

## contObj1vrAct

Written by Mithrandir  
Thursday, 11 February 2010 08:30 -

---

### STATE\_MACHINE

```
{  
KEY { contObj1vrAct }
```

COMMENT [This container becomes active with vrObject and gives object when open.  
Added fail if wrong object]

```
PARAM  
{  
KEY {1}  
TYPE {frame}  
COMMENT [3D object: initial close]  
DISPLAY {}  
}
```

```
PARAM  
{  
KEY {2}  
TYPE {frame}  
COMMENT [3D object: final open]  
}
```

```
PARAM  
{  
KEY {3}  
TYPE {object}  
COMMENT [Virtual Object to Activate Container:]  
IN {}  
}
```

```
PARAM  
{  
KEY {4}  
TYPE {object}  
COMMENT [Received object :]  
OUT {}  
}
```

```
PARAM  
{  
KEY {5}  
TYPE {sound}
```

## contObj1vrAct

Written by Mithrandir

Thursday, 11 February 2010 08:30 -

---

```
COMMENT [Sound to play when object B is given:]  
}
```

```
PARAM  
{  
KEY {6}  
TYPE {TEXT}  
COMMENT [ what to say if wrong object used: ]  
}
```

```
CODE  
[  
TRAP  
{  
KEY { %0 }  
FLAG { ACTIVE|LIGHTBUFFER|LIGHT|NEEDPOS|SIDEDETECT }  
STATE  
{  
KEY { close }  
SETCOLLID { 1 }  
FRAME { %1 }  
MULTI  
{  
CONDITION  
{  
OBJECT { %3 }  
GOTO { active }  
}  
}  
FAIL { %6 }  
}  
STATE  
{  
KEY { active }  
SETCOLLID { 1 }  
FRAME { %1 }  
MULTI  
{  
CONDITION  
{  
CLICK {}  
GOTO { open }  
}  
}  
}
```

## contObj1vrAct

Written by Mithrandir

Thursday, 11 February 2010 08:30 -

---

```
STATE
{
KEY      { open }
SETCOLLID { 1 }
FRAME    { %2 }
ACTION
{
OBJECTMOUSE { %4 }
SOUND { %5 }
}
}
}
]
}
```