

overview: all LOGICs from Harkov_2025

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scenery / idle = not moving	moving
RODIAN_QUIET: no alert RODIAN_S1: idle RODIAN_S2: idle RODIAN_S3: idle RODIAN_S4: idle RODIAN_S5: idle e.g. Srodian1.WAX	RODIAN_1: enemy, weak, green laser bolts RODIAN_2: enemy, middle, green laser bolts RODIAN_3: enemy, strong, red laser bolts RODIAN_4: enemy, weak, plasma RODIAN_5: enemy, middle, plasma RODIAN_6: enemy, strong, plasma RODIAN_7: enemy, weak, faster, repeater RODIAN_8: enemy, middle, faster, repeater RODIAN_9: enemy, strong, faster, repeater e.g. rodian01.WAX
RODIAN_IMELEE: idle + punching e.g. Srodi1_p.WAX	RODIAN_PUNCH1: enemy, middle, punching RODIAN_PUNCH2: enemy, strong, punching e.g. rodiam01.wax
DUROS_QUIET: no alert DUROS_S1: idle DUROS_S2: idle DUROS_S3: idle DUROS_S4: idle DUROS_S5: idle e.g. Sduros1.WAX	DUROS_1: enemy, weak, red laser bolts DUROS_2: enemy, middle, red laser bolts DUROS_3: enemy, strong, green laser bolts DUROS_4: enemy, weak, plasma DUROS_5: enemy, middle, plasma DUROS_6: enemy, strong, plasma DUROS_7: enemy, weak, faster, repeater DUROS_8: enemy, middle, faster, repeater DUROS_9: enemy, strong, faster, repeater e.g. duros01.WAX
DUROS_IMELEE: idle + punching e.g. Sduro1_p.WAX	DUROS_PUNCH1: enemy, middle, punching DUROS_PUNCH2: enemy, strong, punching e.g. duros01.WAX
HUTT_QUIET: no alert HUTT_S1: idle HUTT_S2: idle HUTT_S3: idle HUTT_S4: idle HUTT_S5: idle HUTT_S6: idle HUTT_S7: idle e.g. Sbith1.WAX	HUTT_1: enemy, weak, red laser bolts HUTT_2: enemy, middle, red laser bolts HUTT_3: enemy, strong, green laser bolts HUTT_4: enemy, weak, plasma HUTT_5: enemy, middle, plasma HUTT_6: enemy, strong, plasma HUTT_7: enemy, weak, faster, repeater HUTT_8: enemy, middle, faster, repeater HUTT_9: enemy, strong, faster, repeater e.g. e.g. aqulsh01.WAX
HUTT_IMELEE: idle + punching e.g. Smanda_p.WAX	(could also be done, I just didn't do it)
REEYEES_QUIET: no alert REEYEES_S1: idle REEYEES_S2: idle REEYEES_S3: idle e.g. Sgran1.WAX	REEYEES_GUN1: enemy, middle, green laser bolt REEYEES_GUN2: enemy, strong, repeater e.g. GUNGRAN.WAX
REEYEES_IMELEE: idle + punching e.g. Sgran4_p.WAX	REEYEES_DET1: enemy, middle, thermal detonator REEYEES_DET2: enemy, strong, thermal detonator REEYEES_PUNCH1: enemy, middle, punching REEYEES_PUNCH2: enemy, strong, punching e.g. granm01.wax
GAMORR_QUIET: no alert e.g. GAMORR_S.WAX	
GAMORR_IMELEE: idle + slaying e.g. GAMORR_S.WAX	
	walk_around: alertRange=1000, wanderTime=10000, no sound, no attacks e.g. rodian01.WAX
	BOSSK: default, attack sound = CONCUSS5.VOC + BOSSK-2.VOC
	ConcussionCommando: like BOSSK, attack sound = CONCUSS5 + RANOF06
	IG88: like BOSSK, plasma cannon projectile, IG88-sounds from SotE