AI Alarms :: [mohaa\_rox](http://www.mohaaaa.co.uk/phpBB2/profile.php?mode=viewprofile&u=201)  
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*This tutorial will show you how to add AI that switches on alarms and spawners charging at you. I assume you know how to add AI and do basic mapping.*

Getting Started

First create a basic room and a player\_start. I added lights too. I made a room that is separated from the place where I am, and added a guard shack. Just find some guard shack prefabs,

Next, place an enemy AI with targetname "enemy".

Add some pathnodes that lead into the guard shack. In the guard shack, add an alarmswitch (right click, animate-->equipment-->alarmswitch) with targetname of "alarm". Then put a trigger use around the switch with setthread "alarm\_player\_reset". When you're done, your map should look like this:

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| http://www.mohaaaa.co.uk/mohaa/tutorials/ai_alarm/image1.jpg |

Great! In my other room, I added some enemies with targetnames "alarmspawner". I also added some pathnodes that lead out of the room.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/ai_alarm/image2.jpg |

Ok, you're almost complete! Now for the scripting.

Scripting

The scripting is rather easy to understand:

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| //test\_alarm //architecture: mohaa\_rox //scripting: mohaa\_rox  main: level waittill prespawn exec global/alarmer.scr //loads the alarmer script  level waittill prespawn  exec global/ambient.scr m2l1a  level waittill spawn  $player item weapons/colt45.tik $player item weapons/thompsonsmg.tik $player ammo pistol 1000 $player ammo smg 1000 $player useweaponclass smg end  alarm\_player\_reset: //our setthread value thread global/alarmer.scr::alarm\_player\_reset end |

Save your map as test\_alarm and compile your map and play!

How it works:

The alamer gets threatened. He runs into the guard shack, sees the alarmswitch, and turns it on. Then the spawners will run towards you using the pathnodes and attack you. Once you kill them all, they will keep spawning, until you turn off the switch. You will get prompted to approach alarms and turn them off after a while.

[ Download the [Example Map](http://www.fileplanet.com/dl.aspx?/planetmedalofhonor/map/alarm.zip) ]

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)