

Rich,

Setting up the puzzle lock (43 easy steps...)

- 1/ Tag object as dynamic , group class 'Buttress Brass Lock'
- 2/ Create new script in WorldEdit (as for autogun etc.), file to use is obj\paris5\puzzle_lock.sma
- 3/ Select object , in attribute editor set script as 'puzzle_lock.sma'
- 4/ Exit attribute editor, then enter it again to bind script (or maybe just press apply? it might work)
- 5/ Set up the following bindings on the object :-

NM_OPEN - OnOpen
NM_USER0 - OnUser0
NM_USER1 - OnUser1
NM_USER2 - OnUser2
NM_USER3 - OnUser3
NM_USER4 - OnUser4
NM_USER5 - OnUser5
NM_ANIMFINISH - OnAnimFinish
NM_ANIMEVENT0 - OnAnimEvent

6/ Messages to send to the object to make things happen -

NM_ACTIVATE - Scrambles the wheels and sets it up ready to use
NM_USER2 - Lock / Unlock wheel1
NM_USER3 - Lock / Unlock wheel2
NM_USER4 - Lock / Unlock wheel3
NM_USER5 - Lock / Unlock wheel4

Cheers

AI