

FMCMapTrigger Readme

Do not place sound files in this zip file its better if you place them in your map zip file! that way it will be easier to update this script if needed.

Explaining the attributes

animInputKey

Is the button "it" will trigger on, choose between FMC_TRIGGER_BUTTON (o key), FMC_TRIGGER_BUTTON2 (x key) or FMC_TRIGGER_BUTTON3 (b key) if this is not defined then the animation won't be loaded.

animTextNameNeg and **animTextNamePos**

Must be used with animInputKey, this will switch between positive and negative help message. write the name of the help message you want to be shown from the moddesc.xml

animClip

The name of the clip not the animation name, look for this line in i3d file for your animation <Clip name="ClipSourceName" that is your clip name.

animNode

Is the name of the node in GE.

animSoundPath

Is the path to the "move" sound for the animation. value="nameOfMapFolder/sounds/nameOfSoundFile" this path can be changed to the direction where you have stored your sound files (it starts from mods folder).

animSoundVolume

Volume for animation sound.

animSoundRadius

How far the sound will play (from animNode)

animSpeed

How fast the animation will play.

langPlayOnLeave

This will tell if it should continue to play the "onEnter" sound when you leave the trigger.

langSoundPath

Same as animSoundPath with one twist by adding {lang} it will replace that with your game language and if it cant find it it will print an error and then try to load the default folder (English).

langSoundVolume

Volume for lang sound.

langSwitch

This works with the {lang} variable and if langSwitch is true it will change too your game language but if its false and {lang} can be found in the line it will direct you to the default folder (English).

name

Is used when you save/load, no name might result in that some of the states/times wont be loaded when you load your save.

onCreate

Triggers the script.

How too activate each feature (needed attributes)

1. play animtion with button

```
-- animInputKey **  
-- animTextNamePos **  
-- animTextNameNeg **  
-- animNode **  
-- animClip **  
-- animSpeed *1.0
```

2. play animation if someone enters the trigger (onEnter and onLeave)

```
-- animInputKey ***  
-- animTextNamePos ***  
-- animTextNameNeg ***  
-- animNode **  
-- animClip **  
-- animSpeed *1.0
```

3. sound on animation movement

```
-- animSoundPath **  
-- animSoundVolume *1  
-- animSoundRadius *50  
-- animSoundInnerRadius *10
```

4. sound that will be played once you enter trigger

-- langSoundPath **
-- langSwitch
-- langSoundVolume *1
-- langPlayOnLeave *false

5. save/load animations last location

-- name *noNameForTrigger

* = value that will be set if attribut is empty.

** = leaving window empty will disable feature.

*** = leaving these empty will activate the feature.

Credits

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