

Tutorial

Take the script that is in the .rar archive and place it in
data\levels\yourmapname\scripts

Then take your scenario and go to the control palette and add
levels\b40\devices\holo halo control\b40_holo control then go to the
machine palette and add the door that you want, I used
levels\b40\devices\b40_garagedoor\b40_garagedoor. For the control click
the flag "can only change once" and for the Machine click the flags "does
not operate automatically" and "can only change once"

Now open your scenario in sapien or a hobo and create the correct things for
the script to work.

- * hog1
- * hog2
- * steven1
- * steven2
- * device_machine gate
- * device_control press!
- * trigger volume check
- * flag - time1
- * flag - time2

Put time1 and time 2 over top of the bipeds and place hog 2 over steven2
Hog 1 can be placed anywhere except over steven1 otherwise the door
would open on the start of the server now I understand this is by far not a
tutorial for beginners but the set up of the right objects in sapien is not to
hard, since I did the hard part of figuring out the script.