

# 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 subsource node.



### Random

Activates with 50% chance.

*Under development*