Combining Your Hammer And Chipper

Today I have what seems like a difficult tutorial, but is surprisingly extremely easy. I'll be teaching you how to combine your hammer and chipper. **NOTE: THIS TUTORIAL <u>**DOES NOT**</u> EXPLAIN HOW TO MAKE THE ANIMATIONS TO USE THE HAMMER/CHIPPER COMBO.**

Let's Begin!

First off, select and place a hammer and chipper in your map. Re-name them whatever you'd like; I've named my hammer **hammer_1** and my chipper **chipper_1**. Don't forget to hit ENTER, so it saves! Next, open your custom_stories folder. Then, open yourmapname's folder. Lastly, open your maps folder. Create a new text document by right-click: new text document. (or however you make a new one.) Re-name this new text document to **Inventory.hps**. Be sure the extension changes to .HPS! Open your new Inventory.hps file. Paste this inside:

```
//COMBINE HAMMER//
 ///////////////////

void hammer_chipper(string &in asItemA, string &in asItemB)
 {
 PlayGuiSound("15_make_hammer", 1.0f);
 RemoveItem(asItemA); RemoveItem(asItemB);
 GiveItem("stone_hammer_chipper", "Puzzle", "stone_hammer_chipper",
"stone_hammer_chipper.tga", );
}


///////////////////////////
 // Run at the start of the game.
 void OnGameStart()
 {

/////HAMMER & CHIPPER COMBO/////
 AddCombineCallback("hammer_chipper", "**//hammer_1// **", "//**chipper_1**
//", "hammer_chipper", false);




}
```

Note the bolded and italicized hammer_1 and chipper_1. These two names will vary based on what you named your hammer and chipper. If you have to change them, it's hammer name first, then chipper name, don't forget!

Enjoy combining your hammer and chipper.

Thanks for tuning in!

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