
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
end

```
