**Adding a Door Locked Sound to your map**

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| **Ok, this is easy, when you know how of course, which you will in 5 - 10 minutes.** |
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| **PART 1 -    OK, open your .map file in radiant  now create a brush in front of your locked door, in the area that the player will try to use the door, like this...** |
| http://www.originart.eu/mohaa/tutorials/door_locked_sound/pics/image01.jpg |
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| **PART 2 -    Next, with the new brush still selected, http://www.originart.eu/mohaa/tutorials/door_locked_sound/pics/image03.jpg right click in one of the view (grid) windows and select,              trigger» use.** |
| http://www.originart.eu/mohaa/tutorials/door_locked_sound/pics/image02.jpg |
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| **PART 3 -    Now, with the newly created trigger\_use entity selected, press "n" on your keyboard to open the entity window, and add the following to the"Key" and "Value" text input fields  $type       wood (Press Enter Key) targetname       door\_locked (Press Enter Key)  once you have the keys and their values input it should look like this in the entity window** |
| http://www.originart.eu/mohaa/tutorials/door_locked_sound/pics/image04.jpg |
| **press "n" on your keyboard to close the entity window and then save your map.** |
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| **PART 4 -    Finally, a small line of script to make it work Add the following in the "main" your portion of your .scr map file,,,        exec global/door\_locked.scr::lock  add it before the line,,,  level waittill prespawn  Save your .scr file.** |