

```

1 using HarmonyLib;
2 using UnityEngine;
3
4 namespace EpicLoot.MagicItemEffects
5 {
6     public class SE_Paralyzed : StatusEffect
7     {
8         public void Setup(float lifetime)
9         {
10             m_ttl = Mathf.Max(lifetime, GetRemaningTime());
11             ResetTime();
12         }
13
14         public override void ModifySpeed(float baseSpeed, ref float speed)
15         {
16             speed *= 0;
17         }
18     }
19
20     public static class Paralyze
21     {
22         [HarmonyPatch(typeof(Character), nameof(Character.Damage))]
23         public static class Paralyze_Character_Damage_Patch
24         {
25             public static void Postfix(Character __instance, HitData hit)
26             {
27                 OnDamaged(__instance, hit);
28             }
29         }
30
31         public static void OnDamaged(Character __instance, HitData hit)
32         {
33             if (hit.GetAttacker()?.IsPlayer() != true) { return; }
34
35             var player = (Player)hit.GetAttacker();
36             if (player.HasActiveMagicEffect(MagicEffectType.Paralyze))
37             {
38                 if (hit.GetTotalDamage() <= 0.0) { return; }
39
40                 var seParalyze = __instance.m_seman.GetStatusEffect("Paralyze") as SE_Paralyzed;
41                 if (seParalyze == null)
42                 {
43                     seParalyze = __instance.m_seman.AddStatusEffect("Paralyze") as SE_Paralyzed;
44                     if (seParalyze == null)
45                     {
46                         EpicLoot.LogError("Could not add paralyze effect");
47                         return;
48                     }
49                 }
50
51                 float totalParalyzeTime;
52                 if (Attack_Patch.ActiveAttack != null)
53                     totalParalyzeTime = MagicEffectsHelper.GetTotalActiveMagicEffectValueForWeapon(
54                         player,
55                         Attack_Patch.ActiveAttack.m_weapon,
56                         MagicEffectType.Paralyze);
57                 else
58                     totalParalyzeTime = player.GetTotalActiveMagicEffectValue(MagicEffectType.Paralyze);
59                 seParalyze.Setup(totalParalyzeTime);
60             }
61         }
62     }
63 }

```