007 | Big man attack |
| Vga20008 | Big man laugh |
| Vga20009 | Female grunt |
| Vga20010 | Longer female grunt |
| **Shadow Dancer** | |
| Vshd0001 | Hayate high jump |
| **Violent Storm** | |
| Vvio0001 | Wade attack 1 |
| Vvio0002 | Wade attack 2 |
| Vvio0003 | Wade KO |
| **Warrior Blade: Rastan Saga III** | |
| Vra30001 | Dewy attack 1 |
| Vra30002 | Dewy attack 2 |
| Vra30003 | Dewy attack 3 |
| Vra30004 | Dewy attack 4 |
| Vra30005 | Sophia attack 1 |
| Vra30006 | Sophia attack 2 |
| Vra30007 | Sophia attack 3 |
| Vra30008 | Sophia attack 4 |
| Vra30009 | Sophia attack 5 |
| Vra30010 | Rastan attack 1 |
| Vra30011 | Rastan attack 2 |
| Vra30012 | Rastan attack 3 |
| Vra30013 | Rastan attack 4 |
| Vra30014 | Rastan attack 5 |
| Vra30015 | Rastan attack 6 |
| Vra30016 | Rastan attack 7 |
| **Andy Bogard** | |
| vand0001 | "Seh!" |
| vand0002 | "Huah!" |
| vand0003 | Light exhale |
| vand0004 | "Gah" pain. |
| vand0005 | "Mrah" pain. |
| vand0006 | "Mowah" pain. |
| vand0007 | "Baby cry" pain. |
| vand0008 | Light attack |
| vand0009 | "Shoken!" |
| vand0010 | "Geki" |
| vand0011 | "Shoooooken!!" |
| vand0012 | "Ku ha dan!" |
| vand0013 | "Shoryudan!" |
| vand0014 | "Zaneiken!" |
| vand0015 | Super finish scream. |
| vand0016 | "Humph" |
| vand0017 | "Yoshi!" |
| vand0018 | Exhale. |
| vand0019 | "Sayaaa!" |
| vand0020 | "Cho reppa dan!" |
| vand0021 | Super finish scream 2. |
| vand0022 | “Shetz!” |
| vand0023 | “Namusan” |
| vand0024 | “Ienoash” |
| vand0025 | Prelude to Tung match. |
| vand0026 | “Tung Sensei!” |
| vand0027 | “Zengu Ikkyu!” |
| vand0028 | “Geese!” |
| vand0029 | “Sono tadoka.” |
| vand0030 | Short growl. |
| vand0031 | “Arryaaah!” |
| vand0032 | “Siiiiiiii!” |
| vand0033 | Wild Ambition overdrive initial attack. |
| vand0034 | “Shrureahh!” \*\*\*ERROR\*\* Cannot be exported. |
| vand0035 | “Zanei Reppa!” |
| vand0036 | “Hutz!” |
| vand0037 | “Geki!” |
| vand0038 | “Juhn!” |
| vand0039 | “Metsu!” |
| vand0040 | “Son!” |
| vand0041 | “Baaak!” |
| vand0042 | “Meeetsu!” |
| vand0043 | KO 2 (“uhph.. gomen!”). |
| vand0044 | “Oniotaaaah!” |
| vand0045 | “Shuryahhh!” |
| vand0034 | “Shrureahh!” |
| sand0001 | Hishoken |
| sand0002 | Geki Hishoken |
| sand0003 | Special slash/whoosh |
| sand0004 |  |
| sand0005 | Fire burst |
| sand0006 | Long whoosh |
| sand0007 | Strong fire burst |
| sand0008 | Cho Reppa Dan burst. |
|  | |
|  |  |
| **Hanzou (WH)** | |
| Voic022 | WH Hanzou light attack. |
| Voic023 | WH Hanzou med. attack. |
| Voic024 | WH Hanzou heavy attack. |
| Voic025 | WH Hanzou “Nin!” |
| Voic026 | WH Hanzou “Victory.” |
| Voic027 | WH Hanzou “Double Rekkozan!” |
| Voic028 | WH Hanzou “Koh Ryu Ha!” |
| Voic029 | WH Hanzou “Lariat!” |
| Voic030 | WH Hanzou “Slash of Shimmering!” |
| Voic031 | WH Hanzou ‘Ninpo Korin Kazan!” |
| Voic032 | WH Hanzou “Rekkozan!” |
| Voic033 | WH Hanzou KO. |
| Voic034 | WH Hanzou “Come on!” |
| **Kasumi (DOA)** | |
| Voic014 | Attack 1. |
| Voic015 | Attack 2. |
| Voic016 | Attack 3 (waterwheel kick). |
| Voic017 | Attack 4. |
| Voic018 | Attack 5 (Hard throw). |
| Voic019 | Attack 6. |
| Voic020 | “I have no time to spare.” |
| Voic021 | “Farewell.” |
| **Muscle Power** | |
| Voic080 | WH Muscle Power “Number one!” |
| Voic081 | WH Muscle Power quick grunt. |
| Voic082 | WH Muscle Power “Dahhh!!” |
| Voic083 | WH Muscle Power “Gwaoow!” |
| Voic084 | WH Muscle Power “Hungah!” |
| Voic085 | WH Muscle Power pain 1. |
| Voic086 | WH Muscle Power Jab. |
| Voic087 | WH Muscle Power KO. |
| Voic088 | WH Muscle Power “Number onnnnne!” |
| Voic089 | WH Muscle Power “Hoawwww!” |
| Voic090 | WH Muscle Power medium grunt. |
| Voic091 | WH Muscle Power pain 2. |
| Voic092 | Real American sound clip. |
| **Raiden (Big Bear)** | |
| vrai0001 | “I’ll dance on your grave!” |
| vrai0002 | “Say your prayers wimp!” |
| vrai0003 | “You’re dead meat!” |
| vrai0004 | “Come on!” |
| vrai0005 | “Hum!” |
| vrai0006 | “Hyeee!” |
| vrai0007 | “Hey!” |
| vrai0008 | “Jurreahh!” |
| vrai0009 | “Jeeh!” |
| vrai0010 | “Oooowahhhooo!” |
| vrai0011 | “Nwaaoo!” |
| vrai0012 | “Huaah!” |
| vrai0013 | “Bomba! |
| vrai0014 | “Ready…” |
| vrai0015 | “Go!” |
| vrai0016 | “Dropkick!” |
| vrai0017 | “G…End!” |
| vrai0018 | “I am Raiden!” |
| vrai0019 | “Ichimon!” |
| vrai0020 | “Heh hahahaha!” |
| vrai0021 | “Gwah!” |
| vrai0022 | “Gwhaaaa!” |
| vrai0023 | KO. |
| **Rainbow Mika** | |
| vmik0001 | “Guh!” |
| vmik0002 | “Uggh!” |
| vmik0003 | “Nuuuh!” |
| vmik0004 | “Euuaggh!” |
| vmik0005 | KO with echo. |
| vmik0006 | KO. |
| vmik0007 | “Kuu!” |
| vmik0008 | “Huh!” |
| vmik0009 | “Uuuah!” |
| vmik0010 | “Bombaaah!” |
| vmik0011 | “Attack!” |
| vmik0012 | “Crush!” |
| vmik0013 | “Victory!” |
| vmik0014 | “Igamaaah!” |
| vmik0015 | “Morataaa!” |
| vmik0016 | “Kimatah!” |
| vmik0017 | “Uryou!’ |
| vmik0018 | “Shaah!” |
| vmik0019 | “Oraah!” |
| vmik0020 | “Yah!” |
| vmik0021 | “Kuu!” |
| vmik0022 | “Kona!” |
| vmik0023 | “Rainbow!” |
| vmik0024 | “Ikuze” |
| vmik0025 | Happy bounce. |
| vmik0026 | “Doshta.” |
| **Ray McDougal** | |
| vray0001 | “DDT!” |
| vray0002 | KO. |
| vray0003 | “Wheel Kick!” |
| vray0004 | “All right!” |
| Vray0005 | “Yeah!” |
| **Retsu** | |
| Voic093 | SF Retsu Grunt |
| Voic094 | SF Retsu Grunt 2 |
| **Ryo Sakazaki** | |
| Voic101 | Ryo Sakazaki attack 1 (heavy). |
| Voic102 | Ryo Sakazaki “Zanretsuken!” |
| Voic103 | Ryo Sakazaki “Hoah Sho Ko Ken!” (low pitched) |
| Voic104 | Ryo Sakazaki “Raijinsetsu!” |
| Voic105 | Ryo Sakazaki “Hoah Sho Ko Ken!” (normal pitch) |
| Voic106 | Ryo Sakazaki attack 2 (light). |
| Voic107 | Ryo Sakazaki attack 3 (light). |
| Voic108 | Ryo Sakazaki pain 1. |
| Voic109 | Ryo Sakazaki “Ko Oh Ken!” |
| Voic110 | Ryo Sakazaki attack 4 (Kohou). |
| Voic111 | Ryo Sakazaki attack 5 (heavy). |
| Voic112 | Ryo Sakazaki “Ora! ora! ora! ora! ora!” |
| Voic113 | Ryo Sakazaki “Ichi!” |
| Voic114 | Ryo Sakazaki “Hissestu” |
| Voic115 | Ryo Sakazaki attack 5 (heavy). |
| Voic116 | Ryo Sakazaki “Ora! ora!” |
| Voic117 | Ryo Sakazaki “Osu!!” |
| Voic118 | Ryo Sakazaki “Hien Shippu kakyu!” |
| Voic119 | Ryo Sakazaki charging. |
| Voic120 | Ryo Sakazaki KO. |
| **Sho (Breakers Revenge)** | |
| vsho0001 | Jab. |
| vsho0002 | “Mmpuh!” |
| vsho0003 | “Shwop!” |
| vsho0004 | “Hah!” |
| vsho0005 | “Shoo!” |
| vsho0006 | “Eyahh!” |
| vsho0007 | “Hup!” |
| vsho0008 | “Whuyeah!” |
| Vsho0009 | “YEAAHHH!” |
| vsho0010 | “Kureaaah!” |
| **Terry Bogard** | |
| vter0001 | FF2 KO. |
| vter0002 | CVS KO. |
| vter0003 | “Uuh!” |
| vter0004 | “Owughh!” |
| vter0005 | “Hey! Come on, come on!” |
| vter0006 | “Geese!” |
| vter0007 | “Hey you!” |
| vter0008 | “Okaaay!” |
| vter0009 | “Burn Knuckle!” |
| vter0010 | “Crack shoot!” |
| vter0011 | “Rising tackle!” |
| vter0012 | “Power wave!” |
| vter0013 | “Power dunk!” |
| vter0014 | “Power…!” |
| vter0015 | “Geyser!” |
| vter0016 | “Are you OK?” |
| vter0017 | “Buster wolf!” |
| vter0018 | “Hah!” |
| vter0019 | “Humph!” |
| vter0020 | “Heyyy!” |
| vter0021 | “Agggh!” |
| **Tung Fu Rue** | |
| vtun0001 | Roid rage. |
| **Generic Female** | |
| voif0001 | Long KO scream. |
| **Generic Male** | |
| voim0001 | High pitched "Ewwluah!" KO. |
| voim0002 | Midtone burst KO. |
| voim0003 | Vendetta on fire scream. |
| voim0004 | SOR3 male KO scream. |
| voim0005 | SOR2 male KO scream 1. |
| voim0006 | SOR2 male KO scream 2 (from sword of Vermillion). |
| voim0007 | Ninja spirit PC death. |
| voim0008 | Long large male KO. |
| voim0009 | Large male “erroooooo!” |
| voim0010 | Quick “Ya!” |
| voim0011 | Punisher male KO 1 |
| voim0012 | Punisher male KO 2 (high pitched OW!) |
| voim0013 | Punisher male KO 3 (“yeaahhhh!”) |
| voim0014 | AVP soldier KO 1. |
| voim0015 | AVP soldier KO 2. |
| voim0016 | Fatal Fury 1 “GO!” |
| voim0017 | MK Pain 1. |
| voim0018 | MK male long fall 1. |
| voim0019 | MK male long fall 2. |
| **Generic Voice (robot, alien, etc)** | |
| voig0001 | High pitch alien screech. |
| voig0002 | Crowd cheer. |
| voig0003 | MK crowd in awe. |

**Hit Effects:**

1. Defender’s *onpain* & *onfall* scripts evaluate incoming attack type and any self immunity. If effect is needed, effect function is called. Note this is done here instead of in the *takedamage* script to accommodate animation forced binding. While *takedamage* is running, the defender has not yet assumed reactive animation, and effect entity would be killed instantly upon spawn.
2. Effect function checks BINDHE variable on defender for a previously bound effect entity.
3. If an effect entity is found in step 2, and is a different model then what would be spawned in step 5, then it is killed.
4. If an effect is found, but is the same as what would be spawned in step 5, nothing is done and the effect function exits immediately. This prevents pointless spawning/killing and also maintains smooth animation of the effect.
5. A new effect entity is spawned and bound to caller.
6. Effect entity’s *onkill* script clears the defender’s BINDHE variable.

To do:

-Ray needs land sound and voice sounds.

-Random names.

-Random personalities.

-Playable Ray needs backdash.

-Andy needs shadow trails.

-Pit fatality.

-Acid fatality.

-Shock fatality.

-Bleed out fatality.

-Bisect fatality.

-Decap fatality.

-Possible sound constants (random sounds)?

-Shake effect during grab.

-Spawn system needs parameters: Victory animations, taunt animations, etc.

-Andy portrait fix.

-Ray does not have all needed blockpains. Height is wrong setting.

-Panels are killed due to lack of offscreenkill setting.

-Need heavy ground impact.

-Scripts failing after repetitions. Memory leak?

-Special effects moved to *onpain* script; need attachment to *onfall* script as well.

-Estrada music needs long offscreenkill.

-Lasthitx/y/z values are not erased until next real hit. This occasionally messes up throws. Need to add check.

-Special move effects are not being scaled on spawn.

-Time based sunset works but needs slowing down.

-Andy’s neck break needs retuning.

-Instant crash when Andy’s Cho Reppa Dan kills opponent.

-Conversion of sound effects to scripted stereo.

-Proximity system needs completing for pain. Also needs an override flag for normal/med/low/high.

-Add “bounce off” for screen and obstacles.

-Andy needs swept animation.

-Add dust to Andy’s Charge Attack.

-Flash and dust entities occasionally lock in their animation. This is an engine bug, so give lifespan as a failsafe.

-Need destructible background objects. Panel types cannot be damaged.

-Add subpanel type while in VS 2005. Adjust boat to be only hit by fatalities and not shore bound fighters.

-Boat currently has extra hitpoints. Needs destruction animation and a prize for doing so.

-Andy needs facebomb throw. In progress. Needs leap in startup and effect delete if hit.

-Andy Bakushin (facebomb) needs alternate if opponent is in the air.

-Finish taunting system.

-Add roll, run roll and roll attack animations.

-Andy needs Zanei Reppa super.

-Mika needs basics.

-Ray needs spawn animations.

-Need block flash.

-Chargeattack is canceled

by alternate idle system. Possible solution would be access to engine chargetime.

-Sunk boat needs sound effect.