Datamine

Helper function prefix: Datamine_

Datamining is what happens when the player in SOMA touches a dead person, intercom or other piece of technology and hears the last few moments of data buffer as an audio clip. Most of this is handled automatically by `Prop_Datamine` and `Area_Datamine`, but there are a few helper functions available.

Prop_Datamine Level Editor Properties

MaxFocusDistance

How far away does the player have to be to use this?

FinalSubjectCallback

Callback once the player has heard the final line of the audio.

DataminingDoneCallback

Callback once the player has exited the datamine

DatamineGlow

Should the datamine be highlighted when the player is near?

RangeArea

Specify an area; once the player leaves it, the datamine fades.

StopAllVoices

If true, all other voices are stopped when the player triggers the datamine.

Page_X_VoiceSubject

Voicehandler Subject to play

Page_X_TextCategory, Page_X_TextEntry, Page_X_Image

The datamine system was originally written to support text, images and multiple pages. This is all obsolete now.

Prop_Datamine Model Editor Properties

IsBlackBox

True if the datamine is a blackbox (i.e. embedded in the neck of a person). This is now obsolete.

DatamineGlow

Should the datamine be highlighted when the player is near?