Objective : SP Undercover (Part 1) :: [mohaa\_rox](http://www.mohaaaa.co.uk/phpBB2/profile.php?mode=viewprofile&u=201)  
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*This is an intermediate tutorial and I assume you can make a basic room and lights.*

This tutorial will show you how to go undercover like in m2l2a. Let's begin!

I made 3 rooms with doors connecting them. I also made a room with lockers and a bench.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/sp_undercover/thumb1.jpg |

On one of the benches, put a script model with keys and values of:  
model: animate/pulse\_papers1.tik  
targetname: papers

A set of level 1 papers will appear.

Add another script model with keys and values of:  
model: items/officer\_uniform.tik  
targetname: suit

Again a set of officer uniform will appear. Put everything in position. Now make a trigger use over the 2 items. Give it a targetname of "trigger".

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| http://www.mohaaaa.co.uk/mohaa/tutorials/sp_undercover/thumb2.jpg |

Add some soldiers around. You will notice that they will salute you. Also add a sentry (ai\_german\_elite\_sentry). Press "i" to bring up the properties. Only change the following :

type\_attack : alarm  
type\_diguise : sentry

The sentry will ask for your papers. If you don't show him, he will kill you! You may also want to add an officer (german\_elite\_gestapo) and press "i" again to give him properties of :

type\_attack : alarm  
type\_disguise: officer

The officer will kill you when you show him your papers. Just kill him.

Now for the scripting part:

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| //Undercover //Architecture: mohaa\_rox //Scripting: mohaa\_rox main:  exec global/loadout.scr maps/test\_undercover.scr  level waittill prespawn  exec global/ambient.scr m2l2a  level waittill spawn  $player item weapons/silencedpistol.tik //gives you a silenced  //pistol $player ammo pistol 1000 $player useweaponclass pistol  thread hints thread disguise  //////////// hints: local.key = getboundkey1 "Holster" iprintlnbold\_noloc (loc\_convert\_string "Press the ( ") local.key (loc\_convert\_string " ) key to holster your weapon.") wait 1 iprintlnbold "If your weapon is not holstered" iprintlnbold "your cover will be blown." wait 2 end  disguise:  $trigger waittill trigger //the trigger used in above $suit remove //removes the suit $papers remove //removes the papers iprintlnbold "Show your papers when asked." local.key = getboundkey1 "toggleitem" iprintlnbold\_noloc (loc\_convert\_string "Press the ( ") local.key (loc\_convert\_string " ) key to show your papers.") $player playsound pickup\_papers //sound $player playsound pickup\_uniform //sound waitthread global/items.scr::add\_item "papers\_level1" //gives you  //level 1 papers waitthread global/items.scr::add\_item "uniform" //gives you  //uniform end |

Save your work as "test\_undercover". Compile your map and play!

Ok, in the next part, I'll show you how to acquire level 2 papers and blowing your cover.

[Next tutorial](http://www.mohaaaa.co.uk/mohaa/tutorials/obj_spundercover%282%29.php) in the series.

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