

```

local MakePlayerCharacter = require "prefabs/player_common"

--Variables
slowWalkingSpeed = 5
slowRunningSpeed = 7
fastWalkingSpeed = 7
fastRunningSpeed = 9

local assets = {

    Asset( "ANIM", "anim/player_basic.zip" ),
    Asset( "ANIM", "anim/player_idles_shiver.zip" ),
    Asset( "ANIM", "anim/player_actions.zip" ),
    Asset( "ANIM", "anim/player_actions_axe.zip" ),
    Asset( "ANIM", "anim/player_actions_pickaxe.zip" ),
    Asset( "ANIM", "anim/player_actions_shovel.zip" ),
    Asset( "ANIM", "anim/player_actions_blowdart.zip" ),
    Asset( "ANIM", "anim/player_actions_eat.zip" ),
    Asset( "ANIM", "anim/player_actions_item.zip" ),
    Asset( "ANIM", "anim/player_actions_uniqueitem.zip" ),
    Asset( "ANIM", "anim/player_actions_bugnet.zip" ),
    Asset( "ANIM", "anim/player_actions_fishing.zip" ),
    Asset( "ANIM", "anim/player_actions_boomerang.zip" ),
    Asset( "ANIM", "anim/player_bush_hat.zip" ),
    Asset( "ANIM", "anim/player_attacks.zip" ),
    Asset( "ANIM", "anim/player_idles.zip" ),
    Asset( "ANIM", "anim/player_rebirth.zip" ),
    Asset( "ANIM", "anim/player_jump.zip" ),
    Asset( "ANIM", "anim/player_amulet_resurrect.zip" ),
    Asset( "ANIM", "anim/player_teleport.zip" ),
    Asset( "ANIM", "anim/wilson_fx.zip" ),
    Asset( "ANIM", "anim/player_one_man_band.zip" ),
    Asset( "ANIM", "anim/shadow_hands.zip" ),
    Asset( "SOUND", "sound/sfx.fsb" ),
    Asset( "SOUND", "sound/wilson.fsb" ),
    Asset( "ANIM", "anim/beard.zip" ),

    Asset( "ANIM", "anim/flynn.zip" ),
}
local prefabs = {}
-- Custom starting items
local start_inv = {
    "flowerhat",
    "fryingpan",
}
local function withoutWeaponsF(inst)
    print("I am NOT holding a weapon.")

    --Increase movement speed
    inst.components.locomotor.walkspeed = fastWalkingSpeed --Default 4
    inst.components.locomotor.runspeed = fastRunningSpeed --Default 6

    --Increase gathering speed
    local handle = inst.sg.sg.actionhandlers[ACTIONS.PICK]
    handle.deststate = function(inst) return "doshortaction" end

    --Decreased dammage resistanse

```

```

inst.components.health.absorb = -0.5

--Increased hungerrate
inst.components.hunger.hungerrate = 2 * TUNING.WILSON_HUNGER_RATE

--Increase sanity drain
inst.components.sanity.neg_aura_mult = 2
inst.components.sanity.night_drain_mult = 1
inst.components.sanity.dapperness = -1
end
local function withWeaponsF(inst)
    print("I AM holding a weapon.")

    --Neutral movement speed
    inst.components.locomotor.walkspeed = slowWalkingSpeed --Default 4
    inst.components.locomotor.runspeed = slowRunningSpeed --Default 6

    --Decrease gathering speed
    local handle = inst.sg.sg.actionhandlers[ACTIONS.PICK]
    handle.deststate = function(inst) return "dolongaction" end

    --Neutral dammage resistanse
    inst.components.health.absorb = 0

    --Neutral hungerrate
    inst.components.hunger.hungerrate = 1 * TUNING.WILSON_HUNGER_RATE

    --Neutral sanity drain
    inst.components.sanity.neg_aura_mult = 1
    inst.components.sanity.night_drain_mult = 1
    inst.components.sanity.dapperness = 0
end

local fn = function(inst)
    --inst:AddTag("fryingpan builder")
    -- choose which sounds this character will play
    inst.soundname = "wilson"

    -- Minimap icon
    inst.MinimapEntity:SetIcon( "flynn.tex" )

    -- Stats
    inst.components.health:SetMaxHealth(100) --Default 150
    inst.components.hunger:SetMax(150) --Default 100
    inst.components.sanity:SetMax(150) --Default 200

    -- Damage multiplier (optional)
    inst.components.combat.damagemultiplier = 0.8 --Default 1

    --Sets varribles
    withoutWeaponsF(inst)

    inst:ListenForEvent("equip", function(inst, data)
        if inst.components.inventory:GetEquippedItem(EQUIPSLOTS.HANDS) ==
nil then
            withoutWeaponsF(inst)
        end
        if inst.components.inventory:GetEquippedItem(EQUIPSLOTS.HANDS) ~=
nil then

```

```

        withWeaponsF(inst)
    end
end)

inst:ListenForEvent("unequip", function(inst, data)
    if inst.components.inventory:GetEquippedItem(EQUIPSLOTS.HANDS) ==
nil then
        withoutWeaponsF(inst)
    end
    if inst.components.inventory:GetEquippedItem(EQUIPSLOTS.HANDS) ~=
nil then
        withWeaponsF(inst)
    end
end)

    local fryingpanRecipe = Recipe("fryingpan", { Ingredient("twigs", 3),
Ingredient("flint", 2), Ingredient("goldnugget", 1)}, RECIPE TABS.TOOLS,
TECH.NONE)
    fryingpanRecipe.atlas = "images/inventoryimages/fryingpan.xml"

end

return MakePlayerCharacter("flynn", prefabs, assets, fn, start_inv)

```

```

local assets=
{
    Asset("ANIM", "anim/fryingpan.zip"),
    Asset("ANIM", "anim/swap_fryingpan.zip"),

    Asset("ATLAS", "images/inventoryimages/fryingpan.xml"),
    Asset("IMAGE", "images/inventoryimages/fryingpan.tex"),
}
prefabs = {
}
local function fn()

    local fryingpanUses = 200

    local function OnEquip(inst, owner)
        owner.AnimState:OverrideSymbol("swap_object", "swap_fryingpan",
"swap_fryingpan")
        owner.AnimState:Show("ARM_carry")
        owner.AnimState:Hide("ARM_normal")
    end

    local function OnUnequip(inst, owner)
        owner.AnimState:Hide("ARM_carry")
        owner.AnimState:Show("ARM_normal")
    end

    local inst = CreateEntity()
    local trans = inst.entity:AddTransform()
    local anim = inst.entity:AddAnimState()
    local sound = inst.entity:AddSoundEmitter()
    MakeInventoryPhysics(inst)

    anim:SetBank("fryingpan")
    anim:SetBuild("fryingpan")
    anim:PlayAnimation("idle")

    inst:AddComponent("weapon")
    inst.components.weapon:SetDamage(30)

    inst:AddComponent("tool")
    inst.components.tool:SetAction(ACTIONS.CHOP)
    inst.components.tool:SetAction(ACTIONS.MINE)

    inst:AddComponent("finiteuses")
    inst.components.finiteuses:SetMaxUses(fryingpanUses)
    inst.components.finiteuses:SetUses(fryingpanUses)
    inst.components.finiteuses:SetOnFinished( onfinished)
    inst.components.finiteuses:SetConsumption(ACTIONS.CHOP, 1)  --Chop 200
times
    inst.components.finiteuses:SetConsumption(ACTIONS.MINE, 3)  --Mine 66
times

    --inst:AddComponent("characterspecific")
    --inst.components.characterspecific:SetOwner("Flynn Rider")

    inst:AddComponent("inspectable")

    inst:AddComponent("inventoryitem")
    inst.components.inventoryitem.imageName = "fryingpan"

```

```
    inst.components.inventoryitem.atlasname =  
    "images/inventoryimages/fryingpan.xml"  
  
    inst.AddComponent("equippable")  
    inst.components.equippable:SetOnEquip( OnEquip )  
    inst.components.equippable:SetOnUnequip( OnUnequip )  
    inst.components.equippable.dapperness = 0.1  
    --inst.components.equippable.absorb = 0.05  
  
    return inst  
end  
return Prefab("common/inventory/fryingpan", fn, assets, prefabs)
```