

# Scary events

Today I (xtron) will show you! (the reader) how to make scary events that will yea...scare the player!.

## The door slam

### The Door.

we will startoff this tutorial with the basic door slam!.

Start with adding a door.

Go to entities > Door > Choose a door that you want to slam. Change the name of it.

Now when you got the door added you need to change the open ammount.

Click on the door > Entity > Look for "OpenAmount" and change it to 1. 1 is just a recommendation you can choose anything really.

Now you're done with the door. Let's get going to the Script Area.

### The Script Area.

Press on Area (8) > Script and make an area infront of the door like so:

[img705.imageshack.us/img705/4039/doorslam.png](http://img705.imageshack.us/img705/4039/doorslam.png)

When you're done with that you need to change it's name, pick anything just remember it.

Now we're done with the Script Area, let's get going to the actual scripting.

### The Script

First off we will be needing to add an EntityCollideCallback to the void OnStart()

```
AddEntityCollideCallback("Player", "script_slam", "func_slam", true, 1);
```

When you're done adding that we will need to start working on the function.

First function we're gonna add is the actual slam!.

```
void func_slam(string &in asParent, string &in asChild, int alState)
{
    SetSwingDoorClosed("door1", true, true);
}
```

That was the first function of a couple.

After the slam we want some sanity increase and maybe one or two sounds! (three actually).

```
void func_move_box1(string &in asParent, string &in asChild, int alState)
```

```
{
SetSwingDoorClosed("door1", true, true);

PlaySoundAtEntity("", "react_breath_slow.snt", "Player", , false);

PlaySoundAtEntity("", "react_scare", "Player", , false);

PlaySoundAtEntity("", "close_door.snt", "Player", , false);

GiveSanityDamage(5.0f, true);
}
```

Now we got the door slam setup. The result of this one should look like this

```
void OnStart()

{
AddEntityCollideCallback("Player", "script_slam", "func_slam", true, 1);
}

void func_slam(string &in asParent, string &in asChild, int alState)

{
SetSwingDoorClosed("door2", true, true);

PlaySoundAtEntity("", "react_breath_slow.snt", "Player", , false);
PlaySoundAtEntity("", "react_scare", "Player", , false);
PlaySoundAtEntity("", "close_door.snt", "Player", , false);

GiveSanityDamage(5.0f, true);
}
```

## The exploding door

The exploding door! My favorite!.

It's almost like the slamming door but with a few modifications.

You will need to go to the level editor:

Click on the door > Entity > Change OpenAmount to 0. So it's closed.

We will be using the same function as the door slam so copy&paste it.

```
void func_slam(string &in asParent, string &in asChild, int alState)
{
    SetSwingDoorClosed("door2", true, true);

    PlaySoundAtEntity("", "react_breath_slow.snt", "Player", , false);

    PlaySoundAtEntity("", "react_scare", "Player", , false);

    PlaySoundAtEntity("", "close_door.snt", "Player", , false);

    GiveSanityDamage(5.0f, true);
}
```

What you now want to do is replace the SetSwingDoorClose with

```
SetPropHealth("door1", 0.0f);
```

So it looks like this

```
void func_slam(string &in asParent, string &in asChild, int alState)
{
    SetPropHealth("door1", 0.0f);

    PlaySoundAtEntity("", "react_breath_slow.snt", "Player", , false);

    PlaySoundAtEntity("", "react_scare", "Player", , false);

    PlaySoundAtEntity("", "close_door.snt", "Player", , false);

    GiveSanityDamage(5.0f, true);
}
```

Then we need to change the void OnStart abit.

Replace

```
SetEntityPlayerInteractCallback("door1", "func_slam", true);
```

And replace

```
void func_slam(string &in asParent, string &in asChild, int alState)
```

with

```
void func_slam(string &in asEntity)
```

Now we're done with the Exploding door!. The result should look something like this:

```
void OnStart()

{
SetEntityPlayerInteractCallback("door1", "func_slam", true);
}

void func_slam(string &in asParent, string &in asChild, int alState)
{
SetPropHealth("door1", 0.0f);

PlaySoundAtEntity("", "react_breath_slow.snt", "Player", , false);

PlaySoundAtEntity("", "react_scare", "Player", , false);

PlaySoundAtEntity("", "close_door.snt", "Player", , false);

GiveSanityDamage(5.0f, true);
}
```

This is how you create some door events.

I hope you find this usefull. If you got any questions or requests on tutorials please send me a PM on the forum.

Thanks for reading.

*tutorial by xtron*

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

Permanent link:  
<https://wiki.frictionalgames.com/hpl2/tutorials/script/events?rev=1310651199>

Last update: **2011/07/14 14:46**

