

# GASPUNK

## Adds:

- Smokes / gases / vapors: The mod centers itself around smokes, vapors and gases, produced by the corresponding grenades.
  - o Smokes produce lots of particles, and affect the player by blocking its view with an overlay (more opaque in function of your proximity to the center of emission). When toxic, they trigger the player into a 'hold-your-breath' state, similar to when the player is underwater. However, in toxic smokes, the oxygen bar depletes in function of your proximity to the center of emission (like underwater if the furthest from it, 4x times faster than underwater if on it). Their effect will trigger when the bar has depleted, along with damaging the player like if he was drowning.
  - o Gases are barely visible (or totally invisible in some cases). They still emit particles, but don't trigger any overlay. Most importantly, assuming you don't see them, and unless you have a gas mask, they take effect immediately, bypassing the 'hold-your-breath' state.
  - o Vapors, on the other hand, are harmless or beneficial. They don't trigger the player into the 'hold-your-breath' state, and their effect is therefore triggered immediately. Similarly to smokes, they produce particles and trigger an overlay (unlike smokes, never fully opaque).
- Tube: Tubes are used to brew liquids that will result in smoke / gas / vapor when vaporized. Empty tubes can be replenished with water like bottles, and stack by 16. Non-empty tubes can be poured on the ground in order to remove their content, and stack by 16 of the same type.
- Grenade diffuser: Crafted with an iron ingot, leather, redstone dust and a slime ball (or magma cream), they can be combined with any tube containing a valid smoke / gas /vapor liquid in order to make the corresponding grenade. Can also be obtained by dismantling an empty grenade along with an empty tube.
- Grenade: Grenades are the throwable result of what you brew. They are crafted with any tube containing a valid smoke / gas /vapor liquid and a grenade diffuser. 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 then release click to throw). They last 20 seconds and are not destroyed upon impact, dropping an empty unpinned grenade after the liquid has been fully consumed (stopped emitting). Empty grenades are not craftable, but when put in a crafting slot, allow their dismantling into an empty vapor tube and a grenade diffuser. Empty grenades stack by 16, non-empty ones by 1.
- Smoke powder: Crafted with sugar and gunpowder, smoke powder is the element to brew in a water tube in order to produce a smoke tube (white variant).
- 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 and vapor effects. 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 1 to 4 of the same type when equipped.

**Smokes:**

- Simple smoke (white) / Colored smoke: Simple smoke to block the view of enemy players. The simple smoke (white variant obtained when brewing smoke powder in a water tube) can be colored by brewing any dye in it, resulting in a smoke of that same color (colored smoke).
- Toxic smoke: Obtained by brewing ash in a simple smoke tube, this smoke suffocates the player when his oxygen bar depletes.

**Gases:**

- Invisible gas: Obtained by brewing a poisonous potato into a water tube, this is the invisible equivalent of the toxic smoke. It doesn't produce particles nor have any overlay. Suffocates the player unless he has a gas mask.

**Vapors:**

- Vapor: Similar to smoke, vapor does nothing apart from producing particles. It is obtained when a water grenade is thrown.
- Healing vapor: Vapor granting any entity breathing it (by getting inside) a regeneration I effect. Obtained by brewing a ghast tear in a water tube.