This is a script that allows you to make your scares to be randomized, meaning that each playthrough will have different scares.

Let's get started!

Random Scares

```
void OnStart()
{
AddEntityCollideCallback("Player", "ScriptArea_1", "PlrCollideSwitch", true,
1);
}
```

This is the Entity-Collide callback which will start the script.

If you already have the void OnStart() then just copy-paste the AddEntityCollideCallback line.

Let's break this one on one.

"Player" is the entity that collides the second entity.

"ScriptArea_1" is the entity that gets collided by the first one.

"PlrCollideSwitch" will be the function it will do.

After that, wrote the following code at the bottom of the void OnStart().

```
void PlrCollideSwitch(string &in asParent, string &in asChild, int alState)
{
int x = RandInt(1, 5)
switch(x)
{
case 1:
//Scare 1
    break;
case 2:
//Scare 2
    break;
case 3:
//Scare 3
    break;
case 4:
//Scare 4
    break;
case 5:
//Scare 5
    break;
}
```

This is the Switch-Statement that will determine what scare produced. In each Case #, write a specific code that will execute your scare. Make sure that piece of code is BEFORE the break;

You don't need curly brackets ({}) to envelope each case. You need a break;. A code will be executed BEFORE it hit the break;.

Hope this can make your custom story to be fully replayable and unique.

You can find me at Frictional Games Forum under the same name.

- JustAnotherPlayer

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Last update: **2013/04/23 10:33**