
Subject: Quest template (qt000_template.lua)
Posted by [Keshire](#) on Mon, 11 Nov 2013 14:40:47 GMT
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This isn't finished but the gist is here. All that's left is to rewrite the QT000_QuestGiver:Init and CustomUpdate for the state stuff. It's been awhile since I've read assembly so I'm out of practice.

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```
module(...,package.seeall)

QuestManager.NewQuestQuestThread("QT000_Template")

--function [0]
function QT000_Template:Init()
    self:StartNewEntityThread("QT000_QuestGiverEntity", QT000_QuestGiver)
end

--function [1]
function QT000_Template:OnQuestSuspend()
    cprint("Template suspended!")
end

--function [2]
function QT000_Template:OnQuestUnsuspend()
    cprint("Template unsuspended!")
end

--function [3]
function QT000_Template:State_START_SkipTo()
end

--function [4]
function QT000_Template:State_START_Main()
    self:InitialiseMainLayers()
end

--function [5]
function QT000_Template:State_MIDDLE_SkipTo()
    self:InitialiseMainLayers()
end

--function [6]
function QT000_Template:State_MIDDLE_Main()
end
```

```

--function [7]
function QT000_Template:State_FINALLE_SkipTo()
  self:State_MIDDLE_SkipTo()
end

--function [8]
function QT000_Template:State_FINALLE_Main()
end

--function [9]
function QT000_Template:InitialiseMainLayers()
  Layers.ActivateLayer("QT000_Template")
end

--function [10]
function QT000_Template:OnExit()
  Layers.DeactivateLayer("QT000_Template")
end

QuestManager.NewEntityThread("QT000_QuestGiver")

--function [11]
function QT000_QuestGiver:Init()
  --[[[
    CreateEnum({"INTRO",
      "OFFER",
      "WAIT_AROUND"}) = States

    self:SetState("INTRO")
  ]]]--
end

--function [12]
function QT000_QuestGiver:CustomUpdate()
end

--function [13]
function QT000_QuestGiver:OnTerminated()
  if MessageEvents.IsMessageSentTo(EMessageEventType.MESSAGE_EVENT_KILLED,
    self.Entity) then
    end
  end

```
