

Trigger pad with reactivation delay

Written by Mithrandir

Wednesday, 10 February 2010 17:12 -

Sends a message when walked on. Delayed re-activation. Used in The Arena in Elric's Legacy

STATE_MACHINE

```
{  
KEY { Contact1Delay }  
COMMENT [Sends a message when we walk on it, delay until activated again.]
```

PARAM

```
{  
KEY { 1 }  
TYPE {FRAME}  
COMMENT [3D object : switch released]  
DISPLAY {}  
}
```

PARAM

```
{  
KEY { 2 }  
TYPE {FRAME}  
COMMENT [3D object : switch pushed]  
}
```

PARAM

```
{  
KEY { 3 }  
TYPE {INT}  
COMMENT [Message number to be sent when we walk on it:]  
DEFAULT {1}  
}
```

PARAM

```
{  
KEY { 4 }  
TYPE {INT}  
COMMENT [Message number to be sent when we leave the switch:]  
DEFAULT {0}  
}
```

PARAM

```
{  
KEY { 5 }  
TYPE {INT}  
COMMENT [Range of detection:]  
DEFAULT {1}
```

Trigger pad with reactivation delay

Written by Mithrandir

Wednesday, 10 February 2010 17:12 -

}

PARAM

{

KEY { 6 }

TYPE {INT}

COMMENT [Delay before reactivation:]

DEFAULT {20000}

}

CODE

[

TRAP

{

KEY { %0 }

FLAG { LIGHTBUFFER|LIGHT|ACTIVE|TRANSMIT|HANDLE }

STATE

{

KEY { relache }

CLEARCOLLID { 1 }

FRAME { %1 }

ACTION

{

MSG { %4 }

}

MULTI

{

CONDITION

{

COLLIDEX { 1,%5,1 }

GOTO { enfonce }

}

}

}

STATE

{

KEY { enfonce }

CLEARCOLLID { 1 }

FRAME { %2 }

ACTION

{

MSG { %3 }

Trigger pad with reactivation delay

Written by Mithrandir

Wednesday, 10 February 2010 17:12 -

```
}  
MULTI  
{  
CONDITION  
{  
TIMER { %6 }  
GOTO { relache }  
}  
}  
}  
  
STATE  
{  
KEY { end }  
}  
}  
]  
}
```