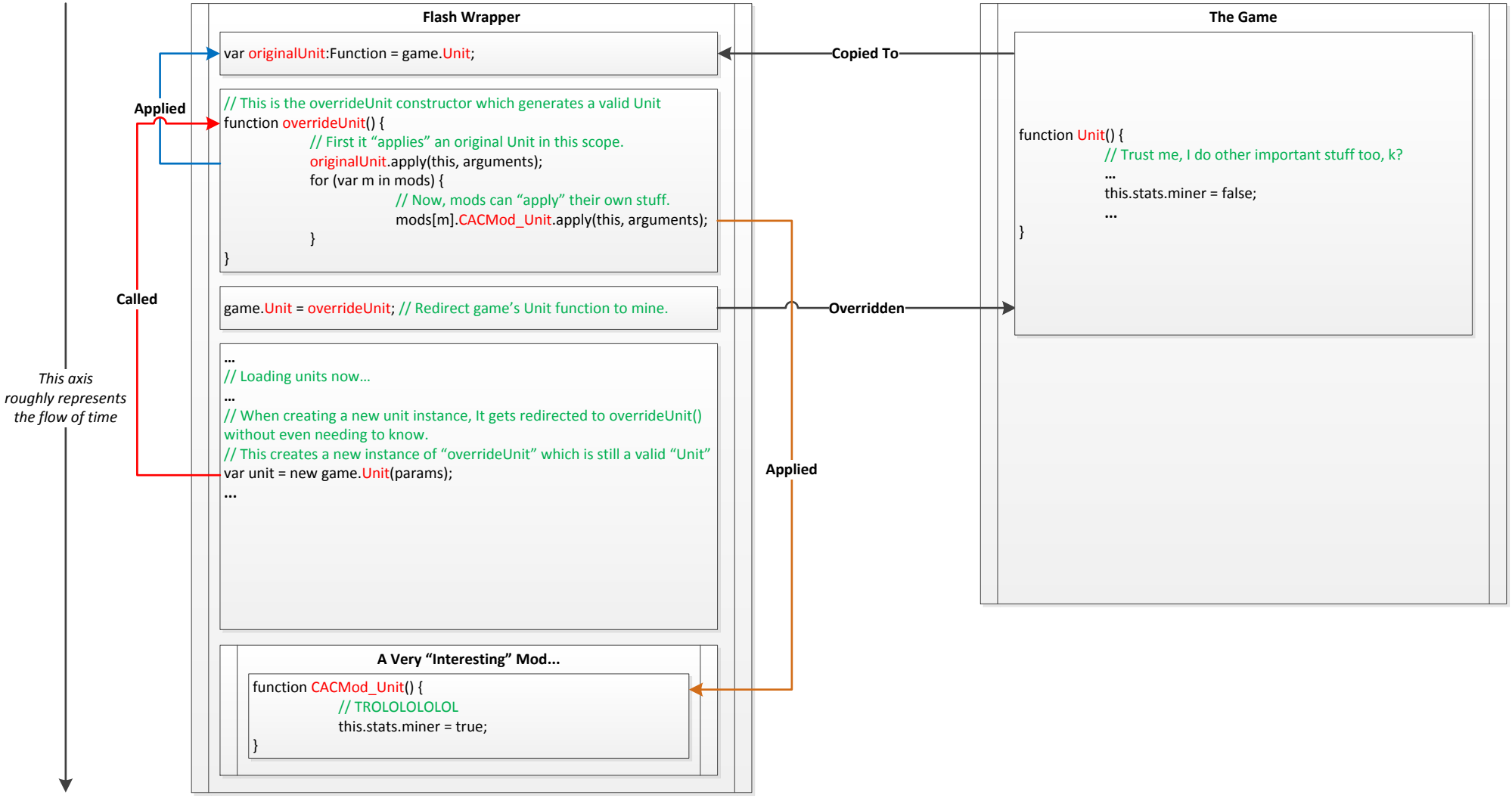
Flash Wrapper
var originalUnit:Function = game.Unit;
// This is the overrideUnit constructor which generates a valid Unit
function overrideUnit() {
// First it "applies" an original Unit in this scope.
originalUnit.apply(this, arguments);
for (var m in mods) {
// Now, mods can "apply" their own stuff.
mods[m].CACMod_Unit.apply(this, arguments);
}
}
game.Unit = overrideUnit; // Redirect game's Unit function to mine.
...
// Loading units now...
...
// When creating a new unit instance, It gets redirected to overrideUnit()
without even needing to know.
// This creates a new instance of "overrideUnit" which is still a valid "Unit"
var unit = new game.Unit(params);
...
A Very "Interesting" Mod...
function CACMod_Unit() {
// TROLOLOLOLOL
this.stats.miner = true;
}
Applied
Called
Copied To
Overridden
Applied
The Game
function Unit() {
// Trust me, I do other important stuff too, k?
...
this.stats.miner = false;
...
}
This axis
roughly represents
the flow of time