

Item that unlocks a door

In this tutorial will I (xtron) show you how to make a item that unlocks a specific door!.

THE DOOR

You will need to create that lovely little door by doing like this:

Entities (7) > Door > Select a door that you want to use and change the name of it.

When you're done adding this door you will need to lock it by doing like this:

Press the door you want to lock > Entity > Check the "Locked" box.

THE ITEM

To unlock your door you will need an item, it could be anything from the item tab, do like this:

Entities (7) > Item > And take a pick. Change the name of the item you chose. (A key is the smartest choice for a door but other items will make it rare)

If you want a name for your item (OPTIONAL):

Click on your item > Entity > At the bottom there's a box named "CustomSubItemTypeName" You can type anything, don't have to be the key name.

Open your extra_lang and add this code (if you don't already have it ofcourse)

```
<CATEGORY Name="Inventory">
  <Entry Name="ItemDesc_item1">Item description</Entry>
  <Entry Name="ItemName_item1">Item name</Entry>
</CATEGORY>
```

replace item1 with the name you chose in "CustomSubItemTypeName" in the editor and change the name and description to what ever you

want.

THE SCRIPT

First off you will need a .hps file and I guess you already have it but to be sure [wClean HPS FILE](#) change NAME.hps to your map name.

Now you need the code that will be inserted between void OnStart()s brackets ({ and })

```
void OnStart()
```

```
{  
    AddUseItemCallback("", "ITEM", "DOOR", "FUNCTION", true);  
}
```

Change ITEM to your item, DOOR to your door name and FUNCTION can be whatever.

When you done that you will be needing the function

```
void FUNCTION(string &in item, string &in door)  
{  
    SetSwingDoorLocked(door, false, true);  
    PlaySoundAtEntity("", "unlock_door", door, , false);  
    RemoveItem(item);  
}
```

and insert it anywhere but

```
void OnStart()  
{  
  
}
```

Change the FUNCTIONNAME to the function name you picked in the previous step.

When you're done it should look something like this:

```
void OnStart()  
{  
    AddUseItemCallback("", "ITEM", "DOOR", "FUNCTION", true);  
}  
  
void FUNCTION(string &in item, string &in door)  
{  
    SetSwingDoorLocked(door, false, true);  
    PlaySoundAtEntity("", "unlock_door", door, , false);  
    RemoveItem(item);  
}
```

If you got any questions please PM me on the forum

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

Permanent link:
https://wiki.frictionalgames.com/hpl2/tutorials/script/scripting_by_xtron_-_item_that_unlocks_a_door?rev=1324563114

Last update: **2011/12/22 14:11**

