

# New Scripts

Many scripts from TDD work in MFP. Some of them have been removed, however (e.g. SetInventoryDisabled). MFP has a set of its own new scripts:

## Player

```
SetLanternFlickerActive(bool abActive);
```

Enables the lantern flicker effect.

*abActive* - set to true to enable the effect

```
SetPlayerInfection(float afAmount);  
AddPlayerInfection(float afAmount);  
GetPlayerInfection();
```

Infection related scripts.

## Screen effects

```
ShowScreenImage(string asImage, int alPosX, int alPosY, float afUnknown,  
bool abUnknown2, float afTime, float afFadeIn, float afFadeOut);
```

Displays an image on the screen. Originally used to show the MFP logo in-game.

*asImage* - the image to display. E.g. startup\_aamfp\_logo.jpg

*alPosX* - horizontal position of the image. 0 is right screen border, smaller values are left.

*alPosY* - vertical position of the image. 0 is bottom, smaller values are up.

*afUnknown* - Unless set to below 0, the image won't appear. Might have more functionality to it.

*abUnknown2* - setting this to true makes the image not appear. Might have more functionality to it.

*afTime* - image display time.

*afFadeIn* - fade in time. Is added to the base time.

*afFadeOut* - fade out time. Is added to the base time.

From:

<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:

[https://wiki.frictionalgames.com/hpl2/machine\\_for\\_pigs/new\\_scripts?rev=1581756654](https://wiki.frictionalgames.com/hpl2/machine_for_pigs/new_scripts?rev=1581756654)

Last update: **2020/02/15 08:50**

