AI : Cabinet Guys :: [mohaa\_rox](http://www.mohaaaa.co.uk/phpBB2/profile.php?mode=viewprofile&u=201)

(Thanks to [map4all](http://www.map4all.de) for the tut, but in German.)  
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*This tutorial shows you how to add AI that jumps out from a cabinet.*

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Step 1 : The Map  
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Let's get started!

Make a room with and info\_player\_start and lights. Right click in the 2D view and select animate-->furniture-->hidden-wadrobe.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/ai_cabinet/image1.jpg |

Give it the following properties:

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| --- | --- |
| **#chance:** | 100 |
| **#set:** | 1 |
| **targetname:** | cabinet |
| **target** | ai\_guy |

"#chance" means that the chances of coming across this AI is 100%.

Then make an AI (I used ai\_german\_wehrmact\_grenadier) with a "targetname" of "ai\_guy". There should be an arrow connecting them together.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/ai_cabinet/image2.jpg |

Now make a trigger multiple where you want it to be.Give it the following properties:

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| --- | --- |
| **#set:** | 1 |
| **targetname:** | cabinettrigger |

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| http://www.mohaaaa.co.uk/mohaa/tutorials/ai_cabinet/image3.jpg |

Save your map as "test\_cabinet".

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Step 2 : The Scripting  
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Now for the scripting:

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| //Making an AI jump out from a wadrobe  //Thanks to map4all for the tut  main:  level waittill prespawn  exec global/cabinet.scr  level waittill spawn  $player item weapons/thompsonsmg.tik  $player ammo smg 300  $player useweaponclass smg  end |

Simple? Compile your map and play!

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| http://www.mohaaaa.co.uk/mohaa/tutorials/ai_cabinet/image4.jpg |

[ Download the [Example Map](http://www.fileplanet.com/dl.aspx?/planetmedalofhonor/map/AI-cabinet%20tut.zip) ]

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)