GASPUNK

Adds:

- Vapor / gases: The mod centers itself around vapors and gases, produced by the corresponding grenades. There are two types of gases: gases (toxic), and vapor (harmless or beneficial). Toxic gases trigger the player into a 'hold-your-breath' state, similar to when the player is underwater. However, in toxic gases, the oxygen bar depletes itself twice as fast as underwater. For most gases, their effect will trigger when the bar has depleted, along with damaging the player like if he was drowning. Harmless or beneficial vapors don't have that 'hold-your-breath' state, and therefore take effect immediately.
- Tube: Vapor or gas tubes are throwable glass bottles that liberate their content upon impact (and therefore destruction). They are usually filled with vaporite, a liquid that instantly evaporates into large quantities of vapor or gas upon air contact. The vapor or gas effect lasts 5 seconds. Empty tubes can be filled with water. Empty tubes stack by 16, non-empty ones stack by 8 of the same type.
- Grenade pin: Crafted with an iron ingot, leather, redstone dust and a slime ball (or magma cream), they can be combined with any vapor tube in order to make the corresponding vapor / gas grenade. Can also be obtained by dismantling an empty grenade along with an empty tube.
- Grenade: Vapor or gas grenades are upgraded versions of the tubes. They are crafted with any filled vapor or gas tube and a grenade pin. Once thrown, they activate after a timing of 3 seconds, whether or not they've hit something yet. They can be cooked (click once to unpin and throw instantaneously, or hold click to unpin and cook and release click to throw). When activated, they gradually liberate the vaporite they contain, therefore making them more efficient than simple tubes, lasting 20 seconds. They are not destroyed upon impact, and can therefore be recycled. Empty vapor or gas grenades are not craftable, but when put in a crafting slot, allow their dismantling into an empty vapor tube and a grenade pin. Empty grenades stack by 16, non-empty ones by 4.
- Enriched coal: Crafted with charcoal, sugar and gunpowder, enriched coal is the base element for making vaporite. In a similar fashion to the netherwart, brewing enriched coal into a vapor tube with water will create the basic vaporite (white variant) used to make all other vaporite types. Can be used as normal coal, to cook or craft torches, for example.
- Ash: Obtained by smelting zombie flesh or nether wart in a furnace. Used to brew toxic gas. The recipe with zombie flesh can be disabled in the config options in order to avoid conflicts.
- Gas mask: The gas mask is a helmet piece of gear that counters the 'hold-your-breath' state of gases. It also disables the gas effects for certain gases. Armor rate and durability same as leather helmet. Sweet overlay.
- Grenade belt: The grenade belt is an additional gear for Baubles. It changes the max grenade stacking from 4 to 8 when equipped.

Gas types:

- Smoke vapor: Normal simple gas that blocks the view. Result of the base vaporite being thrown. Has no effect apart from blocking the view. The white variant can be colored by brewing it with any dye, resulting in a gas of that same color.

- Toxic gas: Obtained by brewing ashes into a white smoke vapor tube, this gas is harmful but has no other purpose than making the player suffocate when his oxygen bar depletes.
- Withering gas: Gas causing the wither I effect, if the player stays in the gas zone with no breath (instant wither effect if entity). Obtained by brewing coal (not charcoal or enriched coal) in a toxic gas tube.
- Burning gas: Gas causing the entity to catch fire instantaneously. The gas mask protects the user against loosing oxygen, but does not prevent it from catching fire. Obtained by brewing blaze powder in a toxic gas tube.
- Glitter gas: Gas causing anyone going through it to be affected by a glowing effect. The gas mask protects the user against loosing oxygen, but does not prevent it from getting the glowing effect. The gas also lights the place with the power of a glowstone block for the duration of its effect. Obtained by brewing glowstone dust in a white vaporite tube.
- Medivapor: Vapor granting any entity breathing it (by getting inside) a regeneration II effect. The gas mask prevents from being affected by this gas. Obtained by brewing a ghast tear in a white vaporite tube.