

4 cycle container

Written by Mithrandir
Wednesday, 10 February 2010 17:13 -

Starts empty, Obj1 appears if it receives 4 VO's, resets when empty, 3 x with 3 objects - finally keeps resetting for Obj4. Used in the Arena pedestals.

```
STATE_MACHINE
{
KEY { contVar3VrObj }
```

```
COMMENT [This container starts empty, object1 appears after it recieves a vrObj
4 times, then resets to empty, this is done 3 times with 3 objects, at the end keeps
resetting for the last item.]
```

```
PARAM
{
KEY {1}
TYPE {TEXT}
COMMENT [Name of the machine:]
}
```

```
PARAM
{
KEY {2}
TYPE {FRAME}
COMMENT [3D object: initial close]
}
```

```
PARAM
{
KEY {3}
TYPE {FRAME}
COMMENT [3D object: open Object 1]
DISPLAY {}
}
```

```
PARAM
{
KEY {4}
TYPE {FRAME}
COMMENT [3D object: open Object 2]
}
```

```
PARAM
{
KEY {5}
TYPE {FRAME}
```

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```
COMMENT [3D object: open Object 3]
}
```

```
PARAM
{
KEY {6}
TYPE {OBJECT}
COMMENT [vrObject to open:]
IN {}
}
```

```
PARAM
{
KEY {7}
TYPE {object}
COMMENT [Received object 1:]
OUT {}
}
```

```
PARAM
{
KEY {8}
TYPE {object}
COMMENT [Received object 2:]
OUT {}
}
```

```
PARAM
{
KEY {9}
TYPE {object}
COMMENT [Received object 3:]
OUT {}
}
```

```
PARAM
{
KEY {10}
TYPE {SOUND}
COMMENT [Sound to play when the objects are taken:]
DEFAULT {S_GRAB}
}
```

```
PARAM
{
KEY {11}
```

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TYPE {LIST}
COMMENT [Effect to play when object appears:]
LIST[Absorption Attack=ABSORBMA]
LIST[Absorption Spell=ABSORBVI]
LIST[Light=ARMORMAG]
LIST[Flaming Arrow=ARROWFLAME]
LIST[Antidote=ANTIPOISON]
LIST[Antidote No Sound=ANTIPOISON1]
LIST[Death Dome A=BARRIEREA]
LIST[Death Dome B=BARRIEREB]
LIST[Death Dome C=BARRIEREC]
LIST[Bless=BENEDICT]
LIST[Berserker=BERSERKE]
LIST[Bloodtrace=BLOODTRACE]
LIST[Firefly=BRILLE]
LIST[Teleport B=BTELEPORT]
LIST[Confusion=CONFUSION]
LIST[Crystal=CRYSTAL]
LIST[DEX Potion=DEXTERITY1]
LIST[Spark Globe=ECLAIRA]
LIST[Spark=ECLAIRB]
LIST[Spark Explode=ECLAIRC]
LIST[End Arrow=ENDARROW]
LIST[End Shuriken=ENDSHURIN]
LIST[Metal Spark=ETINCEL]
LIST[Flour=FARINE]
LIST[Fear=FEAR]
LIST[Fee - White=FEE]
LIST[Fee2 - Green - No Sound=FEE2]
LIST[Fireball Red Smoke=FIREBALLA]
LIST[Fireball Flash=FIREBALLB]
LIST[Fireball Explode=FIREBALLC]
LIST[Fireball Red Smoke 2=FIREBALL2A]
LIST[Fireball Flash 2=FIREBALL2B]
LIST[Fireball Explode 2=FIREBALL2C]
LIST[Fireball Red Smoke 3=FIREBALL3A]
LIST[Fireball Red Smoke 3=FIREBALL3B]
LIST[Fireball Explode 3=FIREBALL3C]
LIST[Draak's Breath=FIREDRAAK]
LIST[Wall of Fire A=FIREWALLA]
LIST[Wall of Fire B=FIREWALLB]
LIST[Wall of Fire C=FIREWALLC]
LIST[Flamethrower - Sound=FLAMEWAVEA]
LIST[Flamethrower - Little Flame=FLAMEWAVEB]
LIST[Flamethrower - Big Flame=FLAMEWAVEC]
LIST[Flash=FLASH]

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LIST[Thunder 1 Purple=FLASH1]
LIST[Thunder 1 Purple Big=FLASH2]
LIST[Thunder 2 Blue=FLASH3]
LIST[Thunder 1 Purple 3 Blue=FLASH4]
LIST[Thunder 1 Golden 4 Blue=FLASH5]
LIST[Food=FOOD]
LIST[Haste=HASTE]
LIST[Healing=HEAL1]
LIST[Ice Smoke=ICE]
LIST[Berserker Smoke=INBERSERKER]
LIST[Inferno=INFERNO]
LIST[Flame Smoke=INFLAME]
LIST[Night Vision=INFRAVISION]
LIST[Invisibility=INVISIBL]
LIST[Slowness=LENTEUR]
LIST[Loading=LOADING]
LIST[MAG Potion=MAGIC1]
LIST[Magic Bomb Globe=MAGICBOMBA]
LIST[Magic Bomb Smoke=MAGICBOMBB]
LIST[Magic Bomb Explode=MAGICBOMBC]
LIST[Magic Missile=MAGICMISSA]
LIST[Magic Missile Flash=MAGICMISSB]
LIST[Magic Missile Explode=MAGICMISSC]
LIST[Magic Light=MAGLIGHT]
LIST[Mana=MANA1]
LIST[Time Orb=NOVA]
LIST[Forgetfulness=OUBLI]
LIST[Poison Cloud=POISON]
LIST[Poison Potion=POISON1]
LIST[Poison Weapon=POISONWEAPON]
LIST[Rain=RAIN]
LIST[Reflection Spell=REFLECTION]
LIST[Reflection Shield=REFLECTION2]
LIST>Youth Potion=REJUV1]
LIST[Resurrection=RESURECT]
LIST[Fear Single=RIP]
LIST[Stone Break=STONCURE]
LIST[STR Potion=STRENGTH1]
LIST[Skill Learnt=TALENTL]
LIST[Storm=TEMPEST]
LIST[Wall of Fire Yellow Smoke=TFIREWALL]
LIST[Magic Bomb Yellow Smoke=TMAGICBOMB]
LIST[Magic Door Open=TOWNPORTALA]
LIST[Magic Door Enter=TOWNPORTALC]
LIST[Mutation Spell=TRANSFORM1]
LIST[Mutation Target=TRANSFORM2]

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```
LIST[VIT Potion=VITALITY1]
LIST[Water 1=WATER1]
LIST[Water 2=WATER2]
LIST[Explode=EXPLODE]
LIST[Teleport=TELEPORT]
LIST[Telekinesis=TELEKINESIS]
LIST[Stone explode=NOSTONE]
LIST[Poisoned=POISONED]
LIST[Smoke=FUMEE]
LIST[Detection=DETECTION]
LIST[Werewolf=WEREWOLF]
LIST[Plumes=PLUMES]
LIST[Firecamp=FIRECAMP]
LIST[None= ]
DEFAULT [Smoke]
}
```

```
PARAM
{
KEY {12}
TYPE {TEXT}
COMMENT [This text description of machine:]
}
```

```
CODE
[
TRAP
{
KEY { %0 }
NAME { %1 }
FLAG { ACTIVE|LIGHTBUFFER|HANDLE|LIGHT|NEEDPOS|SIDEDETECT }
}
```

```
STATE
{
KEY { close1 }
FRAME { %2 }
SETCOLLID { 1 }
MULTI
{
CONDITION
{
OBJECT { %6 }
GOTO { wait1a }
}
}
FAIL { %12 }
```

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```
}
```

```
STATE
```

```
{  
KEY { wait1a }  
FRAME { %2 }  
SETCOLLID { 1 }  
ACTION  
{  
REMOVEOBJECT { %6 }  
}  
MULTI  
{  
CONDITION  
{  
OBJECT { %6 }  
GOTO { wait2a }  
}  
}  
FAIL { %12 }  
}
```

```
STATE
```

```
{  
KEY { wait2a }  
FRAME { %2 }  
SETCOLLID { 1 }  
ACTION  
{  
REMOVEOBJECT { %6 }  
}  
MULTI  
{  
CONDITION  
{  
OBJECT { %6 }  
GOTO { wait3a }  
}  
}  
FAIL { %12 }  
}
```

```
STATE
```

```
{  
KEY { wait3a }  
FRAME { %2 }
```

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```
SETCOLLID { 1 }  
ACTION  
{  
REMOVEOBJECT { %6 }  
}  
MULTI  
{  
CONDITION  
{  
OBJECT { %6 }  
GOTO { object1 }  
}  
}  
FAIL { %12 }  
}
```

```
STATE  
{  
KEY { object1 }  
FRAME { %3 }  
SETCOLLID { 1 }  
ACTION  
{  
REMOVEOBJECT { %6 }  
EFFECT { %11 }  
}  
MULTI  
{  
CONDITION  
{  
CLICK { }  
GOTO { getobj1 }  
}  
}  
}
```

```
STATE  
{  
KEY { getobj1 }  
FRAME { %2 }  
SETCOLLID { 1 }  
ACTION  
{  
SOUND { %10 }  
OBJECTMOUSE { %7 }  
}
```

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```
MULTI
{
CONDITION
{
TIMER { 0 }
GOTO { close2 }
}
}
}
STATE
{
KEY { close2 }
FRAME { %2 }
SETCOLLID { 1 }
MULTI
{
CONDITION
{
OBJECT { %6 }
GOTO { wait1b }
}
}
FAIL { %12 }
}

STATE
{
KEY { wait1b }
FRAME { %2 }
SETCOLLID { 1 }
ACTION
{
REMOVEOBJECT { %6 }
}
MULTI
{
CONDITION
{
OBJECT { %6 }
GOTO { wait2b }
}
}
FAIL { %12 }
}

STATE
```


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```
{  
KEY { wait2b }  
FRAME { %2 }  
SETCOLLID { 1 }  
ACTION  
{  
REMOVEOBJECT { %6 }  
}  
MULTI  
{  
CONDITION  
{  
OBJECT { %6 }  
GOTO { wait3b }  
}  
}  
FAIL { %12 }  
}
```

```
STATE  
{  
KEY { wait3b }  
FRAME { %2 }  
SETCOLLID { 1 }  
ACTION  
{  
REMOVEOBJECT { %6 }  
}  
MULTI  
{  
CONDITION  
{  
OBJECT { %6 }  
GOTO { object2 }  
}  
}  
FAIL { %12 }  
}
```

```
STATE  
{  
KEY { object2 }  
FRAME { %4 }  
SETCOLLID { 1 }  
ACTION  
{
```

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```
REMOVEOBJECT { %6 }  
EFFECT { %11 }  
}  
MULTI  
{  
CONDITION  
{  
CLICK { }  
GOTO { getobj2 }  
}  
}  
}
```

```
STATE  
{  
KEY { getobj2 }  
FRAME { %2 }  
SETCOLLID { 1 }  
ACTION  
{  
SOUND { %10 }  
OBJECTMOUSE { %8 }  
}  
MULTI  
{  
CONDITION  
{  
TIMER { 0 }  
GOTO { close3 }  
}  
}  
}
```

```
STATE  
{  
KEY { close3 }  
FRAME { %2 }  
SETCOLLID { 1 }  
MULTI  
{  
CONDITION  
{  
OBJECT { %6 }  
GOTO { wait1c }  
}  
}  
FAIL { %12 }
```

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```
}
```

```
STATE
```

```
{  
KEY { wait1c }  
FRAME { %2 }  
SETCOLLID { 1 }  
ACTION  
{  
REMOVEOBJECT { %6 }  
}  
MULTI  
{  
CONDITION  
{  
OBJECT { %6 }  
GOTO { wait2c }  
}  
}  
FAIL { %12 }  
}
```

```
STATE
```

```
{  
KEY { wait2c }  
FRAME { %2 }  
SETCOLLID { 1 }  
ACTION  
{  
REMOVEOBJECT { %6 }  
}  
MULTI  
{  
CONDITION  
{  
OBJECT { %6 }  
GOTO { wait3c }  
}  
}  
FAIL { %12 }  
}
```

```
STATE
```

```
{  
KEY { wait3c }  
FRAME { %2 }
```

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```
SETCOLLID { 1 }  
ACTION  
{  
REMOVEOBJECT { %6 }  
}  
MULTI  
{  
CONDITION  
{  
OBJECT { %6 }  
GOTO { object3 }  
}  
}  
FAIL { %12 }  
}
```

```
STATE  
{  
KEY { object3 }  
FRAME { %5 }  
SETCOLLID { 1 }  
ACTION  
{  
REMOVEOBJECT { %6 }  
EFFECT { %11 }  
}  
MULTI  
{  
CONDITION  
{  
CLICK { }  
GOTO { getobj3 }  
}  
}  
}
```

```
STATE  
{  
KEY { getobj3 }  
FRAME { %2 }  
SETCOLLID { 1 }  
ACTION  
{  
SOUND { %10 }  
OBJECTMOUSE { %9 }  
}
```

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```
MULTI
{
CONDITION
{
TIMER { 0 }
GOTO { close3 }
}
}
}
```

```
STATE
{
KEY {endEnd}
}

}
]
}
```