

NPC talks 3 times then sends VO

Written by Mithrandir
Thursday, 11 February 2010 07:58 -

NPC talks 3 times, sends a VO after the 3rd time.

```
STATE_MACHINE
{
KEY { pnjCrash }
COMMENT [This NPC talks 3 times and sends a vrObj after the 3rd time. ]

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

PARAM
{
KEY { 2 }
TYPE {TEXT}
COMMENT [What he says first time:]
}

PARAM
{
KEY { 3 }
TYPE {SKELFILE}
COMMENT [Name of the skeleton file:]
}

PARAM
{
KEY { 4 }
TYPE {SKELNAME}
COMMENT [Name of the model:]
DISPLAY {}
}

PARAM
{
KEY { 5 }
TYPE {OBJECT}
COMMENT [ Virtual Object to Give: ]
OUT {}
}
```

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```
PARAM
{
KEY { 6 }
TYPE {TEXT}
COMMENT [What he says second time:]
}
```

```
PARAM
{
KEY { 7 }
TYPE {TEXT}
COMMENT [What he says third time:]
}
```

```
PARAM
{
KEY { 8 }
TYPE {INT}
COMMENT [Delay before he transforms:]
DEFAULT { 2000 }
}
```

```
PARAM
{
KEY { 9 }
TYPE {MONSTER}
COMMENT [Transforms into this monster:]
OUT {}
}
```

```
PARAM
{
KEY { 10 }
TYPE {SOUND}
COMMENT [Sound to play when he transforms:]
}
```

```
CODE
[
TRAP
{
KEY { %0 }
NAME { %1 }
}
```

```
FLAG { LIGHTBUFFER|LIGHT|ACTIVE|NEEDPOS|SIDEDETECT|TRANSMIT }
```

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```
SKELFILE { %3 }
```

```
STATE
```

```
{  
KEY { static }  
SKELNAME { %4 }  
SKELANIM { talk }  
SETCOLLID { 2 }
```

```
MULTI
```

```
{  
CONDITION  
{  
CLICK {}  
GOTO { parle }  
}  
}  
}
```

```
STATE
```

```
{  
KEY { parle }  
SKELNAME { %4 }  
SKELANIM { talk }  
SETCOLLID { 2 }  
TEXTPANEL { %2 }
```

```
MULTI
```

```
{  
CONDITION  
{  
CLOSEPANEL {}  
GOTO { static2 }  
}  
}  
}
```

```
STATE
```

```
{  
KEY { static2 }  
SKELNAME { %4 }  
SKELANIM { talk }  
SETCOLLID { 2 }
```

```
MULTI
```

```
{
```

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CONDITION

```
{  
CLICK {}  
GOTO { parle2 }  
}  
}
```

STATE

```
{  
KEY { parle2 }  
SKELNAME { %4 }  
SKELANIM { talk }  
TEXTPANEL { %6 }  
SETCOLLID { 2 }
```

MULTI

```
{  
CONDITION  
{  
CLOSEPANEL {}  
GOTO { static3 }  
}  
}
```

STATE

```
{  
KEY { static3 }  
SKELNAME { %4 }  
SKELANIM { talk }  
SETCOLLID { 2 }
```

MULTI

```
{  
CONDITION  
{  
CLICK {}  
GOTO { parle3 }  
}  
}
```

STATE

```
{  
KEY { parle3 }  
SKELNAME { %4 }
```

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```
SKELANIM { talk }  
SETCOLLID { 2 }  
TEXT { %7 }
```

```
MULTI
```

```
{  
CONDITION  
{  
TIMER { %8 }  
GOTO { turnevil }  
}  
}  
}
```

```
STATE
```

```
{  
KEY {turnevil}  
CLEARCOLLID { 2 }  
ACTION  
{  
SOUND { %10 }  
OBJECT { %5 }  
MONSTER { %9 }  
}  
}  
}  
]  
}
```