

Distortion Effects

Helper function prefix: DistortionEffect_

This module implements the distortion effects that happen to the player's vision as they get close to enemy creatures such as the Flesher. It's called automatically from some AI, but it's also possible to explicitly add additional distortion effects e.g. to trigger effects in a particular area.

Important Functions

DistortionEffect_AddInstance

Start a distortion effect.

DistortionEffect_RemoveInstance

Remove a distortion effect.

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