

containerObj1cust

Written by Mithrandir
Thursday, 11 February 2010 08:31 -

Opens with ObjA, gives ObjB. + Fail if wrong Obj

```
STATE_MACHINE
{
  KEY { containerObj1cust }

  COMMENT [This container opens with object A and gives object B.
  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 [Object A to open:]
  IN {}
}
```

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

```
PARAM
{
```

containerObj1cust

Written by Mithrandir

Thursday, 11 February 2010 08:31 -

```
KEY {5}
TYPE {sound}
COMMENT [Sound to play when object B is given:]
}
```

```
PARAM
{
KEY {6}
TYPE {LIST}
COMMENT [Options:]
LIST [Object lost=CLEARMOUSE ]
LIST [Object saved=ACTIVE ]
DEFAULT [Object saved]
}
```

```
PARAM
{
KEY {7}
TYPE {TEXT}
COMMENT [ what to say if wrong object used: ]
}
```

```
CODE
[
TRAP
{
KEY { %0 }
FLAG { ACTIVE|LIGHTBUFFER|LIGHT|NEEDPOS|SIDEDETECT|%6 }
STATE
{
KEY { close }
SETCOLLID { 1 }
FRAME { %1 }
MULTI
{
CONDITION
{
OBJECT { %3 }
GOTO { open }
}
}
FAIL { %7 }
}
```

```
STATE
{
```

containerObj1cust

Written by Mithrandir

Thursday, 11 February 2010 08:31 -

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