[h1]Introduction[/h1]

The Outsider is an overly flashy slugcat, or rather a distant relative of the slugcat. It possesses the genes of winged insects, which allows it to obtain biological fluorescence and flight ability, but also makes the Spore Puffs fatal to it.

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1. The Outsider can fly. When in the air, hold down the jump button to flap your wings. The first flap of wings after each liftoff does not consume food points, but each subsequent flap will consume 1/4 of food points.

2. The Outsider can flare. When standing on the ground, holding down both the pick and jump buttons will consume 1 food point to release a flare.

3. The Outsider is a vegetarian animal. It cannot consume any meat, but as compensation, it can swallow more types of plants to obtain satiety, such as Bubble Weed, Flashbang, etc. [spoiler]But Spore Puffs is POISONOUS, and consuming it will immediately cause the outsider to die. Please don't blame it, there are no Spore Puffs in The Outsider's hometown, and The Outsider, like you, didn't know this at first.[/spoiler]

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I hope you will find these abilities useful... because it has to try to survive in a dark and gloomy world.

[h1]Credits[/h1]

[h3]Code: [/h3]

Quaeledy

[h3]Art: [/h3]

Quaeledy

[h3]Other: [/h3]

Special thanks to Harvie and Pkuyo for their help and advice. Thanks to those who participated in the testing, they are: Wings Echo, ArcticTern, Fei, Fancy cat, Black Cat o.o, Xue Wan, Fi.

This is the first mod I wrote, so there may be many bugs that I haven't discovered yet. If you find it, please let me know. Apologize in advance for any possible bugs, hope you enjoy it!

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[h1]Known issues[/h1]

Sometimes Jolly Coop will replace the character controlled by the player with a survivor. You only need to switch back to the outsider in the Jolly Coop.

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[h1]Notes[/h1]

I used a translator to write this introduction, so there may be some descriptions that are incorrect.

You can customize its color in the JOLLY CO-OP. I made some modifications to the world map, and also modified the generation of creatures in each region to align them with the current timeline. But there are currently no new endings.

There are almost no new storylines. I am also considering the issue of balance, please don't worry.

The two rooms in the new area you saw by the warp menu are LTTM's rooms, which I used for testing. They are not the rooms I will eventually use.

This is the first mod I wrote, so there may be many bugs that I haven't discovered yet. If you find it, please let me know. Apologize in advance for any possible bugs, hope you enjoy it!

Additionally, I initially only wanted to play my own OC in the game, so I created this mod. Just to fit my OC timeline, I modified the world. So perhaps it won't achieve the completion level of the campaign in the game, please don't have too high expectations for it.

Due to Steam restrictions, I am unable to reply to comments. I am very sorry for this.

If you wish to create a video for this mod, you do not need my consent.

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[h1]Bug fix[/h1]

1. Fixed a problem where entering a room with five pebbles caused the game to crash.

2. Removed the description of 'timeline' from the file, I hope this will not cause mod to fail to start again because it cannot be found.

3. Fixed the bug where 'Game Over' was not displayed after being killed by Smoke Fruit.

4. Fixed the bug where sliding down the pipeline would start flying.

5. Fixed the issue of rain in the Karma Gate room in areas without rain

6. Fixed issue where other characters cannot jump due to fixing other bugs

7. Fixed issues with the generation of creatures. But the old save flies of The Outsider must be deleted (restart the campaign) in order for the loaded area to properly spawn creatures.

8. Fixed issue where using this slugcat to enter arena mode would crash.

9. Solved the problem of multiple cats being unable to fly correctly and consuming food points in the presence

10. Achieved compatibility with Rotund World. But you know, a bird that is too fat cannot fly : )

11. Resolved the conflict with Spore Cat.

12. Solved the problem of going to a room near Moon that caused the game to crash.

13. Fixed the issue of not being able to grasp the pole during flight using the new animation.

14. Fixed the issue of multiple outsiders' antennae not displaying properly after updating the animation, and solved the problem of outsiders' flying affecting each other.

15. Fixed issues with SL echo not appearing and SB echo appearing in cycle 0.

16. Fixed issues with missing swallowtail and jagged swallowtail.

17. Fixed the issue of unable to land due to flying in the last room before entering the outro process.

18. Fixed the issue of non integer food points consumed during flight cannot be displayed properly.

19. Fixed the issue of outsider cannot fly with multiple players in a session.

20. Fixed the issue of remix menu's "hide swallow tail" option does not work.

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If you still encounter the above issues, you can try subscribing to this mod again, as the workshop may not update in a timely manner in the game. If it still doesn't work, please let me know. Thank you.

[h1]Updates[/h1]

[h3][2024.3.19][/h3]

Just bugs fixing and antenna dynamic optimization. This mod is my earliest work, full of various bugs. I want to complete it, but I lack time and energy, so please don't expect too much.

[h3][2024.8.19][/h3]

Just bugs fixing.

[h3][2024.10.27] ver0.2.11[/h3]

1. Added Mothpups (Outsider pups). Mothpups can only be naturally generated and generated using the Dev Console on the timeline of Outsider, and can be generated using Beast Master on other lines and in sandbox modes;

2. Added DMS adaptation for antennae, wings, and tail speckles for Outsider and Mothpup;

3. Added UI adaptation for Jolly-Coop;

4. Fixed the erroneous animations of flight and swallowtail.

[h3][2024.10.28] ver0.2.12[/h3]

1. Added the “dressmyslugcat\outsidertemple” folder to the outsider mod folder as an example of using DMS to customize outsider parts.

2. Added an option in remix settings to make mothpups appear in other campaigns that can generate slugpups. Mothpups will replace other slugpups for generation, and you can customize the probability of this replacement.

[h1]简介[/h1]

离群者是一只过分华丽的蛞蝓猫——或者更确切地说，是蛞蝓猫的远亲。它具备有翅虫类的基因，这使它获得了生物荧光和飞行能力，但也使烟雾果对它致命。

1. 离群者能飞行。在空中时，按下跳跃键，拍打翅膀。每次起飞后的第一次拍翅不消耗食物点，但随后的每次拍翅将消耗1/4的饱食度。

2. 离群者能释放闪光。站在地面上时，同时按住拾取键和跳跃键，消耗1点饱食度来释放闪光。

3. 离群者是一只食素动物。它不能食用任何肉类，但作为补偿，它可以吞下更多种类的植物获得饱食度，比如气泡草、闪光果等。[spoiler]但烟雾果是有毒的，它食用烟雾果会立刻死亡。请不要责怪它，在它的家乡没有任何烟雾果，它和你一样一开始不知道这一点。[/spoiler]

我希望你会发现这些能力很有用……因为它必须努力在一个灰暗阴沉的世界中生存。

[h1]致谢[/h1]

[h3]代码：[/h3]

Quaeledy

[h3]美术：[/h3]

Quaeledy

[h3]其他：[/h3]

特别感谢哈维和诺普的帮助和建议。感谢参与测试的人员，他们是：翼羽回响，北极燕鸥，空白的飞，花花猫，黑咪 o.o，雪椀，Fi。

[h1]已知问题[/h1]

有时候惬意合作模式会偷偷把玩家操纵的角色换成求生者。只需要在惬意合作模式里换回离群者就可以。

[h1]注意[/h1]

你可以在惬意合作模式中自定义离群者的颜色。我对世界地图做了一些修改，也修改了每个区域生物的生成，以使它们符合当前的时间线。但目前没有新结局，几乎没有新剧情。我也正在考虑平衡性问题，请不要着急。

你可以通过warp menu看见一个新区域，其中有两个房间，但它们是LTTM的房间，我只是用来测试。它们不是我最终会使用的房间。

这是我写的第一个mod，所以可能有很多bug我还没有发现。如果你找到了，请告诉我，非常感谢。我提前为任何可能的bug道歉。希望你喜欢这个mod！

另外，我最初只是想在游戏里玩自己的oc，所以制作了这个mod。只是为了能符合我的oc的时间线，我修改了世界。所以也许它不会达到游戏里每只猫那样的完成度，请别对它抱有太高的期望。

因为steam的限制，我无法回复评论。对此我深表歉意。

如果你希望为此mod制作视频，无需征得我的同意。

[h1]Bug修复[/h1]

1.修复了进入五块卵石的房间导致游戏崩溃的问题。

2.去除了文件中“timeline”的描述，我希望这不会让mod再因为找不到它而无法启动。

3.修复了被烟雾果杀死后没有显示“游戏结束”界面的问题。

4.修复了在管道中向下滑动会开始飞行的问题。

5.修复了在没有降雨的区域中，业力门房间会下雨的问题。

6.修复了因为修复其他bug而产生的其他角色不能跳跃的问题。

7.修复了用离群者进入竞技场模式会崩溃的问题。

8.修复了生物生成问题。但必须删除离群者的旧存档（也就是重开）才能使已经加载的区域得到正确的生物生成。

9.最终解决了多只猫在场时离群者不能正常飞行的问题。

10.达成了和胖世界的兼容。不过你知道，一只太肥的鸟是飞不起来的。（笑）

11.解决了和孢子猫的冲突。

12.解决了去moon附近的房间导致游戏崩溃的问题。

13.修复了更新动画后，离群者在飞行中不能抓住杆子的问题。

14.修复了更新动画后多只离群者的触须不能正常显示的问题，解决了离群者之间的飞行互相影响的问题。

15.修复了海岸线回响不出现，以及地底回响在第0个循环中出现的问题。

16.修复了燕尾消失，以及燕尾出现锯齿的问题。

17.修复了在进入飞升进程前最后一个房间中，一旦飞行就导致无法降落的问题。

18.修复了飞行过程中消耗的非整数饱食度无法正确显示的问题。

19.修复了离群者不能在多个玩家存在时消耗饱食度飞行的问题。

20.修复了remix菜单中的“隐藏燕尾”选项不起作用的问题。

如果您仍然会遇到上述问题，可以尝试重新订阅本mod，因为创意工坊似乎有时不会在游戏里及时更新。如果这仍然不起作用，请告诉我这一点，谢谢。

[h1]更新[/h1]

[h3][2024.3.19][/h3]

只是bug修复和触须动态的优化。这个mod是我最早的作品，充满了各种bug。我想完成它，但缺乏时间和精力，所以请不要太期待。

[h3][2024.8.19][/h3]

只是bug修复。

[h3][2024.10.27] 版本0.2.11[/h3]

1.增加了蛾猫崽（离群者猫崽）。仅在离群者线可以自然生成和使用控制台生成，可使用Beast Master在其他时间线和沙盒模式生成；

2.增加了触须、翅膀、尾斑的DMS适配；

3.增加了对惬意联机的UI适配；

4.修复了飞行和长羽的错误动画。

[h3][2024.10.27] 版本0.2.12[/h3]

1.在离群者的mod文件夹中加了“dressmyslugcat\outsidertemple”文件夹作为使用DMS自定义离群者部件的示例。

2.在拓展的mod设置中增加了“使蛾猫崽出现在其他可以生成猫崽的剧情模式中”的选项。蛾猫崽将替换其他猫崽进行生成，你可以自定义这一替换概率。