

New Scripts

Many scripts from TDD work in MFP, but some of them have been removed (e.g. SetInventoryDisabled).

However, MFP has a set of its own new scripts:

Player

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

Enables the lantern flicker effect.

abActive - set to true to enable the effect

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

Infection related scripts.

Screen effects

```
void 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.

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