

Adding a Door Locked Sound to your map

Ok, this is easy, when you know how of course, which you will in 5 - 10 minutes.

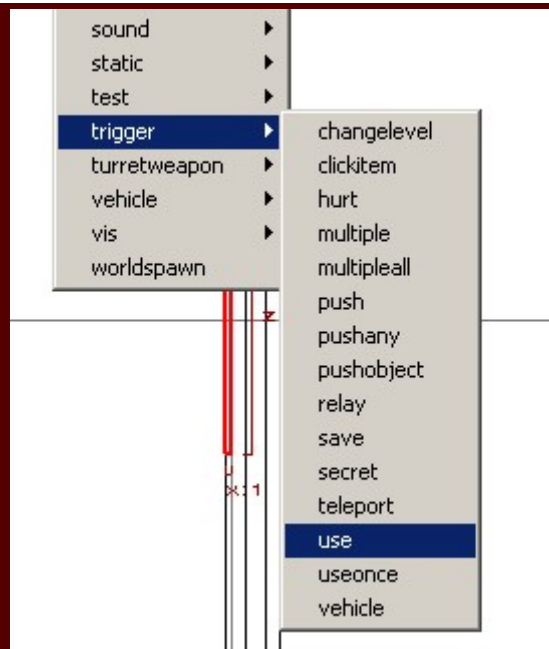
PART 1 - OK, open your .map file in radiant
now create a brush in front of your locked door,
in the area that the player will try to use the door, like this...



PART 2 - Next, with the new brush still selected,



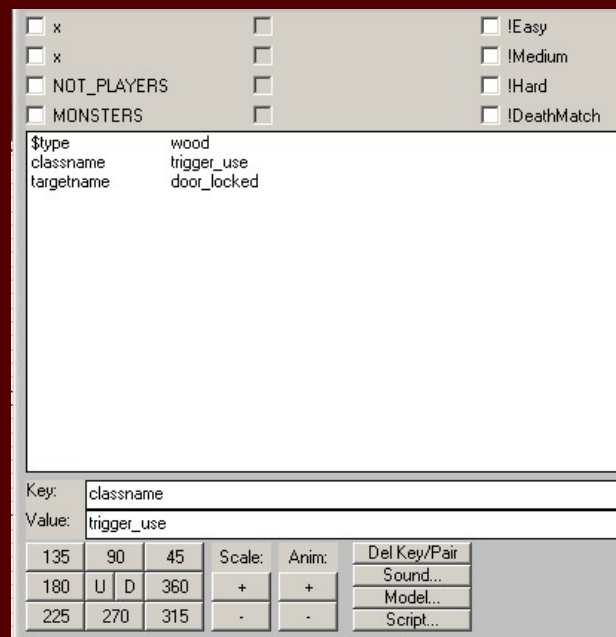
right click in one of the view (grid) windows and select,
trigger» use.



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



press "n" on your keyboard to close the entity window and then save your map.

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.