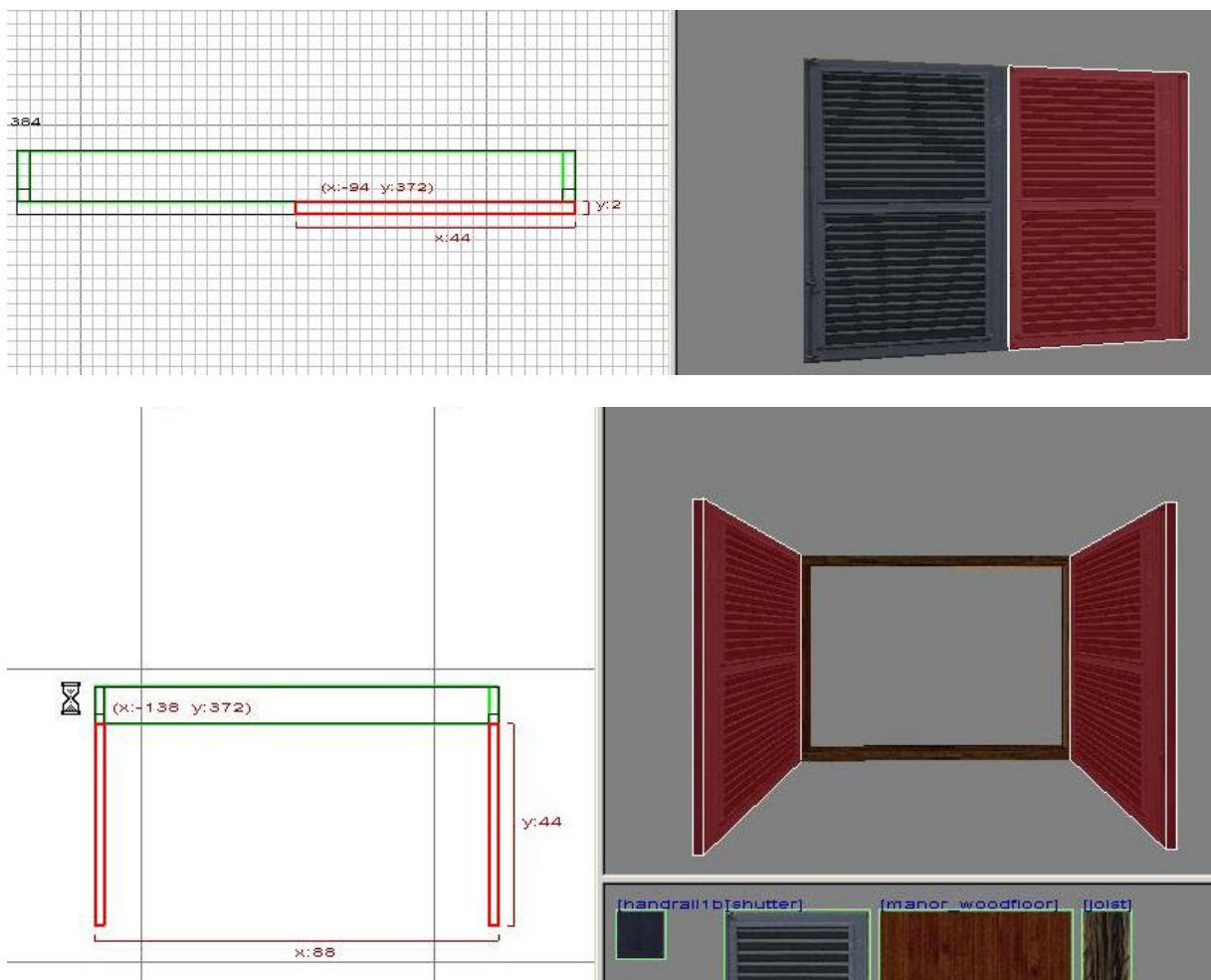


Shutters

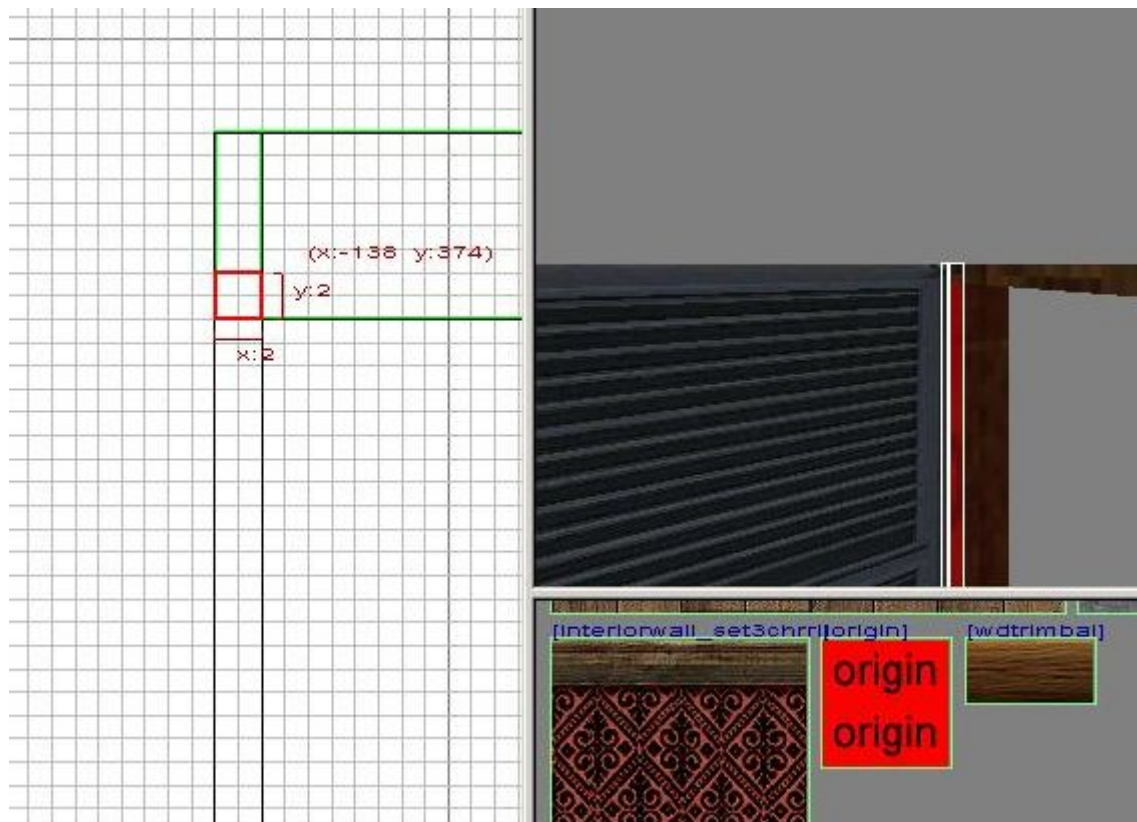
To make shutters blow in the wind is a great thing on a map, not only does it look and sound great, but also the movement of the shutters in a death match can fool even the best of players, you know it's there but your eyes are still drawn to the movement.

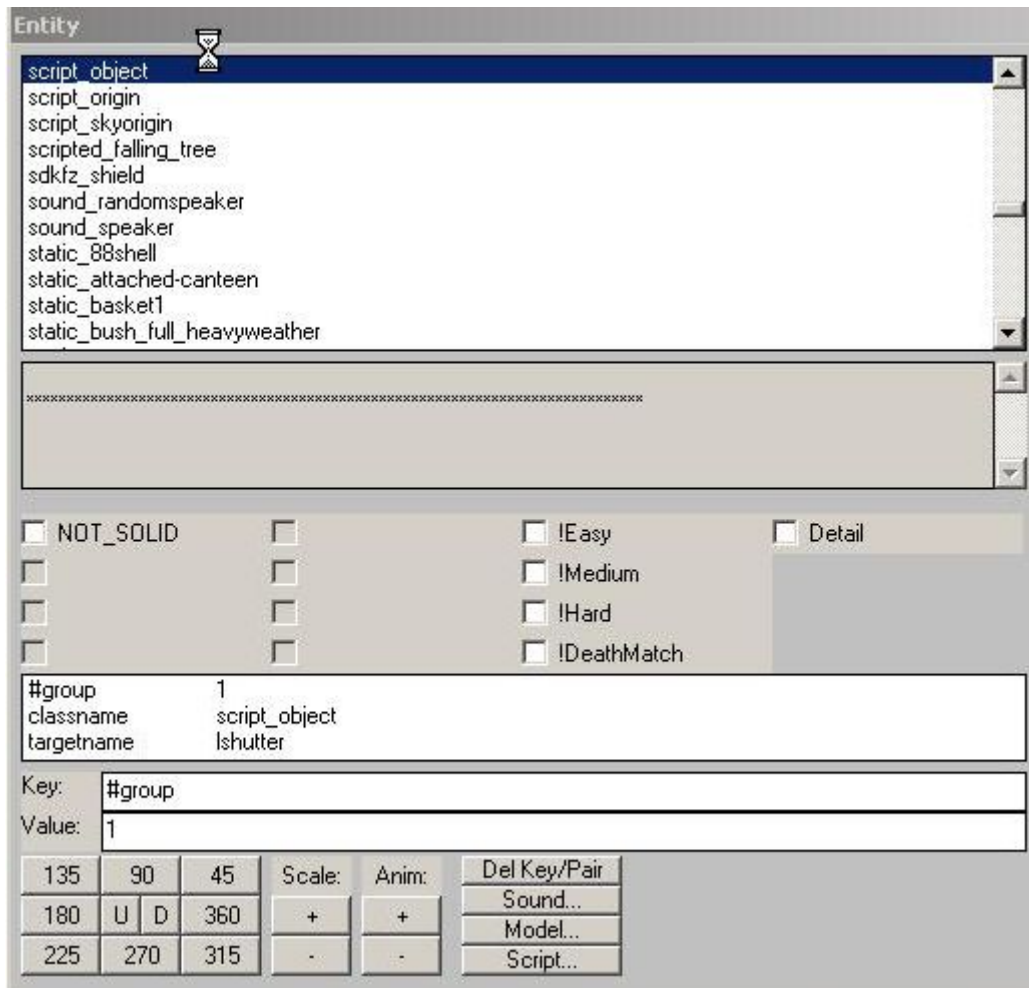
Start with your window frame and draw 2 thin brushes that will fit together and cover the frame when the shutters are closed, give them a shutter texture, ctrl+f to make the texture fit and Texture-alignment-x fit to make sure the texture is the right way around. Now rotate them out 90 degrees from the window frame, they look kind of funny like this, but if you don't start them this way then you get shutters slamming inside the walls.



Now inside the frame draw a small Origin brush that will touch the shutter, select the shutter as well and right click script-object. Hit the N key and give it the Key: targetname Value: lshutter and then Key: #group Value: 1

I was working on the left shutter so I have given that one the LSHUTTER value, do the same for the other shutter but give it the rshutter value, but with the same #group number, for houses with more shutters you need to do different #group numbers for each group of shutters.





Add this line to your .scr file `exec global/shutter.scr` In a map with wind and rain it's really effective. Also you need to change your **ubersound.scr** to enable your shutters to squeak and slam shut. Go to your **your** ubersound and scroll down till you find these lines

```
//Window Shutters aliascache shuttersqueak_01 sound/mechanics/Mec_ShutterSqueak_01.wav soundparms 0.5
0.2 0.8 0.4 250 2500 item loaded maps "m111 m5
aliascache shuttersqueak_02 sound/mechanics/Mec_ShutterSqueak_02.wav soundparms 0.5 0.2 0.8 0.4 250
2500 item loaded maps "m111 m212a m5 "
aliascache shuttersqueak_03 sound/mechanics/Mec_ShutterSqueak_03.wav soundparms 0.5 0.2 0.8 0.4 250
2500 item loaded maps "m111 m5 "
aliascache shuttersqueak_04 sound/mechanics/Mec_ShutterSqueak_04.wav soundparms 0.5 0.2 0.8 0.4 250
2500 item loaded maps "m111 m5 "
aliascache shuttersqueak_05 sound/null.wav soundparms 0.5 0.2 0.8 0.4 100 1000 item loaded maps "m111 m5 "
aliascache shutterhit_01 sound/mechanics/Mec_ShutterHit_01.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item
loaded maps "m111 m5 "
aliascache shutterhit_02 sound/mechanics/Mec_ShutterHit_01.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item
loaded maps "m111 m5 "
aliascache shutterhit_03 sound/mechanics/Mec_ShutterHit_01.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item
loaded maps "m111 m5 "
aliascache shutterhit_06 sound/mechanics/Mec_ShutterHit_01.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item
loaded maps "m111 m5 "
aliascache shutterhit_07 sound/mechanics/Mec_ShutterHit_01.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item
loaded maps "m111 m5 "
aliascache shutterhit_08 sound/mechanics/Mec_ShutterHit_01.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item
```

```
loaded maps "m111 m5 "  
aliascache shutterhit_09 sound/null.wav soundparms 0.5 0.2 0.8 0.4 100 1000 item loaded maps "m111 m5 "  
aliascache shutterhit_10 sound/null.wav soundparms 0.5 0.2 0.8 0.4 100 1000 item loaded maps "m111 m5 "  
aliascache shutterhit_04 sound/null.wav soundparms 0.5 0.2 0.8 0.4 100 1000 item loaded maps "m111 m5 "  
aliascache shutterhit_05 sound/null.wav soundparms 0.5 0.2 0.8 0.4 100 1000 item loaded maps "m111 m5 "
```

Notice after every aliascache shuttersqueak_01 etc etc etc there is a line that says **loaded maps "m111 m5"** Those are the maps the shutter sounds are used in.

You need to replace those map names with these **"m5 dm moh obj train"**

All those lines by the way!...become friends with copy and paste...

And don't stand under them, they hurt when they hit you!