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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
```

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