

# statescripts.2da

This 2da file gives the game the resource references for scripts to run when under effect of particular statuses.

These either are additional (eg; being Confused) to the regular AI scripts (ie both heartbeat scripts run) or supplant the AI entirely (eg; domination).

## Hardcoded Notes

The effects here are internally run values - you cannot define new ones (there is no "EffectCustomState") and cannot move them around, so "Confused" will always be ID 2.

This number can be seen using GetEffectInteger since the 0 index value is set to this "state", eg EffectConfused() creates one which has the ID of GetEffectInteger(EffectConfused(), 0) set to 2.

It's a little moot for the most part since GetEffectType seems to identify most if not all of the complex state types properly anyway.

A list of effects and their identifiers:

Script Effect Creator	GetEffectInteger (eEffect, 0) statescripts.2da line ID	Notes
EffectCharmed	1	
EffectConfused	2	
EffectFrightened	3	
EffectTurned	4	By default Bioware used the same script for this and Fear (nw_g0_fear) thus they do the same thing.
EffectDazed	5	Dazed will <b>not</b> trigger it's script. This can be considered a bug. Creatures still retain some control so this shouldn't be a big issue.
EffectStunned	6	
EffectDomated EffectCutsceneDominated	7	What script is used depends on the creature <i>applying</i> the effect.  While it should runs script in line 7 when the creature doing the dominating is a NPC it will not - but will set the creature to uncommandable. NPC on NPC also do not add associates properly.  Replaces all the scripts of a target line 10 - 22 if the creature dominating is a PC and the target is an NPC.  Need to test PC vs PC and NPC vs NPC more fully.
EffectParalyze	8	"Held" script is Paralysis.
EffectSleep	9	

## 2da Contents

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ID	STATENAME	SCRIPTNAME
0	Normal	****
1	Charmed	nw_g0_charm
2	Confused	NW_G0_confuse
3	Frightened	NW_G0_fear
4	Turned	NW_G0_fear
5	Dazed	x2_sig_state
6	Stunned	x2_sig_state
7	NPCDominate	NW_G0_dominate
8	Held	x2_sig_state
9	Sleep	NW_G0_sleep
10	PCDominateHeartbeat	NW_CH_AC1
11	PCDominatePerceived	NW_CH_AC2
12	PCDominateSpellCast	NW_CH_ACB
13	PCDominateAttacked	NW_CH_AC5
14	PCDominateDamaged	NW_CH_AC6
15	PCDominateDisturbed	NW_CH_AC8
16	PCDominateEndCombatRnd	NW_CH_AC3
17	PCDominateDialogue	NW_CH_AC4
18	PCDominateOnSpawnIn	NW_CH_AC9
19	PCDominateRested	NW_CH_ACA
20	PCDominateDeath	NW_CH_AC7
21	PCDominateUserDefine	NW_CH_ACD
22	PCDominateBlocked	NW_CH_ACE
23	DMPossessedHeartbeat	****
24	DMPossessedPerceived	****
25	DMPossessedSpellCast	****
26	DMPossessedAttacked	****
27	DMPossessedDamaged	****
28	DMPossessedDisturbed	****
29	DMPossessedEndCombatRnd	****
30	DMPossessedDialogue	****
31	DMPossessedOnSpawnIn	****
32	DMPossessedRested	****
33	DMPossessedDeath	****
34	DMPossessedUserDefine	****
35	DMPossessedBlocked	****

## 2da Columns

Column Label	Example	Valid Values	Description and Notes
ID (Blank)	0	0-35	These are hardcoded lines and you cannot move or add more. 0 appears to be unused by the game.
STATENAME	Charmed	Human readable name	Essentially label of the state
SCRIPTNAME	nw_g0_charm	Resref of script	For lines 0 to 9: Script that runs every 6 seconds except Dazed (line 5) which will never fire. For lines 10 to 35: Domination and DM possession scripts will override the usual creature scripts, obviously when dominated or when DM possessed.