Hardlight Anti-grav Jock

Clothing Item

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Idea:
A companion garment to the Hardlight Anti-grav Bra. This underwear is aimed toward use with male genitalia, but could be reasonably used by any anatomical arrangement. As a sci-fi jock, it provides a minor benefit to characters with very large ball/s. **Code to implement this feature is detailed below**. I have also included an idea for an <u>optional</u> sexiness variation mechanic based on the PC's endowment size.

Tooltip name: Hardlight Anti-grav Jock
Short name: HL Jock
Location: Gwen & Eimear at Carbonado in Uveto.
Base Price: 2000   // matching the HL Bra price
Description:
A narrow metallic waistband fitted with a hard light projector.
Tooltip description:
A narrow metallic waistband fitted with a hard light projector. Upon activation it coats the wearer's genitals in dazzling sapphire light, leaving them in full view as they press against the transparent glow. Designed to comfortably support even the largest endowments; the hard light field will lift, spread, and nudge any wearer's assets into the most provocative display possible. While the extra support does help keep anatomy out of the way while walking, a small warning inside the belt states that the projector is rated for no more than 1,000 pounds. {1000 lbs. Is based on weight of balls at size 100.}

Item Stats

Item Type: Lower Undergarment
Sexiness: 3   //see note below
Special Flags: Transparent
Usable: Yes
Defensive Target: Self

Note: For sexiness, the current lower undergarment items seem to be limited to 1 or 2 with exception of the cock pasty, which isn't transparent/exposed. I'm not sure that the large jump the HL bra made in sexiness would be appropriate for underwear, so I went with 3.

Mechanics/Technicalities

Egregiously Endowed Modification:

Basis: Reaching a ball size that is large enough causes the egregiously endowed status which halves movement speed and reduces chances of escaping combat. These penalties seem to come from the fact that they physically impede normal movement of the legs. In contrast, there are (currently) no movement penalties for Hyper-Z cup breasts or cannon-sized members. This modification only seeks to increase the size point when the egregiously endowed status is applied, essentially because the hardlight jock keeps the balls out of the way of the legs to a certain point. The slower travel speed and lower escape chance don't seem to give much of an actual handicap to the player, so delaying onset shouldn't pose much of a balance issue.

This mechanic would add a size threshold for applying the egregiously endowed status effect at 75 instead of 10 if the HL Jock is equipped. Immobilization will still occur at around 100, and the other statuses ludicrously and overwhelmingly will stay the same as well. While there are thresholds for both size and weight quotients, only one new threshold is needed so I went with weight to fit the description.

Code was changed to add an additional check
IF (all previous checks AND not wearing jock) OR (all previous checks at new threshold) THEN apply the status effect

FOR VARYING SEXINESS

If pc.ballSizeRaw => 15 or pc.cockBiggest => 15 then HLJock.sexiness = 4 else HLJock.sexiness = 3

// The idea here is that if the player has large equipment of some kind (cock or balls) that makes full use of the HL Jock's functionality to show it off, the sexiness would be higher.

Actual Code

/classes/Items/Apparel/HardlightAGJock.as
//This is the entire file that would be created (presumably ;)

package classes.Items.Apparel

```
{
        import classes.ItemSlotClass;
        import classes.GLOBAL;
        import classes.GameData.TooltipManager;
        import classes.StringUtil;

        public class HardlightAGJock extends ItemSlotClass
        {

                //constructor
                public function HardlightAGJock()
                {
                        this._latestVersion = 1;

                        this.quantity = 1;
                        this.stackSize = 1;
                        this.type = GLOBAL.LOWER_UNDERGARMENT;

                        //Used on inventory buttons
                        this.shortName = "HL Jock";

                        //Regular name
                        this.longName = "hardlight anti-grav jock";

                        TooltipManager.addFullName(this.shortName,
StringUtil.toTitleCase(this.longName));

                        //Longass shit, not sure what used for yet.
                        this.description = "a hardlight, anti-gravity jock";

                        //Displayed on tooltips during mouseovers
                        this.tooltip = "A narrow metallic waistband fitted with a hard light projector.
Upon activation it coats the wearer's genitals in dazzling sapphire light, leaving them in full view
as they press against the transparent glow. Designed to comfortably support even the largest
endowments; the hard light field will lift, spread, and nudge any wearer's assets into the most
provocative display possible. While the extra support does help keep anatomy out of the way
while walking, a small warning inside the belt states that the projector is rated for no more than
1,000 pounds.";

                        TooltipManager.addTooltip(this.shortName, this.tooltip);

                        this.attackVerb = "null";
```

```
                        //Information
                        this.basePrice = 2000;
                        this.attack = 0;
                        this.defense = 0;
                        this.shieldDefense = 0;
                        this.shields = 0;
                        this.sexiness = 3;
                        this.critBonus = 0;
                        this.evasion = 0;
                        this.fortification = 0;

                        itemFlags = [];
                        itemFlags.push(GLOBAL.ITEM_FLAG_TRANSPARENT);

                        this.version = _latestVersion;
                }
        }
}
```

TiTS-Public/includes/dynamicGrowth.as
// Changes to code are colored red, all else remains the same
// This code is lines 18 and 18 of the public GitHub Source

```
// Threshold percentages for each level:
private var percentBalls:Array = [10, 25, 50, 75, 100];
```

// This code starts on line 132 of the public GitHub Source

```
if(partName == "testicle" && pc.balls > 0)
 {
   //Hit basketball size >= 9
   if(weightQ >= percentBalls[0] && heightQ >= lvlRatioBalls[0] &&
!pc.hasStatusEffect("Egregiously Endowed") && pc.lowerUndergarment.classInstance !=
"classes.Items.Apparel::HardlightAGJock" || weightQ >= percentBalls[3] && heightQ >=
lvlRatioBalls[0] && !pc.hasStatusEffect("Egregiously Endowed"))
   {
```

// This code starts on line 180 of the public GitHub Source

```
    //hit person size
    //increased array number because added additional threshold
    if(weightQ >= percentBalls[4] && heightQ >= lvlRatioBalls[3] &&
!pc.hasStatusEffect("Endowment Immobilized") && !pc.hasItem(new Hoverboard()))
```

// This code starts on line 283 of the public GitHub Source

```
        if ((altCheck || weightQ < perRatio[0] || heightQ < lvlRatio[0]) &&
pc.hasStatusEffect("Egregiously Endowed"))
        {
                pc.removeStatusEffect("Egregiously Endowed");
        }
        if ((altCheck || weightQ < perRatio[3] || heightQ < lvlRatio[0]) &&
pc.hasStatusEffect("Egregiously Endowed" && pc.lowerUndergarment.classInstance ==
"classes.Items.Apparel::HardlightAGJock"))
        {
                pc.removeStatusEffect("Egregiously Endowed");
        }
```