**Working Lightswitch**

**First thing to do: create a switch by selecting animate / equipment / electric-switch-nopulse, next you must**

**give it a targetname of lightswitch and then create a trigger\_use around the switch and give it a targetname of lightswitch\_trigger, now add a lamp to the ceiling. The best one to use is bunker-cagelight.**

**Now create a script\_origin with a KEY of model and a VALUE of static/corona\_reg.tik and give it a targetname of corona.**

**The script\_origin will now look like a corona. place that within the lamp as you see fit.**

**Now create a script\_model with a KEY of model and a VALUE of fx/dummy.tik and give it a targetname of light, then place that script\_model where you would like the light to be.**

**Now comes the scripting for this light.**

**\*i assume u already created an SCR file for your map\***

**Right below Level Waittill Spawn type this:**

**thread lightswitch1**

**After that you will see the word, end.**

**Right after the word end, type this:**

**lightswitch1:**

**$light light 1 1 1 305**

**$lightswitch\_trigger triggerable**

**$lightswitch\_trigger waittill trigger**

**$lightswitch\_trigger nottriggerable**

**$lightswitch anim turn**

**$lightswitch playsound alarm\_switch**

**wait .5**

**thread lightoff**

**end**

**lightoff:**

**$light light 0 0 0 64**

**$corona hide**

**wait .5**

**thread lightswitch2**

**end**

**lightswitch2:**

**$lightswitch\_trigger triggerable**

**$lightswitch\_trigger waittill trigger**

**$lightswitch\_trigger nottriggerable**

**$lightswitch anim off**

**$lightswitch playsound alarm\_switch**

**wait .5**

**thread lighton**

**end**

**lighton:**

**$light light 1 1 1 305**

**$corona show**

**wait .5**

**thread lightswitch1**

**end**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **The whole script looks like this:** | | | |  | | | |
|  | | | | | | | |
|  | **//dog screen  //ARCHITECTURE: <[AOS]> Vanmeert** | | | | | | |  |
|  | | | | | | | |  |
|  | **//SCRIPTING: <[AOS]> Vanmeert** | | | | | | |  |
|  | | | | | | | |  |
|  | **main:  //set scoreboard messages  setcvar "g\_obj\_Alliedtext1" "DIE"  setcvar "g\_obj\_Alliedtext2" "" setcvar "g\_obj\_Alliedtext3" "" setcvar "g\_obj\_Axistext1" "" setcvar "g\_obj\_Axistext2" "" setcvar "g\_obj\_Axistext3" ""  setcvar "g\_scoreboardpic" "none"   level waitTill prespawn** | | | | | | |  |
|  | | | | | | | |  |
|  | **//\*\*\*precache Dm stuff exec global/DMprecache.scr  level.script=maps/dm/test\_omaha\_new.scr level waittil spawn** | | | | | | |  |
|  | | | | | | | |  |
|  | **thread lightswitch1** | | |  | | | |  |
|  | | | | | | | |  |
|  | **end** | |  | | | | |  |
|  | | | | | | | |  |
|  | **lightswitch1:** | | |  | | | |  |
|  | | | | | | | |  |
|  | **$light light 1 1 1 305** | | | |  | | |  |
|  | | | | | | | |  |
|  | **$lightswitch\_trigger triggerable** | | | | | | |  |
|  | | | | | | | |  |
|  | **$lightswitch\_trigger waittill trigger** | | | | | | |  |
|  | | | | | | | |  |
|  | **$lightswitch\_trigger nottriggerable** | | | | | | |  |
|  | | | | | | | |  |
|  | **$lightswitch anim turn** | | | | | |  |  |
|  | | | | | | | |  |
|  | **$lightswitch playsound alarm\_switch** | | | | | | |  |
|  | | | | | | | |  |
|  | **wait .5** | | |  | | | |  |
|  | | | | | | | |  |
|  | **thread lightoff** | | |  | | | |  |
|  | | | | | | | |  |
|  | **end** |  | | | | | |  |
|  | | | | | | | |  |
|  | **lightoff:** | |  | | | | |  |
|  | | | | | | | |  |
|  | **$light light 0 0 0 64** | | |  | | | |  |
|  | | | | | | | |  |
|  | **$corona hide** | | |  | | | |  |
|  | | | | | | | |  |
|  | **wait .5** | | |  | | | |  |
|  | | | | | | | |  |
|  | **thread lightswitch2** | | |  | | | |  |
|  | | | | | | | |  |
|  | **end** |  | | | | | |  |
|  | | | | | | | |  |
|  | **lightswitch2:** | | |  | | | |  |
|  | | | | | | | |  |
|  | **$lightswitch\_trigger triggerable** | | | | | | |  |
|  | | | | | | | |  |
|  | **$lightswitch\_trigger waittill trigger** | | | | | | |  |
|  | | | | | | | |  |
|  | **$lightswitch\_trigger nottriggerable** | | | | | | |  |
|  | | | | | | | |  |
|  | **$lightswitch anim off** | | | | |  | |  |
|  | | | | | | | |  |
|  | **$lightswitch playsound alarm\_switch** | | | | | | |  |
|  | | | | | | | |  |
|  | **wait .5** | | |  | | | |  |
|  | | | | | | | |  |
|  | **thread lighton** | | |  | | | |  |
|  | | | | | | | |  |
|  | **end** |  | | | | | |  |
|  | | | | | | | |  |
|  | **lighton:** | |  | | | | |  |
|  | | | | | | | |  |
|  | **$light light 1 1 1 305** | | |  | | | |  |
|  | | | | | | | |  |
|  | **$corona show** | | |  | | | |  |
|  | | | | | | | |  |
|  | **wait .5** | | |  | | | |  |
|  | | | | | | | |  |
|  | **thread lightswitch1** | | | | | |  |  |
|  | | | | | | | |  |
|  | **end** |  | | | | | |  |
|  | | | | | | | |  |

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **It wasn't that hard, was it?** | | |  | | | | | | | |
|  | **Yeah, you can see it, the whole tut is done, another tut i completed,** | | | | | | | | | | |  |
|  | **If you don't know how to make a script, just read the tutorial about that,** | | | | | | | | | | |  |
|  | | | | | | | | | | | |  |
|  | **This tutorial was writed on an deathmatch script, if you want to make it on single player, just do the same steps on a single player script!** | | | | | | | | | | |  |
|  | | | | | | | | | | | |  |
|  | | **Bye guyes!** |  | | | | | | | | |  |
|  | | | | | | | | | | | |  |
|  | | **Until next time, Vanmeert.** | | |  |  |  |  |  |  |  |  |