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Trigger Volumes for Dummies

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The first thing you need to know about making ANY kind of single-player map is how to use **trigger volumes** effectively. I will explain all of this here. All you need is Sapien, and a text editor like notepad. As an added bonus, you could also grab the HEK Plus app by SteelIXB and rip some actor/actor variant tags out of a Halo Campaign map, or you could download TheGhost's large tagset, which includes every element used in the Halo campaign.

First, let's make an AI encounter and squad that will be placed when the player enters the trigger volume. If you need help with setting up an AI encounter, watch Aztec's video tutorial. Just make sure that when you make the encounter, the "Not initially created" flag is checked, and let's give it a name of... oh, encount_1.

Now, let's place a **trigger volume** in an area that the player will **have** to go through. When it is initially placed, it may be smaller than you need it to be. If you want to make it larger, click and drag on a side to move it, thus making the volume bigger. Then when done, name it something easy to remember. Let's name this one trig_1.

Now, you may notice that there is nothing you can do with the **trigger volume** in Sapien to make it place an encounter when a player enters it. The reason why there's nothing there in the original version and the modified version of Sapien is because trigger volumes are, always have been, and always will be, referred to in scripts.

So, let's open up notepad, and create a script. The best and neatest way to make a **trigger volume-related** script is to make a startup script that sleeps until the player walks into the **trigger volume**, then continues executing. So, let's make this **trigger volume** create the AI encounter, wait until the encounter has been totally wiped out, then make a checkpoint and play the "killtacular" sound just for kicks.

```
(script startup h4ymb
  (sleep_until (volume_test_objects trig_1 (players))15) ; Pauses script execution, and
  checks every 1/2 second to see if a player walks into the trigger "trig_1".
  (ai_place encount_1) ; Places the ai encounter "encount_1"
  (sleep_until (= (ai_living_count encount_1) 0) 15) ; Pauses script execution, and
  checks every 1/2 second to see if the encounter "encount_1" has been totally wiped
  out.
  (game_save) ; Checkpoint... done.
  (sound_impulse_start sound\dialog\multiplayer1\killtacular none 1) ; Killtacular!
)
```

Save the file into your level’s scripts folder (if your map’s folder is in data\levels\mymap, you would save the script into data\levels\mymap\scripts) as myscript.hsc. Then go back into Sapien and compile the scripts (File | Compile scripts). There should be no errors. Now, save the scenario and compile your map in Tool.

Now, start Halo CE and when you get to the title screen, load the map by typing “map_name <your map’s name here>” into the console. When you load the level and walk into the [trigger volume](#), the encounter should be placed, and when you kill it, you will get a checkpoint, and the Killtacular voiceover should play.

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Trigger Volume

A trigger volume is a box laid down in Sapien that is referred to in a level's script to cause many things to happen, whether it be saving a checkpoint, putting down an AI encounter, or starting a cutscene.