

Message, Portcullis, 8 frame, 2 sound

Written by Mithrandir

Thursday, 11 February 2010 08:22 - Last Updated Thursday, 11 February 2010 08:22

Same as the drawbridge, but with 8 frames which was all that was needed.
(I used Skelactivate and S_axe sounds here.) -Sfx

```
STATE_MACHINE {  
KEY {Portcullis}  
COMMENT [Message operates Portcullis,8frame,2sounds]
```

```
PARAM {  
KEY {1}  
TYPE {INT}  
COMMENT [Message to open:]  
DEFAULT {1}}
```

```
PARAM {  
KEY {2}  
TYPE {INT}  
COMMENT [Message to close:]  
DEFAULT {0}}
```

```
PARAM {  
KEY {3}  
TYPE {SOUND}  
COMMENT [Portcullis sound:]}
```

```
PARAM {  
KEY {4}  
TYPE {SOUND}  
COMMENT [End sound:]}
```

```
PARAM {  
KEY {5}  
TYPE {FRAME}  
COMMENT [Frame 1:]  
DISPLAY {}}
```

```
PARAM {  
KEY {6}  
TYPE {FRAME}  
COMMENT [Frame 2:]}
```

```
PARAM {  
KEY {7}  
TYPE {FRAME}  
COMMENT [Frame 3:]}
```

Message, Portcullis, 8 frame, 2 sound

Written by Mithrandir

Thursday, 11 February 2010 08:22 - Last Updated Thursday, 11 February 2010 08:22

```
PARAM {  
KEY {8}  
TYPE {FRAME}  
COMMENT [Frame 4:]}
```

```
PARAM {  
KEY {9}  
TYPE {FRAME}  
COMMENT [Frame 5:]}
```

```
PARAM {  
KEY {10}  
TYPE {FRAME}  
COMMENT [Frame 6:]}
```

```
PARAM {  
KEY {11}  
TYPE {FRAME}  
COMMENT [Frame 7:]}
```

```
PARAM {  
KEY {12}  
TYPE {FRAME}  
COMMENT [Frame 8:]}
```

```
CODE [  
TRAP {  
KEY {%0}  
FLAG {LIGHT|LIGHTBUFFER|TRANSMIT|HANDLE}
```

```
STATE {  
KEY {CLOSED}  
SETCOLLID {2}  
FRAME {%5}  
MULTI {  
CONDITION {  
MSG {%1}  
GOTO {OPENING}}}}
```

```
STATE {  
KEY {OPENING}  
SETCOLLID {2}  
ACTION {  
SOUND {%3}}  
FRAME {%5}  
FRAME {%5}
```

Message, Portcullis, 8 frame, 2 sound

Written by Mithrandir

Thursday, 11 February 2010 08:22 - Last Updated Thursday, 11 February 2010 08:22

```
FRAME {%6}
FRAME {%6}
FRAME {%7}
FRAME {%8}
FRAME {%9}
FRAME {%10}
FRAME {%11}
FRAME {%12}
```

```
MULTI {
CONDITION {
ENDANIM {}
GOTO {OPENX}}}}
```

```
STATE {
KEY {OPENX}
FRAME {%12}
ACTION {
SOUND {%4}}
JUMP {OPEN}}
```

```
STATE {
KEY {OPEN}
CLEARCOLLID {2}
FRAME {%12}
MULTI {
CONDITION {
MSG {%2}
GOTO {CLOSING}}}}
```

```
STATE {
KEY {CLOSING}
SETCOLLID {2}
ACTION {
SOUND {%3}}
```

```
FRAME {%12}
FRAME {%12}
FRAME {%11}
FRAME {%11}
FRAME {%10}
FRAME {%10}
FRAME {%9}
FRAME {%9}
FRAME {%8}
FRAME {%7}
```

Message, Portcullis, 8 frame, 2 sound

Written by Mithrandir

Thursday, 11 February 2010 08:22 - Last Updated Thursday, 11 February 2010 08:22

```
FRAME {%6}
FRAME {%5}
ACTION {
SOUND {%4}}
MULTI {
CONDITION {
ENDANIM {}
GOTO {CLOSEDX}}}}
```

```
STATE {
KEY {CLOSEDX}
FRAME {%5}
ACTION {
SOUND {%4}}
JUMP {CLOSED}}
```

```
STATE {
KEY {DUMMY}}}}
```