

version "4.8"

```
class NyxHandler : EventHandler
{
    override void CheckReplacement(ReplaceEvent e)
    {
        if (!e.Replacement)
        {
            return;
        }

        switch (e.Replacement.GetClassName())
        {
            case 'ShotgunReplaces':
                if (random[nyxrand]() <= AceCore.GetScaledChance(10, 12,
acl_spawnscale_min, acl_spawnscale_max))
                {
                    e.Replacement = "NyxRandom";
                }
                break;
            case 'HDPistol':
                if (random[nyxrand]() <= AceCore.GetScaledChance(24, 96,
acl_spawnscale_min, acl_spawnscale_max))
                {
                    e.Replacement = "NyxRandom";
                }
                break;
            case 'ShellBoxRandom':
                if (random[nyxrand]() <= AceCore.GetScaledChance(12, 24,
acl_spawnscale_min, acl_spawnscale_max))
                {
                    e.Replacement = "HDNyxMag";
                }
                break;
            case 'ClipMagPickup':
                if (random[nyxrand]() <= AceCore.GetScaledChance(6, 24,
acl_spawnscale_min, acl_spawnscale_max))
                {
                    e.Replacement = "HDNyxMag";
                }
                break;
        }
    }
}
```

```

override void WorldThingSpawned(WorldEvent e)
{
    let NyxAmmo = HDAmmo(e.Thing);
    if (!NyxAmmo)
    {
        return;
    }
    if (NyxAmmo.GetClassName() == 'HDPistolAmmo')
    {
        NyxAmmo.ItemsThatUseThis.Push("HDNyx");
    }
}
}

class HDNyx : HDHandgun
{
    enum NyxFlags
    {
        NXF_JustUnload = 1
    }

    enum NyxProperties
    {
        NXProp_Flags,
        NXProp_Chamber,
        NXProp_Mag,
        NXProp_Mode
    }

    override bool AddSpareWeapon(actor newowner) { return
AddSpareWeaponRegular(newowner); }
    override HDWeapon GetSpareWeapon(actor newowner , bool reverse, bool doselect) { return
GetSpareWeaponRegular(newowner, reverse, doselect); }

    override double GunMass()
    {
        return 12 + 0.03 * WeaponStatus[NXProp_Mag];
    }

    override double WeaponBulk()
    {
        double BaseBulk = 40;
        int Mag = WeaponStatus[NXProp_Mag];
        if (Mag >= 0)

```

```

    {
        BaseBulk += HDNyxMag.EncMagLoaded + Mag * ENC_355_LOADED;
    }
    return BaseBulk;
}

override string, double GetPickupSprite()
{
    string NChamber = WeaponStatus[NXProp_Chamber] <= 0 ? "E" : "C";
    return "NYXP"..NChamber.."0", 1.0;
}

override void InitializeWepStats(bool idfa)
{
    WeaponStatus[NXProp_Chamber] = 2;
    WeaponStatus[NXProp_Mag] = HDNyxMag.MagCapacity;
}

override void ForceBasicAmmo()
{
    owner.A_TakeInventory("HDPistolAmmo");
    owner.A_TakeInventory("HDNyxMag");
    owner.A_GiveInventory("HDNyxMag");
}

override void DropOneAmmo(int amt)
{
    if (owner)
    {
        amt = clamp(amt, 1, 10);
        if (owner.CheckInventory("HDPistolAmmo", 1))
        {
            owner.A_DropInventory("HDPistolAmmo", amt * 10);
        }
        else
        {
            owner.A_DropInventory("HDNyxMag", amt);
        }
    }
}

override string GetHelpText()
{
    return WEPHELP_FIRESHOOT

```

```

        ..WEPHELP_FIREMODE.." Semi Auto/Burst\n"
        ..WEPHELP_RELOAD.." Reload mag\n"
        ..WEPHELP_USE.."+"..WEPHELP_RELOAD.." Reload chamber\n"
        ..WEPHELP_MAGMANAGER;
    }

    override string PickupMessage()
    {
        return String.Format("You found the CM-3 'Nyx' Burst-Fire Magnum.");
    }

    override void DrawHUDStuff(HDStatusBar sb, HDWeapon hdw, HDPlayerPawn hpl)
    {
        if (sb.hudlevel == 1)
        {
            int NextMagLoaded =
sb.GetNextLoadMag(HDMagAmmo(hpl.findinventory("HDNyxMag")));
            if (NextMagLoaded >= HDNyxMag.MagCapacity)
            {
                sb.DrawImage("NYXMA0", (-46, -3), sb.
DI_SCREEN_CENTER_BOTTOM);
            }
            else if (NextMagLoaded <= 0)
            {
                sb.DrawImage("NYXMB0", (-46, -3),
sb.DI_SCREEN_CENTER_BOTTOM, alpha: NextMagLoaded ? 0.6 : 1.0);
            }
            else
            {
                sb.DrawBar("NYXMNORM", "NYXMGREY", NextMagLoaded,
HDNyxMag.MagCapacity, (-46, -3), -1, sb.SHADER_VERT,
sb.DI_SCREEN_CENTER_BOTTOM);
            }
            sb.DrawNum(hpl.CountInv("HDNyxMag"), -43, -8,
sb.DI_SCREEN_CENTER_BOTTOM);
        }
        sb.DrawWepNum(hdw.WeaponStatus[NXProp_Mag], HDNyxMag.MagCapacity);

        if(hdw.WeaponStatus[NXProp_Chamber] == 2)
        {
            sb.DrawRect(-19, -11, 3, 1);
        }
    }

```

```

        sb.DrawWepCounter(hdw.WeaponStatus[NXProp_Mode], -22, -10, "RBRSA3A7",
"STBURAUT");
    }

```

```

    override void DrawSightPicture(HDStatusBar sb, HDWeapon hdw, HDPlayerPawn hpl, bool
sightbob, vector2 bob, double fov, bool scopeview, actor hpc, string whichdot)
    {
        int cx, cy, cw, ch;
        [cx, cy, cw, ch] = Screen.GetClipRect();
        sb.SetClipRect(-16 + bob.x, -4 + bob.y, 32, 13, sb.DI_SCREEN_CENTER);
        vector2 bob2 = bob * 2;
        bob2.y = clamp(bob2.y, -8, 8);
        sb.DrawImage("NYXFRNT", bob2, sb.DI_SCREEN_CENTER | sb.DI_ITEM_TOP,
alpha: 0.9, scale: (0.8, 0.6));
        sb.SetClipRect(cx, cy, cw, ch);
        sb.DrawImage("NYXBACK", bob, sb.DI_SCREEN_CENTER | sb.DI_ITEM_TOP, scale:
(0.8, 0.7));
    }

```

Private Int BurstIndex;

Default

```

{
    +HDWEAPON.FITSINBACKPACK
    Weapon.SelectionOrder 300;
    Weapon.SlotNumber 2;
    Weapon.SlotPriority 3;
    HDWeapon.BarrelSize 15, 0.5, 0.5;
    Scale 0.4;
    Tag "CM-3 'Nyx'";
    HDWeapon.Refid "nyx";
}

```

States

```

{
    Spawn:
        NYXP C 0 NoDelay;
        ##### # -1
        {
            frame = invoker.WeaponStatus[NXProp_Chamber] == 0 ? 4 : 2;
        }
        Stop;
    Ready:
        NYXG A 0 A_Jumplf(invoker.WeaponStatus[NXProp_Chamber] > 0, 2);
}

```

```

##### D 0;
##### # 1
{
    invoker.BurstIndex = 0;
    A_WeaponReady(WRF_ALL);
}
Goto ReadyEnd;
Select0:
    NYXG A 0 A_JumpIf(invoker.WeaponStatus[NXProp_Chamber] > 0, 2);
    ##### D 0;
    ##### # 0;
    Goto Select0Small;
Deselect0:
    NYXG A 0 A_JumpIf(invoker.WeaponStatus[NXProp_Chamber] > 0, 2);
    ##### D 0;
    ##### # 0;
    Goto Deselect0Small;
User3:
    NYXG A 0 A_MagManager("HDNyxMag");
    Goto Ready;

Firemode:
    NYXG A 1
    {
        ++invoker.WeaponStatus[NXProp_Mode] %= 2;
    }
    Goto Nope;

Fire:
    NYXG A 0
    {
        if (invoker.WeaponStatus[NXProp_Chamber] == 2)
        {
            SetWeaponState("Pull");
        }
        else if (invoker.WeaponStatus[NXProp_Mag] > 0)
        {
            SetWeaponState("ChamberManual");
        }
    }
    Goto Nope;

Pull:
    NYXG B 1;

Shoot:

```

```

    NYXG C 1 Bright Offset(0, 38)
    {
        HDFlashAlpha(128);
        A_Light1();
        A_StartSound("Nyx/Fire", CHAN_WEAPON);
        HDBulletActor.FireBullet(self, "HDB_355", spread: .2, speedfactor:
frandom(1.50, 1.75));
        A_AlertMonsters();
        A_ZoomRecoil(0.98);
        invoker.WeaponStatus[NXProp_Chamber] = 1;
    }
    Recoil:
    NYXG D 1 Offset(0, 34)
    {
        if (invoker.WeaponStatus[NXProp_Mode] == 1)
        {
            A_MuzzleClimb(-frandom(0.01, 0.2), -frandom(0.01, 0.3),
-frandom(0.01, 0.3), -frandom(0.1, 0.3), -frandom(0.1, 0.3), -frandom(0.1,
0.5), -frandom(1.0, 2.5));
        }
        else
        {
            A_MuzzleClimb(-frandom(0.1, 0.5), -frandom(1.0, 1.5));
        }
    }

    A_EjectCasing("HDSpent355", frandom(-1, 2), (-frandom(2, 3), frandom(0, 0.2), frandom(0.4, 0.5)), (-
2, 0, -1));

    invoker.WeaponStatus[NXProp_Chamber] = 0;

    if (invoker.WeaponStatus[NXProp_Mag] <= 0)
    {
        A_StartSound("weapons/pistoldry", 8, CHANF_OVERLAP, 0.9);
        SetWeaponState("Nope");
    }

    if (invoker.WeaponStatus[NXProp_Mag] > 0)
    {
        invoker.WeaponStatus[NXProp_Chamber] = 2;
        invoker.WeaponStatus[NXProp_Mag]--;
    }

    A_WeaponReady(WRF_NOFIRE);
}
#### B 0

```

```

{
    switch (invoker.WeaponStatus[NXProp_Mode])
    {
        case 1:
        {
            if (invoker.BurstIndex < 2)
            {
                invoker.BurstIndex++;
                SetWeaponState("Shoot");
            }
            break;
        }
    }
}
Goto Nope;

Reload:
#### # 0
{
    invoker.WeaponStatus[NXProp_Flags] &=~ NXF_JustUnload;
    bool NoMags = HDMagAmmo.NothingLoaded(self, "HDNyxMag");
    if (invoker.WeaponStatus[NXProp_Mag] >= HDNyxMag.MagCapacity)
    {
        SetWeaponState("Nope");
    }
    else if (invoker.WeaponStatus[NXProp_Mag] <= 0 && (PressingUse() ||
NoMags))
    {
        if (CheckInventory("HDPistolAmmo", 1))
        {
            SetWeaponState("LoadChamber");
        }
        else
        {
            SetWeaponState("Nope");
        }
    }
    else if (NoMags)
    {
        SetWeaponState("Nope");
    }
}
Goto RemoveMag;

```


Unload:

```
##### # 0
{
    invoker.WeaponStatus[NXProp_Flags] |= NXF_JustUnload;
    if (invoker.WeaponStatus[NXProp_Mag] >= 0)
    {
        SetWeaponState("RemoveMag");
    }
}
Goto ChamberManual;
```

RemoveMag:

```
NRLA # 2 Offset(0, 34) A_SetCrosshair(21);
NRLA # 2 Offset(1, 38);
NRLB # 4 Offset(2, 42);
NRLC # 6 Offset(3, 46) A_StartSound("Nyx/MagOut", 8, CHANF_OVERLAP);
```

```
##### # 0
{
    int Mag = invoker.WeaponStatus[NXProp_Mag];
    invoker.WeaponStatus[NXProp_Mag] = -1;
    if (Mag == -1)
    {
        SetWeaponState("MagOut");
    }
    else if(!PressingUnload() && !PressingReload()) ||
```

A_JumpIfInventory("HDNyxMag", 0, "null"))

```
{
    HDMagAmmo.SpawnMag(self, "HDNyxMag", Mag);
    setweaponstate("MagOut");
}
else{
    HDMagAmmo.GiveMag(self, "HDNyxMag", Mag);
    A_StartSound("weapons/pocket", 9);
    setweaponstate("PocketMag");
}
}
```

PocketMag:

```
##### ### 5 Offset(0, 46) A_MuzzleClimb(frando(-0.2, 0.8), frando(-0.2, 0.4));
Goto MagOut;
```

MagOut:

```
##### # 0
{
    if (invoker.WeaponStatus[NXProp_Flags] & NXF_JustUnload)
    {
        SetWeaponState("ReloadEnd");
    }
}
```

```

        }
        else
        {
            SetWeaponState("LoadMag");
        }
    }
LoadMag:
    NRLC # 4 Offset(0, 46) A_MuzzleClimb(frandom(-0.2, 0.8), frandom(-0.2, 0.4));
    ##### # 0 A_StartSound("weapons/pocket", 9);
    NRLB # 5 Offset(0, 46) A_MuzzleClimb(frandom(-0.2, 0.8), frandom(-0.2, 0.4));
    NRLA # 3;
    ##### # 0
    {
        let Mag = HDMagAmmo(FindInventory("HDNyxMag"));
        if (Mag)
        {
            invoker.WeaponStatus[NXProp_Mag] = Mag.TakeMag(true);
            A_StartSound("Nyx/MagIn", 8);
        }
    }
    Goto ReloadEnd;
ReloadEnd:
    ##### # 2 Offset(3, 46);
    ##### # 1 Offset(2, 42);
    ##### # 1 Offset(2, 38);
    ##### # 1 Offset(1, 34);
    ##### # 0 A_JumpIf(!(invoker.WeaponStatus[NXProp_Flags] &
NXF_JustUnload), "ChamberManual");
    Goto Nope;

ChamberManual:
    ##### # 0 A_JumpIf(!(invoker.WeaponStatus[NXProp_Flags] & NXF_JustUnload)
&& (invoker.WeaponStatus[NXProp_Chamber] == 2 || invoker.WeaponStatus[NXProp_Mag] <=
0), "Nope");
    ##### # 3 Offset(0, 34);
    ##### D 4 Offset(0, 37)
    {
        A_MuzzleClimb(frandom(0.4, 0.5), -frandom(0.6, 0.8));
        A_StartSound("Nyx/SlideBack", 8);
        int Chamber = invoker.WeaponStatus[NXProp_Chamber];
        invoker.WeaponStatus[NXProp_Chamber] = 0;
        switch (Chamber)
        {

```

```

        case 1:
A_EjectCasing("HDSpent355",frandom(-1,2),(-frandom(2,3),frandom(0,0.2),frandom(0.4,0.5)),(-
2,0,-1)); break;
        case 2: A_SpawnItemEx("HDPistolAmmo", cos(pitch * 12), 0,
height - 9 - sin(pitch) * 12, 1, 2, 3, 0); break;
    }

    if (invoker.WeaponStatus[NXProp_Mag] > 0)
    {
        invoker.WeaponStatus[NXProp_Chamber] = 2;
        invoker.WeaponStatus[NXProp_Mag]--;
    }
}
#### # 3 Offset(0, 35);
Goto Nope;
LoadChamber:
#### # 0 A_JumpIf(invoker.WeaponStatus[NXProp_Chamber] > 0, "Nope");
#### D 1 Offset(0, 36) A_StartSound("weapons/pocket",9);
#### D 1 Offset(2, 40);
#### D 1 Offset(2, 50);
#### D 1 Offset(3, 60);
#### D 2 Offset(5, 90);
#### D 2 Offset(7, 80);
#### D 2 Offset(10, 90);
#### D 2 Offset(8, 96);
#### D 3 Offset(6, 88)
{
    if (CheckInventory("HDPistolAmmo", 1))
    {
        A_StartSound("Nyx/SlideForward", 8);
        A_TakeInventory("HDPistolAmmo", 1, TIF_NOTAKEINFINITE);
        invoker.WeaponStatus[NXProp_Chamber] = 2;
    }
}
#### A 2 Offset(5, 76);
#### A 1 Offset(4, 64);
#### A 1 Offset(3, 56);
#### A 1 Offset(2, 48);
#### A 2 Offset(1, 38);
#### A 3 Offset(0, 34);
Goto ReadyEnd;
}
}

```

```

class nyxrandom : IdleDummy
{
    States
    {
        Spawn:
            TNT1 A 0 NoDelay
            {
                A_SpawnItemEx("HDNyxMag", -3, flags: SXF_NOCHECKPOSITION);
                A_SpawnItemEx("HDNyxMag", -1, flags: SXF_NOCHECKPOSITION);
                let wpn = HDNyx(Spawn("HDNyx", pos, ALLOW_REPLACE));
                if (!wpn)
                {
                    return;
                }

                HDF.TransferSpecials(self, wpn);

                wpn.InitializeWepStats(false);
            }
        Stop;
    }
}

```

```

class HDNyxMag : HDMagAmmo
{
    override string, string, name, double GetMagSprite(int thismagamt)
    {
        return (thismagamt > 0) ? "NYXMA0" : "NYXMB0", "PRNDA0", "HDPistolAmmo", 1.0;
    }

    override void GetItemsThatUseThis()
    {
        ItemsThatUseThis.Push("HDNyx");
    }

    const MagCapacity = 21;
    const EncMagEmpty = 3;
    const EncMagLoaded = EncMagEmpty * 0.8;

    Default
    {
        HDMagAmmo.MaxPerUnit MagCapacity;
        HDMagAmmo.InsertTime 1;
        HDMagAmmo.ExtractTime 1;
    }
}

```

```

HDMagAmmo.RoundType "HDPistolAmmo";
HDMagAmmo.RoundBulk ENC_355_LOADED;
HDMagAmmo.MagBulk EncMagEmpty;
Tag "Nyx Magazine";
Inventory.PickupMessage "Picked up a Nyx magazine.";
HDPickup.ReflId "nxm";
Scale 0.13;
}

States
{
    Spawn:
        NYXM A -1;
        Stop;
    SpawnEmpty:
        NYXM B -1
        {
            bROLLSPRITE = true;
            bROLLCENTER = true;
            roll = randompick(0, 0, 0, 0, 2, 2, 2, 2, 1, 3) * 90;
        }
        Stop;
}
}

```