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NiraExecuto said: ↑

whether or not they are consumed on that hit?... (I've never been much of a ranger, sorry.)

According to the code, non-piercing projectiles ignore the immunity time.

not they are consumed on that hit?... (I've never been much of a ranger, sorry.)

I'll see if I can get some clear data from the code and be back soon.

• Arrows that piece trigger mob's 10 tick invulnerability cooldown?

Presumably piecing arrows are then ineffective during mob invulnerability?

I'll see if I can get some clear data from the code and be back soon.

means with regards to this (and other) weapon(s):

projectile even if it can only hit one last time.

but that doesn't stop your friend from hitting them too

To answer your first question: According to the code, non-piercing projectiles ignore the immunity time.

No, I'm not really the person to compliment your suggestions, that's what the "Like"-button is for. I only hand out semi-constructive criticism.

And this Duke Fishron kill is even more extreme! 🥙

DicemanX likes this.

ZeroGravitas likes this.

ZeroGravitas said: ↑

NiraExecuto said: ↑

Excellent clarification! Thank you. To go a step further, do you know if arrows are sometimes piecing (and sometimes not), depending on their type and/or whether or

hit. Regular Wooden Arrows for example have a high chance to drop on impact while Hellfire Arrows don't drop at all (they explode).

Excellent clarification! Thank you. To go a step further, do you know if arrows are sometimes piecing (and sometimes not), depending on their type and/or

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I don't have hard data right now (might get some in a few minutes), but depending on the Arrow Type, there are different chances of dropping as an item on

Also, whether or not an arrow pierces depends on the Arrow type. Wooden Arrows, Flaming Arrows, Cursed Arrows etc. don't pierce, but Unholy Arrows, Jester's Arrows and (I think) Chlorophyte Arrows do pierce. Hellfire Arrows and Holy Arrows don't pierce by themselves, but HFAs explode (and explosions are

Cool. Of course, I'm not just looking to make an inventory of all the different arrow's behaviours, mostly I was looking for some clarity about what "piecing"

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No, I'm not really the person to compliment your suggestions, that's what the "Like"-button is for. I only hand out semi-constructive criticism.

actually piercing projectiles) and Holy Arrows produce a rain of stars (which are piercing projectiles).

ZeroGravitas The Destroyer

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• Is the cooldown not triggered by an unholy arrow's 4th hit (for example), after having pieced 3 times already?

ZeroGravitas said: ↑

Niranufoti Plantera

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ZeroGravitas

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• Arrows that piece trigger mob's 10 tick invulnerability cooldown? • Presumably piecing arrows are then ineffective during mob invulnerability? • Is the cooldown not triggered by an unholy arrow's 4th hit (for example), after having pieced 3 times already?

only hit an enemy 6 times a second with a piercing weapon, but that doesn't stop your friend from hitting them too.

While an NPC's invulnerabilily against you is active, all your piercing projectiles will completely ignore them, as if they weren't existant.

Also, to clear something up: Swords and other <u>swung melee weapons</u> are **not** projectiles, they're handled differently. Thus, they **don't** trigger invulnerability. You can try that with the Bladed Glove (or whatever it's called) against a wall. Alright, EDIT:

I don't know, some of it seems a bit strange, but apparently Ichor Arrows don't drop on death. Last edited: Nov 28, 2014 No, I'm not really the person to compliment your suggestions, that's what the "Like"-button is for. I only hand out semi-constructive criticism.

I've gathered a bunch of data about the various arrow types. This information isn't presented nicely, it's just my notes I took while browsing the code.

All piercing projectiles trigger a 10 tick invulnerabilty against projectiles (maybe all attacks? Not sure.) from the projectile's owner. In other words, you can

The invulnerability time is only triggered if the projectile still has penetrations left when hitting the NPC, so the last hit of an Unholy Arrow won't trigger invincibility. However, whether an NPC is hit is determined by a projectile's maximum penetrations, so a currently invulnerable NPC can't be hit by a piercing

DicemanX and ZeroGravitas like this.

Wow, that's fantastic research. You've extracted some fairly detailed subtleties there. And looks like you could, in fact fill in a few blanks on the wiki's arrow page (and add a few clarification/correction too)! NiraExecuto said: ↑

👺 I knew they aren't projectiles, but blimey. So, they are only limited to... 1 hit per swing?... Per mob? (Hence why melee speed is such a useful stat.) But do they still hit during piecing projectile based invulnerability? (This is potentially a big question for various potential Horseman's blade arena setups, for a

• If a spear, dart, super-dart, spikey ball or flame (trap) has hit a mob, that mob will then be invulnerable (for 10 ticks) to all piecing arrows, piecing

Ah, that's cool, makes sense (I've not played multi-player enough to wonder about that). Do you think that if there is only one player in multi-player, all trap

based damage will be attributed to them? Or maybe if an NPC triggered plate fires the traps, could that be avoided? (Allowing for extra damage 'channels'.) Or is trap damage invulnerability always counted against all players equally?... Not to hard to test in game, in theory, given time.

NiraExecuto said: ↑ Swords and other <u>swung melee weapons</u> ... **don't** trigger invulnerability.

NiraExecuto said: ↑

start.)

bullets and (most/all?) magic, and sword beams? But not swords themselves, non-piecing arrows or non-piecing bullets (the majority) or certain one-hit porjectiles like pumpkins, snowflakes, blizzard staf icicles?... • Lava damage is an entirely separate damage source, for mobs, from my limited testing. Right? • Other than that, there is only damage from debuffs (poison/venom, fire) that adds up in addition?...

(most/all?) magic, and sword beams? But not swords themselves, non-piecing arrows or non-piecing bullets (the majority) or certain one-hit porjectiles like pumpkins,

As in, they never produce an arrow item drop? Again the wiki just has "??.?%" for "chance to break", so pressumably it should be "100%"?

snowflakes, blizzard staf icicles?...

This, again, only affects piercing projectiles.

and damage reductions. Different DoT debuffs add up.

Yeah, I might do that if I find the time and nerves to.

Thanks for your investigations @NiraExecuto!

So going on from your findings:

apparently Ichor Arrows don't drop on death.

ZeroGravitas said: ↑ If a spear, dart, super-dart, spikey ball or flame (trap) has hit a mob, that mob will then be invulnerable (for 10 ticks) to all piecing arrows, piecing bullets and

Traps trigger NPC invulnerability against all players, no matter how they were activated (the game always treats the projectiles as if they were fired by you).

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ZeroGravitas said: ↑ Lava damage is an entirely separate damage source, for mobs, from my limited testing. Right? For all I know, yes, but I haven't checked it with the code yet.

DicemanX

Brain of Cthulhu

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DicemanX

Brain of Cthulhu

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ZeroGravitas said: ↑ And looks like you could, in fact fill in a few blanks on the wiki's arrow page (and add a few clarification/correction too)!

That's something I haven't been able to figure out yet, though I'd guess the invulnerability only affects piercing projectiles. You could try it out ingame with a

From my own empirical testing lava and minions used in combination with traps improves DPS, so even if there are any invulnerability periods that negate some of the damage it still makes sense to use all three. However, knowing whether any invulnerability periods arise that would stop non-piercing damage would still

Note though that, if used with other damage sources, Pygmies will probably be among the best summons, since they don't deal piercing damage themselves,

DoT debuffs work by reducing the health regeneration (i.e. directly countering Band of Regen, Regen potion etc.), so they bypass any and all invulnerabilities

Venus Magnum, a Meteor Shot and a Bladed Glove.

ZeroGravitas said: ↑

ZeroGravitas said: ↑

No, I'm not really the person to compliment your suggestions, that's what the "Like"-button is for. I only hand out semi-constructive criticism. ZeroGravitas and DicemanX like this.

Other than that, there is only damage from debuffs (poison/venom, fire) that adds up in addition?...

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be important for the horseman's blade farm, because that farm can generate a massive number of pumpkins and spear traps might interfere.

But do they still hit during piecing projectile based invulnerability? (This is potentially a big question for various potential Horseman's blade arena setups, for a

DicemanX said: ↑ From my own empirical testing lava and minions used in combination with traps improves DPS, so even if there are any invulnerability periods that negate some of the damage it still makes sense to use all three.

but rather fire non-piercing projectiles. And as stated before, non-piercing projcetiles ignore the invulnerability.

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NiraExecuto said: ↑ Note though that, if used with other damage sources, Pygmies will probably be among the best summons, since they don't deal piercing damage themselves, but rather fire non-piercing projectiles. And as stated before, non-piercing projectiles ignore the invulnerability.

ZeroGravitas likes this.

NiraExecuto said: ↑

ZeroGravitas likes this.

Indeed, I end up using Pygmies in one of the farms (Dungeon Guardian) for their non-piercing damage. Sharknados seem to fire non-piercing projectiles too, since I can see damage numbers pop up at rates higher than 6/sec. Terraria Engineering - Autofarms and Hoiktronics Contraptions: https://www.youtube.com/channel/UCllYBm-_FbqWul92o6zPXfw Interested in Terraria Engineering? http://forums.terraria.org/index.php?social-forums/t-mec-terrarian-mechanical-engineering-corps.203/

Yeah, but the Sharknadoes themselves are piercing projectiles, so it can happen that the enemy collides with them. Niranufoti No, I'm not really the person to compliment your suggestions, that's what the "Like"-button is for. I only hand out semi-constructive criticism. Plantera ZeroGravitas likes this.

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ZeroGravitas

The Destroyer

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DicemanX said: ↑ Indeed, I end up using Pygmies in one of the farms (Dungeon Guardian) for their non-piercing damage. Sharknados seem to fire non-piercing projectiles too, since I can see damage numbers pop up at rates higher than 6/sec.

NiraExecuto said: ↑ Yeah, I might do that if I find the time and nerves to.

cooldown does block sword damage (from anecdotal memory) Tutorial Threads and Info

appending a talk comment, but not enough people around to take note of that...

I'd guess the invulnerability only affects piercing projectiles. You could try it out ingame...

(You have insufficient privileges to reply here.)

It's not such a big deal, editing that wiki, given that kiddies come along and randomly insert supposedly funny mis-information here and there, etc. Equazcion's very approachable and friendly, and is the main editor now, I think. Best that the info comes direct from the source (you that is, not me ;o). I started by just

Right, I'd tried it with spear traps, hitting golem + Chlorophyte bullets (from venus magnum), and there seemed no blocking. I get the feeling that piecing

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