```
1 //TORのソースコードから Seer関連の物収集
2 //-------------------------------------------------------------------------------------------------------------
3 //[TheOtherRoles/Patches/ExileControllerPatch.cs]
4 //https://github.com/Eisbison/TheOtherRoles/blob/17985b76f2d2b0decbcf65b55161c184e56a0083/TheOtherRoles/Patches/ExileControllerPatch.cs
5 // Seer spawn souls
6            if (Seer.deadBodyPositions != null && Seer.seer != null && PlayerControl.LocalPlayer == Seer.seer && (Seer.mode == 0 || Seer.mode ==
  2)) {
7                foreach (Vector3 pos in Seer.deadBodyPositions) {
8                    GameObject soul = new GameObject();
9                    soul.transform.position = pos;
10                   soul.layer = 5;
11                   var rend = soul.AddComponent<SpriteRenderer>();
12                   rend.sprite = Seer.getSoulSprite();
13
14                   if(Seer.limitSoulDuration) {
15                       HudManager.Instance.StartCoroutine(Effects.Lerp(Seer.soulDuration, new Action<float>((p) => {
16                           if (rend != null) {
17                               var tmp = rend.color;
18                               tmp.a = Mathf.Clamp01(1 - p);
19                               rend.color = tmp;
20                           }
21                           if (p == 1f && rend != null && rend.gameObject != null) UnityEngine.Object.Destroy(rend.gameObject);
22                       })));
23                   }
24               }
25               Seer.deadBodyPositions = new List<Vector3>();
26           }
27
28
29 //-------------------------------------------------------------------------------------------------------------
30 //[TheOtherRoles/RoleInfo.cs]
31 //https://github.com/Eisbison/TheOtherRoles/blob/17985b76f2d2b0decbcf65b55161c184e56a0083/TheOtherRoles/RoleInfo.cs
32
33 public static RoleInfo seer = new RoleInfo("Seer", Seer.color, "You will see players die", "You will see players die", RoleId.Seer);
34
35
36 //-------------------------------------------------------------------------------------------------------------
37 //[TheOtherRoles/RoleInfo.cs]
38 //https://github.com/Eisbison/TheOtherRoles/blob/17985b76f2d2b0decbcf65b55161c184e56a0083/TheOtherRoles/RoleInfo.cs
39  public static List<RoleInfo> getRoleInfoForPlayer(PlayerControl p) {
40           List<RoleInfo> infos = new List<RoleInfo>();
41           if (p == null) return infos;
42           // Special roles
43
44           //略
45
46           if (p == Seer.seer) infos.Add(seer);
47           //略
48
49            // Default roles
50           if (infos.Count == 0 && p.Data.Role.IsImpostor) infos.Add(impostor); // Just Impostor
51           if (infos.Count == 0 && !p.Data.Role.IsImpostor) infos.Add(crewmate); // Just Crewmate
52
53           // Modifier
54           if (p == Lovers.lover1|| p == Lovers.lover2) infos.Add(lover);
55
56           return infos;
57       }
58
59
60 //-------------------------------------------------------------------------------------------------------------
61 //[TheOtherRoles/CustomOptionHolder.cs]
62 //https://github.com/Eisbison/TheOtherRoles/blob/70139e3df078c5d8cc5f4c88d6d9791b6460c3dc/TheOtherRoles/CustomOptionHolder.cs
63
64       public static CustomOption seerSpawnRate;
65       public static CustomOption seerMode;
66       public static CustomOption seerSoulDuration;
67       public static CustomOption seerLimitSoulDuration;
68
69
70 //-------------------------------------------------------------------------------------------------------------
71 //[TheOtherRoles/CustomOptionHolder.cs]
72 //[https://github.com/Eisbison/TheOtherRoles/blob/70139e3df078c5d8cc5f4c88d6d9791b6460c3dc/TheOtherRoles/CustomOptionHolder.cs]
73
74 seerSpawnRate = CustomOption.Create(160, cs(Seer.color, "Seer"), rates, null, true);
75           seerMode = CustomOption.Create(161, "Seer Mode", new string[]{ "Show Death Flash + Souls", "Show Death Flash", "Show Souls"},
  seerSpawnRate);
76           seerLimitSoulDuration = CustomOption.Create(163, "Seer Limit Soul Duration", false, seerSpawnRate);
77           seerSoulDuration = CustomOption.Create(162, "Seer Soul Duration", 15f, 0f, 120f, 5f, seerLimitSoulDuration);
78
79
80 //-------------------------------------------------------------------------------------------------------------
```

```
81 //[TheOtherRoles / RPC.cs]
82 //[https://github.com/Eisbison/TheOtherRoles/blob/70139e3df078c5d8cc5f4c88d6d9791b6460c3dc/TheOtherRoles/RPC.cs]
83
84 namespace TheOtherRoles
85 {
86     enum RoleId {
87 //略
88         Seer,
89
90 //-------------------------------------------------------------------------------------------------------------------
91 //[TheOtherRoles / Patches / UpdatePatch.cs]
92 //[https://github.com/Eisbison/TheOtherRoles/blob/56b73fdb1ea4aa47d64fcb51453f85578d5ff38e/TheOtherRoles/Patches/UpdatePatch.cs]
93
94             static void setNameColors() {
95
96             //略
97
98             else if (Seer.seer != null && Seer.seer == PlayerControl.LocalPlayer)
99                 setPlayerNameColor(Seer.seer, Seer.color);
100
101            //略
102
103            }
104
105
106 //-------------------------------------------------------------------------------------------------------------------
107 //[TheOtherRoles / Patches / UpdatePatch.cs]
108 //[https://github.com/Eisbison/TheOtherRoles/blob/56b73fdb1ea4aa47d64fcb51453f85578d5ff38e/TheOtherRoles/Patches/UpdatePatch.cs]
109
110 namespace TheOtherRoles
111 {
112     enum RoleId {
113         //略
114         Seer,
115         //略
116         }
117
118
119 //-------------------------------------------------------------------------------------------------------------------
120 //[TheOtherRoles / Patches / UpdatePatch.cs]
121 //[https://github.com/Eisbison/TheOtherRoles/blob/56b73fdb1ea4aa47d64fcb51453f85578d5ff38e/TheOtherRoles/Patches/UpdatePatch.cs]
122
123         public static void setRole(byte roleId, byte playerId, byte flag) {
124             foreach (PlayerControl player in PlayerControl.AllPlayerControls)
125                 if (player.PlayerId == playerId) {
126                     switch((RoleId)roleId) {
127                     //略
128                     case RoleId.Seer:
129                         Seer.seer = player;
130                         break;
131                     //略
132                     }
133                 }
134         }
135
136
137 //-------------------------------------------------------------------------------------------------------------------
138 //[TheOtherRoles / Patches / UpdatePatch.cs]
139 //[https://github.com/Eisbison/TheOtherRoles/blob/56b73fdb1ea4aa47d64fcb51453f85578d5ff38e/TheOtherRoles/Patches/UpdatePatch.cs]
140
141 // Shift role
142
143             //略
144             if (Seer.seer != null && Seer.seer == player)
145                 Seer.seer = oldShifter;
146             //略
147
148            }
149
150
151 //-------------------------------------------------------------------------------------------------------------------
152 //[TheOtherRoles / Patches / UpdatePatch.cs]
153 //[https://github.com/Eisbison/TheOtherRoles/blob/56b73fdb1ea4aa47d64fcb51453f85578d5ff38e/TheOtherRoles/Patches/UpdatePatch.cs]
154
155 // Crewmate roles
156
157             if (player == Seer.seer) Seer.clearAndReload();
158
159
160 // Impostor roles
161
162
```

```
163 //---------------------------------------------------------------------------------------------------------------
164 //[TheOtherRoles / Patches / UpdatePatch.cs]
165 //[https://github.com/Eisbison/TheOtherRoles/blob/56b73fdb1ea4aa47d64fcb51453f85578d5ff38e/TheOtherRoles/Patches/UpdatePatch.cs]
166
167
168  public static void Postfix(PlayerControl __instance, [HarmonyArgument(0)]PlayerControl target)
169          {
170              // Collect dead player info
171              DeadPlayer deadPlayer = new DeadPlayer(target, DateTime.UtcNow, DeathReason.Kill, __instance);
172              GameHistory.deadPlayers.Add(deadPlayer);
173
174          //略
175
176          // Seer show flash and add dead player position
177          if (Seer.seer != null && PlayerControl.LocalPlayer == Seer.seer && !Seer.seer.Data.IsDead && Seer.seer != target && Seer.mode <= 1) {
178              Helpers.showFlash(new Color(42f / 255f, 187f / 255f, 245f / 255f));
179          }
180          if (Seer.deadBodyPositions != null) Seer.deadBodyPositions.Add(target.transform.position);
181
182          // Tracker store body positions
183          if (Tracker.deadBodyPositions != null) Tracker.deadBodyPositions.Add(target.transform.position);
184
185          //略
186
187          }
188
189
190 //---------------------------------------------------------------------------------------------------------------
191 //[TheOtherRoles/Patches/PlayerControlPatch.cs]
192 //https://github.com/Eisbison/TheOtherRoles/blob/70139e3df078c5d8cc5f4c88d6d9791b6460c3dc/TheOtherRoles/Patches/PlayerControlPatch.cs
193 // Seer show flash and add dead player position
194
195          if (Seer.seer != null && PlayerControl.LocalPlayer == Seer.seer && !Seer.seer.Data.IsDead && Seer.seer != target && Seer.mode <= 1) {
196              Helpers.showFlash(new Color(42f / 255f, 187f / 255f, 245f / 255f));
197          }
198          if (Seer.deadBodyPositions != null) Seer.deadBodyPositions.Add(target.transform.position);
199
200
201          // Tracker store body positions
202          if (Tracker.deadBodyPositions != null) Tracker.deadBodyPositions.Add(target.transform.position);
203
204          // Medium add body
205          if (Medium.deadBodies != null) {
206              Medium.featureDeadBodies.Add(new Tuple<DeadPlayer, Vector3>(deadPlayer, target.transform.position));
207          }
208
209 //---------------------------------------------------------------------------------------------------------------
210
211
212
213
214
215
216
```