**Volume Damage**

I will show you how to hurt the player via a trigger (also called a hurt trigger, not to be confused with a *trigger\_hurt*, but I don't know about those... [dcoshea?](http://gronnevik.se/rjukan/index.php?n=Main.Dcoshea?action=edit): I believe they are supposed to do something similar to what you describe here, but they don't work properly in Allied Assault despite being available, only in Spearhead.

This is a very simple process.

First create a trigger\_multiple where you want the player to be hurt if he triggers it. (ie. at the bottom of a lake, see below, or around a fire)

Next it needs the following key/values:

|  |  |  |
| --- | --- | --- |
| **Key** | **Value** | **Explanation** |
| targetname | my\_hurt\_trigger |  |
| setthread | my\_hurt\_trigger |  |
| wait | 2 | number of seconds between hurts |

Now you're going to need to add this into your sript (below levelwaittil spawn):

//hurt script by blue60007

my\_hurt\_trigger:

$my\_hurt\_trigger volumedamage 100 //hurts the player

end

This script would take about 7 seconds to kill you from full health. Anyone know the formula for calculating volumedamge into health points?

**A good lake trigger**

Say you have a trigger set up at the bottom of a lake to hurt the player. Add a key/value of:

|  |  |
| --- | --- |
| **Key** | **Value** |
| delay | 60 |

and you have 60 seconds worth of *air* to use, then you start to drown. ( \*twisted\* )

That's pretty simple to do!