

This quick tutorial will show you how to create a door, that can be opened and closed via two buttons, that change their state, when pressed.

Step 1:

Open the level-editor and create a map with a door and a button on each side of the door. I will call the door "door1" and the buttons "button1" and "button2".

Step 2:

Click on button1 and select Entity→Connections. There is the field "Connected Entities". There you must write "door1, button2".

Do the same for button 2, but here you write "door1, button1".

You will see, that through this entry you change the state of the connected entities, when you interact with a button.

Step 3:

Click on the door and select Entity→Internal State. Activate the box "Interaction Disabled".

Now you door can not be opened by player interaction. Only the connected buttons can open it.

Note:

This will work with most doors, but there are doors in the game, that require a script. For these you need to write a callback function and call it under both buttons Entity→Basic Callbacks.

There is a field called "ConnectionStateChangeCallback". Place your functions name there and it will be called whenever the button is pressed.

Best of luck :D

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