

Corona Bytes .NET

CCI Tutorial

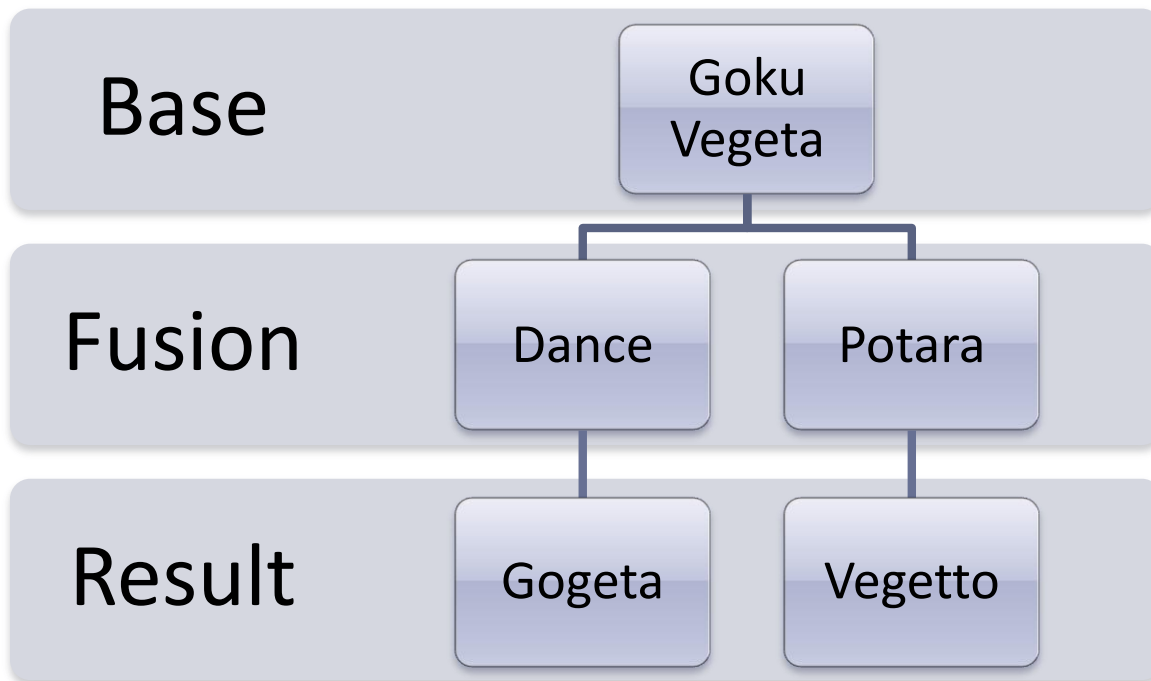
Fusion + Special

Lord of Destruction



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Fusion (How it works)



The Fusion is defined in the Result Class (Gogeta, Vegetto, Gotenks) *NOT in the Base Classes*.

One Base class *CANNOT* be involved in to Fusion of the same Type (ex. Goku+Vegeta=Gogeta and Vegeta+Trunks=Vetrunks). If something likes this occurs the first possible solution will be taken, others will be ignored.



*Fusion (How to implement)***.ClassExtension.core**

#include <xtension/fusion>

public @FusionClassCreation ()

In your *“.ClassExtension.core”* File you need to include the “Fusion Extension” at the Top, best placed directly under *“#include <xtension/class/main>”*.

You’ll also need to define the *“@FusionClassCreation”* Method.

This Method will only be invoked IF the *“Fusion Flag”* is set (see CCI Class Wizard).

@FusionClassCreation ()

addFusion("Goku", "Vegeta", ...);

addFusion("Goten", "Trunks", ...);

In this Method you can call *“addFusion”* with the following Parameters

addFusion

"Goku:Training Suit",

"Vegeta:Training Suit",

FUSION_POTARA,

{ 0, 0, 0 },

5_000_000,

2.0,

Float:{ 1.0, 1.0, 83.0, 83.0 },

Float:{ 90.0, 0.0, 0.0, 0.0 }

-

Explanation

First Base Class

Second Base Class

Fusion Type

Levels 2x Base / 1x Result

Required PL

PL Multiplier

2x Ani Framerate / Sequence

Angles / Left / Right

Dance Duration / Cooldown

Fusion (Implementation Examples)

```
public @FusionClassCreation ()
{
    addFusion (
        "Goku:Training Suit",
        "Vegeta:Training Suit",
        FUSION_POTARA,
        { 0, 0, 0 },
        5_000_000,
        2.0,
        Float:{ 1.0, 1.0, 83.0, 83.0 },
        Float:{ 90.0, 0.0, 0.0, 0.0 }
    );

    addFusion (
        "Goku:Training Suit",
        "Vegeta:Training Suit",
        FUSION_POTARA,
        { 1, 1, 1 },
        15_000_000,
        2.0,
        Float:{ 1.0, 1.0, 83.0, 83.0 },
        Float:{ 90.0, 0.0, 0.0, 0.0 }
    );
}
```

```
public @FusionClassCreation ()
{
    addFusion (
        "Goku:Training Suit",
        "Vegeta:Training Suit",
        FUSION_DANCE,
        { 0, 0, 0 },
        5_000_000,
        2.0,
        Float:{ 0.8, 0.8, 216.0, 216.0 },
        Float:{ 0.0, 0.0, 0.0, 0.0 },
        3.0
    );

    addFusion (
        "Goku:Training Suit",
        "Vegeta:Training Suit",
        FUSION_DANCE,
        { 1, 1, 1 },
        15_000_000,
        4.0,
        Float:{ 0.8, 0.8, 216.0, 216.0 },
        Float:{ 0.0, 0.0, 0.0, 0.0 },
        1.5
    );
}
```



Specials

Specials are added where normal Attacks are (`.ClassExtension.core::@ClassWeaponUpdate`) but with a different Native `"addClassSpecial"`. They are located in `"/core/plugins/etc/"` and begin with `"SX."`. The Name after this Prefix usually indicates the Name you use as second Parameter.

addClassSpecial	Explanation
Client	Client Index
"Shield"	Special Name
Float:{10.0,10.0,30.0}	Optional Color

The third parameter is optional and may not even be used by some specials.

Examples

Specials
<code>addClassSpecial(Client, "Kaioken");</code>
<code>addClassSpecial(Client, "Dragonfist");</code>
<code>addClassSpecial(Client, "Spirit Sword");</code>

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Writing your own Special is also possible. There is a Sample in `"CCI/.Plugins"`, but be warned, this might be a little harder^^