

To get the numeric keypad working in your levels:-

Import the keypad model from the template file nextgen\graphics\inventory\keypad\keypad.mb. All the mesh attributes and group classes have been set up.

Import the script obj\common\keypad.sma into the project.

Place one in the map everywhere you need a keypad - it will NOT be visible in game, so exact positioning isn't important. You will need to place a dummy model in however, so the player can see that there is one there.

Attach the script 'keypad.sma' to every instance of the keypad object.

To set up the 5 digit activation code, send NM\_USERINIT to the object, with the parameter being a single digit of the code; so to set up the code 08971, you would send the following 5 messages :-

```
NM_USERINIT      0
NM_USERINIT      8
NM_USERINIT      9
NM_USERINIT      7
NM_USERINIT      1
```

The best way to do this is to set up an event group, and bind it to NM\_INIT on the keypad object.

To bring the keypad up on screen, send NM\_ACTIVATE to it.

When the pad code has been entered correctly, the keypad will send NM\_UNLOCK to itself. Bind to this to open doors etc...