Creating a triggerable farplane :: [MPowell1944](http://www.mohaaaa.co.uk/mohaa/forum/profile.php?mode=viewprofile&u=325)  
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Follow the following steps to create a triggerable farplane. For this tutorial, we will be creating 2 triggers. One to activate the farplane and one to kill the farplane. I assume you already have at least a building and a .scr file created so that you can simply run through this tutorial rather quickly.

1. Open MOHRadiant.
2. Draw a brush the exact same size as your doorway and place it 1 grid (using a scale of 8) away from the doorway. Make sure that this brush is on the outside of the building. This will be the trigger that activates the farplane.
3. Now with the brush selected, right-click in 2D view and select trigger\_multiple. Press N to get the Properties Window, and enter targetname as the KEY and enter fogon1 as the VALUE. Now press Enter and then press N to leave the Properties Window.
4. Draw another brush the exact same size as your doorway and place it 1 grid (using a scale of 8) away from the doorway. Make sure that this brush is on the inside of the building. This will be the trigger that kills the farplane.
5. Now with the brush selected, right-click in 2D view and select trigger\_multiple. Press N to get the Properties Window, and enter targetname as the KEY and enter fogoff1 as the VALUE. Now press Enter and then press N to leave the Properties Window.

Make sure to save your .map file!

That is all for the mapping part. Now on to the scripting part.

1. Right below level waittill spawn, add this script:

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| thread fogon1 thread fogoff1  end  fogon1: $fogon1 waittill trigger thread fogramp 4000 // Substitute 4000 for whatever number // your original farplane is goto fogon1 end  fogoff1: $fogoff1 waittill trigger thread fogramp 20000 // Substitute 20000 for any number. // Make sure it is higher than your  // original farplane number goto fogoff1 end  fogramp local.rampto: if (level.fogplane == local.rampto) { end } else if (level.fogplane < local.rampto) { for (local.bleh = level.fogplane; local.bleh < local.rampto; local.bleh += 100) { level.fogplane = local.bleh $world farplane level.fogplane wait .01 } end } else { for (local.bleh = level.fogplane; local.bleh > local.rampto; local.bleh -= 100) { level.fogplane = local.bleh $world farplane level.fogplane wait .01 } end } end |

1. Now save your .scr file and compile your map. Then use either [WinZip](http://www.winzip.com) or [PakScape](http://dl.fileplanet.com/dl/dl.asp?maldavria/pakscape/pakscape-011.zip) to back up your files and place your .pk3 in /main. Run your map and have fun.

You can easily adjust farplane so that your level feels more realistic to the players. I just used 4000 and 20000 as examples for this tutorial. You may use whichever variables you wish. If you wish to add more than one set of triggers, just add 1 to the number on the end of their targetnames, and so on. Make sure to change the script to match the new numbers.

I hope you have found this tutorial helpful. If you have any questions or problems with this tutorial, please contact me so that I may help you. Thanks.

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