

Taken from Pilgrim's post:

This machine (ideally placed over the PUIT1 cavern well block) is the rope on the bucket that changes to an upper level when clicked. It can be toggled between having dripping effects. Included is the SEAU custom mesh for Quest Editor display purposes.

```
STATE_MACHINE {  
KEY {UpBucket}  
COMMENT [SEAU skelfile (bucket on rope skelfile) that acts as an exit. Can be toggled to have dripping effects.]
```

```
PARAM {  
KEY {1}  
TYPE {FRAME}  
DEFAULT {SEAU}  
DISPLAY {}  
COMMENT [Quest Editor display:}]
```

```
PARAM {  
KEY {2}  
TYPE {LIST}  
LIST [Not dripping=SEAU]  
LIST [Dripping=SEAUFX]  
DEFAULT [Dripping]  
COMMENT [Machine type:}]
```

```
CODE [  
TRAP {  
KEY {%0}  
FLAG  
{ACTIVE|CHANGELEVEL|STAIR_UP|LIGHTBUFFER|LIGHT|SIDEDETECT|POSEND|NOSHADOW}  
SKELFILE {SEAU}
```

```
STATE {  
KEY {INITIAL}  
SETLOWCOLLID {1}  
MULTI {  
CONDITION {  
TIMER {0}  
GOTO {%2}}}}
```

```
STATE {  
KEY {SEAU}  
SETLOWCOLLID {1}  
SKELNAME {SEAU}  
SKELANIM {STATIC}  
MULTI {  
CONDITION {  
CLICK {}  
GOTO {CHANGELEVEL}}}}
```

```
STATE {  
KEY {SEAUFX}  
SETLOWCOLLID {1}  
SKELNAME {SEAU}  
SKELANIM {STATIC}  
ACTION {  
EFFECT {WATER1}  
EFFECT {WATER2}  
MULTI {  
CONDITION {  
CLICK {}  
GOTO {CHANGELEVEL}}  
CONDITION {  
ENDANIM {}  
GOTO {SEAUFX}}}}
```

```
STATE {  
KEY {CHANGELEVEL}  
SETLOWCOLLID {1}  
SKELNAME {SEAU}  
SKELANIM {STATIC}  
ACTION {  
SETLOADING {4}  
CHANGELEVEL {0}  
JUMP {%2}}}}
```