

Node Wizardry Documentation

[Node Wizardry by FreezedIce](#)

Source Nodes



Source

All spells start with this node



Subsource

Use this node as a source node for your subspells
Can't be connected to your main spell.

Summon your spell using the [Summon Node](#)

Elemental Nodes



Fire converter

Changes the element of subsequent nodes to fire



Water converter

Changes the element of subsequent nodes to water



Lightning converter

Changes the element of subsequent nodes to lightning

Movement Nodes



Forward

Move forward using current element



Backward

Move backward using current element



Turn right

Turn right by 30 degrees. Doesn't affect the speed



Turn left

Turn left by 30 degrees. Doesn't affect the speed



Full turn right

Turn right by 90 degrees. Doesn't affect the speed



Full turn left

Turn left by 90 degrees. Doesn't affect the speed



Move towards

Move towards the target spell (Only with [Spell Trigger](#))



Move away

Move away from the target spell

(Only with [Spell Trigger](#))



Attract

Move target spell towards you
(Only with [Spell Trigger](#))



Repulse

Move target spell away from you
(Only with [Spell Trigger](#))



Stop

Stop moving. Doesn't change the direction



Stop target

Stop the target spell (Only with [Spell Trigger](#))



Look at

Rotate your spell toward the target
(Only with [Spell Trigger](#))

Trigger Nodes



Collision trigger

Triggers upon collision with any surface or enemy spell



Spell trigger

Triggers when any enemy spell is near your spell (the radius is shown when the trigger is active). All subsequent nodes will have this spell as a target.

Timer Nodes



Small timer

0.2 second delay



Big timer

1 second delay

Special Nodes



Summon

Summon a subspell directly in front of you. It will have the same direction. Does nothing if there is no subsorce node.



Random

Activates with 50% chance.
Under development