

Flame Effect on flying Explosive ARROWS - Tutorial

Note: I chosen random IDs for the Triggergroups, Globaltriggers and AddEffect, using some that probably you aren't using already, since they must stay unique. **So this script will probably work by simply copyasting it.**

We'll add these 2 effects to our arrows, together.

One is flame, one is mist. Flame gives light, mist gives more "persistence".

```
AddEffect=14, ADD_FLAME, FADD_FIRE_STRIP+FADD_ROTATE_180,  
JOINT_SINGLE_MESH, 0, 0, 0, 60, 2, 0, 0, 0  
AddEffect=15, ADD_MIST, FADD_NONE, JOINT_SINGLE_MESH, 0, 0, 0, 60, 1,  
1, 1, MIST_COL_YELLOW, 10
```

This Globaltrigger will execute the Triggergroup 830 every time a new Arrow is shot, because it uses the GT_CREATED_NEW_ITEM as condition.

```
Globaltrigger= 150, IGNORE, GT_CREATED_NEW_ITEM, CROSSBOW_BOLT, IGNORE,  
830, IGNORE ;    If a new arrow is created, execute the triggergroup 830
```

Before adding the flame effects, however, we must check if the Crossbow has the Explosive Arrows equipped on.

So we'll make use of a variable, copying the *status* of the crossbow in it, which appears to be numerical, and the 2 numbers (statuses) we'll check indicate the type of ammo equipped (explosive) and presence of the lasersight (1B and 1F mean "explosive ammo selected without lasersight" and "or with").

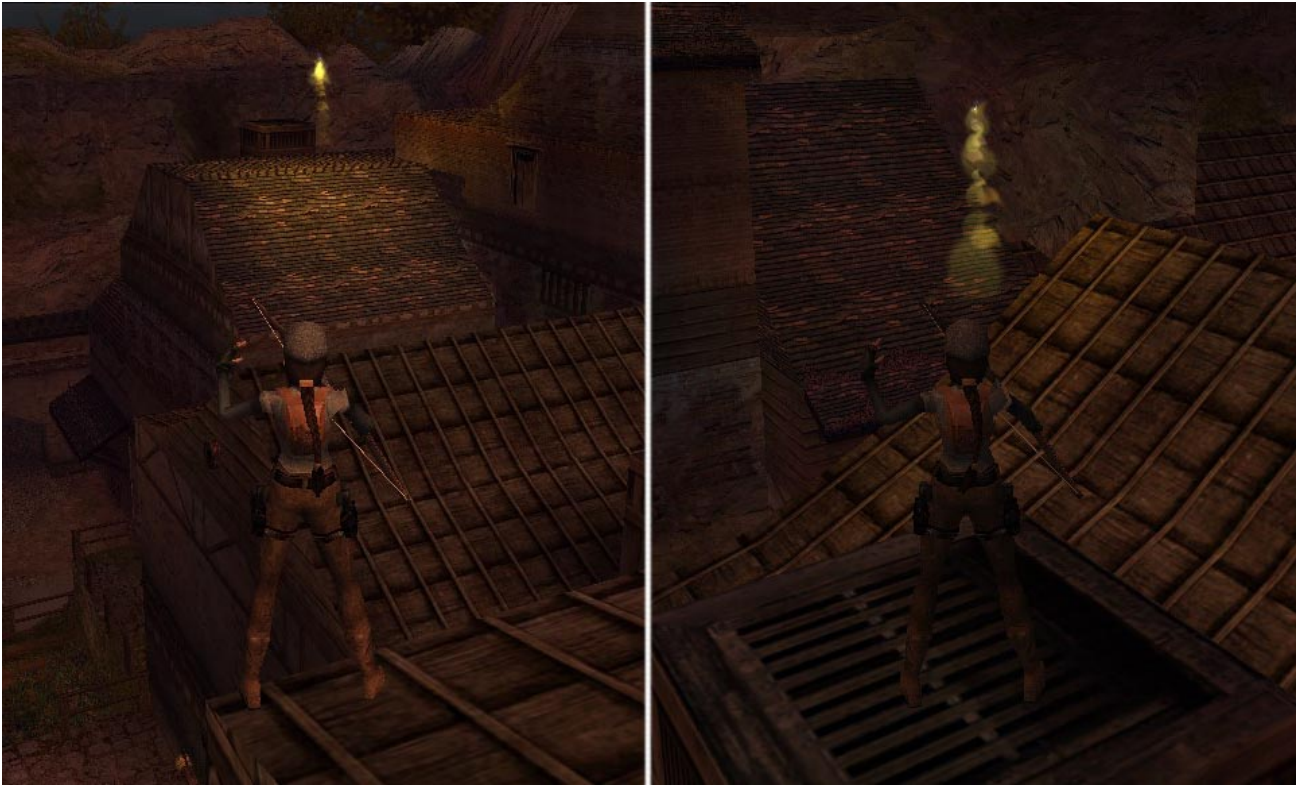
We'll use Local Byte Delta 1 (LBD1)

```
TriggerGroup= 830, >  
$2000,244,$1C48, >          ; Copy crossbow status in LBD1  
$2000,233,$0648, >          ; Subtract 6 from LBD1 variable (mandatory in  
this case)  
$8000,72,$1B2B, $8000+TGROUP_OR,72,$1F2B, $2000,371,$0348          ;  
Then if LBD1 equals to 1B or 1F (explosive equipped, with or without the  
lasersight), Activate-triggergroup-840
```

Note: when you export a Trigger from the editor (in this case they're all flieffects), you'll notice the triplet starts with "\$2000"; while when you export a Condition (like, an "if"), the triplet starts with \$8000. When you place a Trigger after conditions, it will be executed only if the conditions are TRUE.

Actual addition of the flame+mist effect on the arrows, using the ID of the newly generated flying arrow, extracted by the GlobalTrigger

```
Triggergroup= 840, TGROUP_USE_FOUND_ITEM_INDEX+$5000,0,$0E30,  
TGROUP_USE_FOUND_ITEM_INDEX+$5000,0,$0F30 ; by using the ID of the new  
arrow given by our GT, we apply the 2 AddEffect on that
```



Compact version to copy in your script

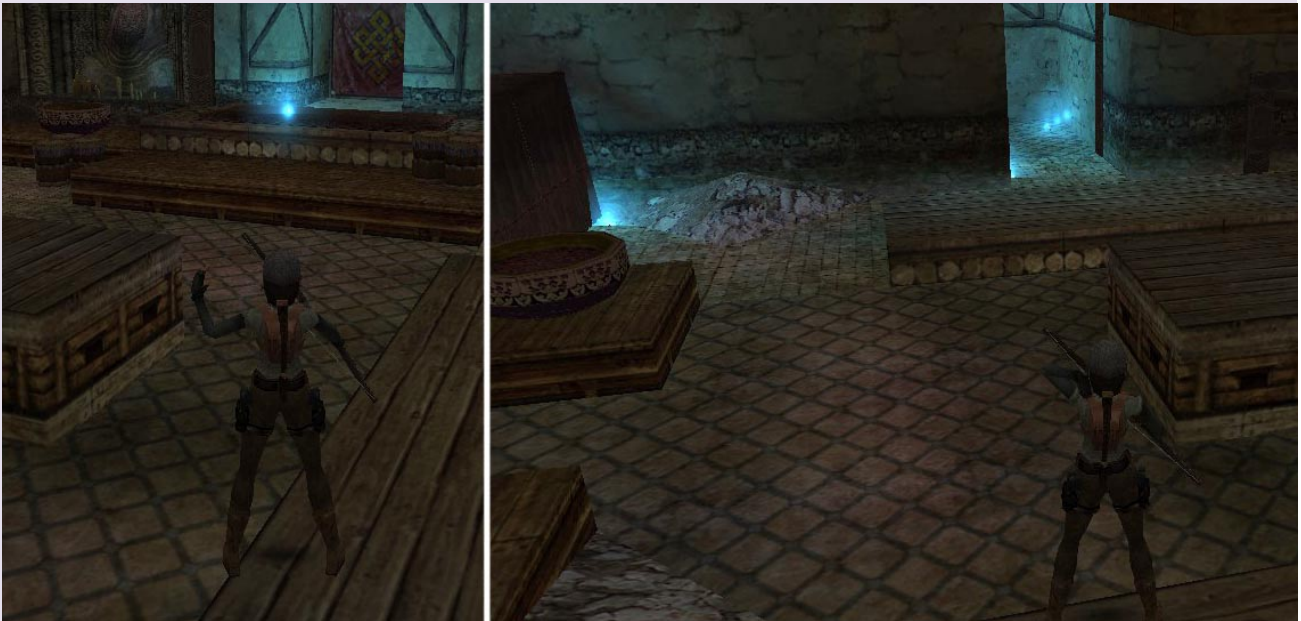
```
; #### Flame effect on flying explosive arrows
AddEffect=14, ADD_FLAME, FADD_FIRE_STRIP+FADD_ROTATE_180,
JOINT_SINGLE_MESH, 0, 0, 0, 60, 2, 0, 0, 0
AddEffect=15, ADD_MIST, FADD_NONE, JOINT_SINGLE_MESH, 0, 0, 0, 60, 1,
1, 1, MIST_COL_YELLOW, 10
Globaltrigger= 150, IGNORE, GT_CREATED_NEW_ITEM, CROSSBOW_BOLT, IGNORE,
830, IGNORE ; If a new arrow is created, execute the triggergroup 830
TriggerGroup= 830, >
$2000,244,$1C48, > ; Copy crossbow status in LBD1
$2000,233,$0648, > ; Subtract 6 from LBD1
$8000,72,$1B2B, $8000+TGROUP_OR,72,$1F2B, $2000,371,$0348 ;
Then if LBD1 equals to 1B or 1F, Activate-triggergroup-840
Triggergroup= 840, TGROUP_USE_FOUND_ITEM_INDEX+$5000,0,$0E30,
TGROUP_USE_FOUND_ITEM_INDEX+$5000,0,$0F30 ; apply the 2 AddEffect on the
new arrow
```

Enjoy!

- Festive Bonus: *Flare* thrower

I'm not sure about how to make the following feature useful in a level, but if you want to have some fun you can make Lara **shoot flares with the Crossbow**, and **Dart emitters** can do that as well.

They will **inherit the Flare physics**, so if you try to shoot one with the crossbow in an open space, you'll see it bouncing everywhere. It's fun.



```
; #### Flare-Crossbow and Flare Emitters
Customize=  CUST_FLARE, FFL_ADD_GLOW_LIGHT, IGNORE, 37, 148 , 221,
IGNORE
Assignslot= CROSSBOW_BOLT, FLARE_ITEM
Assignslot= DARTS, FLARE_ITEM
```

Feel free to play with the Customize parameters.

Note: Assignslot is applied through all the level. This means you can't have *also* regular arrows or darts. Customize command also changes the property of the flares in general, in the level. You can't have 2 types of flares.