

Advanced Attack Engine

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a vJass Attack Engine

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Concept

As I used to see more and more, there have been no attack engine that fits to most of the users requirements, such as customization, acessability and efficcence, which has been put together in an advanced attack system, that will create attacks from beginning, move missles, run interfaces and deal damage to the targets, even bounces the missles if user said so.

Because of that, I decided to create my Attack Engine!

Explanation

You might ask: How does this work?

Well its pretty like this:

- Create your own attacktypes
- Create your own UnitAttackData (AttackType, MissileData, DamageData, with everything included)
- Force an attack of a unit
- System loads the UnitAttackData for the unit type
- If sucesseed, the system will clone it and use the new object
- Now you have acess to all of the data of the unit attack
- The system now overwrites the UAD with the Data you have chosed (It runs the AttackType interface for onInit to initialize the values)
- Now the attack is on casting... Missles will be moved here, interfaces will be runned, until the damage has been forced
- Damage will be dealt and all other posabilities will be checked.
- If attack has no new target, destroy it.

About

This was a short explanation about my system.

Version 1.00.

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Thanks for reading!