Objective : SP Undercover (Part 2) :: [mohaa\_rox](http://www.mohaaaa.co.uk/phpBB2/profile.php?mode=viewprofile&u=201)  
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This tutorial is continued from [SP Undercover part 1](http://www.mohaaaa.co.uk/mohaa/tutorials/obj_spundercover%281%29.php). If you have not read it, do it now.

We'll continue from our last map. Now I added a staircase and a room in the second level. In this tutorial, I will show you how to acquire level 2 papers after being prevented from a sentry.

Create 2 rooms inside the second level. Add a table and put a script model with keys and values of :

model: animated/pulse\_papers2.tik  
targetname: papers2

You should see level 2 papers. Put a trigger use around it and give it a targetname of "trigger2".

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| http://www.mohaaaa.co.uk/mohaa/tutorials/sp_undercover/thumb3.jpg |

Now add a sentry nearby. Give him properties of:

$find\_name:sentry2  
disguise\_accept\_thread:sentry2accept  
targetname:sentry2  
type\_attack:alarm  
type\_disguise:sentry

Or you can edit these when you press "i".

I added a door connecting to another room. Add a trigger multiple outside the door. Give it a targetname of "papers2hint". This will trigger off and display some text.

That's the mapping part for getting level 2 papers. Now for blowing your cover.

I added a metal desk with health and an mp40. Put a trigger multiple around it and give it a targetname of "blowcover". The player will get fooled but will blow his cover.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/sp_undercover/thumb4.jpg |

Put a trigger multiple near an exit and give it a key of "setthread" and value of "objective1". Add a script origin of targetname "obj1" above the trigger.

Now for the scripting part. Load up our old script called test\_undercover.scr.

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| //Undercover //Architecture: mohaa\_rox //Scripting: mohaa\_rox main:  exec global/loadout.scr maps/test\_undercover.scr  level waittill prespawn  exec global/ambient.scr m2l2a  level waittill spawn  $player item weapons/silencedpistol.tik //gives you a silenced  //pistol $player ammo pistol 1000 $player useweaponclass pistol  thread hints thread disguise thread sentry2hintmessage thread papers2 thread blowcover  //////////// hints: local.key = getboundkey1 "Holster" iprintlnbold\_noloc (loc\_convert\_string "Press the ( ") local.key (loc\_convert\_string " ) key to holster your weapon.") wait 1 iprintlnbold "If your weapon is not holstered" iprintlnbold "your cover will be blown." wait 2 end  disguise:  $trigger waittill trigger //the trigger used in above $suit remove //removes the suit $papers remove //removes the papers iprintlnbold "Show your papers when asked." local.key = getboundkey1 "toggleitem" iprintlnbold\_noloc (loc\_convert\_string "Press the ( ") local.key (loc\_convert\_string " ) key to show your papers.") $player playsound pickup\_papers //sound $player playsound pickup\_uniform //sound waitthread global/items.scr::add\_item "papers\_level1" //gives you  //level 1 papers waitthread global/items.scr::add\_item "uniform" //gives you  //uniform end  sentry2hintmessage: $papers2hint waittill trigger if(level.sentry2hintmessaged != 1) { level.sentry2hintmessaged = 1 iprintlnbold "You need a new set of papers to procede past this point." } end  papers2: $trigger2 waittill trigger $papers2 remove waitthread global/items.scr::remove\_item "papers\_level1" //removes level 1 papers waitthread global/items.scr::add\_item "papers\_level2" //adds  //level 2 papers end  blowcover: $blowcover waittill trigger waitthread global/items.scr::remove\_item "uniform" //removes  //uniform iprintlnbold "Your cover has been blown! Get out of there now!" thread objectives end  objectives: waitthread global/objectives.scr::add\_objectives 1 2 "Get the hell out of there before you get fried." $obj1.origin waitthread global/objectives.scr::current\_objectives 1 end  objective1: thread levelend end  levelend: waitthread global/objectives.scr::add\_objectives 1 3 "Get the hell out of there before you get fried." $obj1.origin waitthread global/objectives.scr::current\_objectives 0 //clears objectives exec global/missioncomplete.scr test\_undercover wait 2 end |

That's the end of the tutorial. Compile your map and play!

[ Download the [Example Map](http://www.fileplanet.com/dl.aspx?/planetmedalofhonor/map/undercover_tut.zip) ]

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