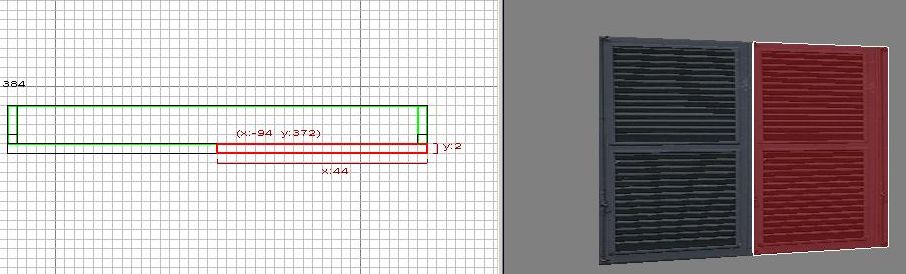
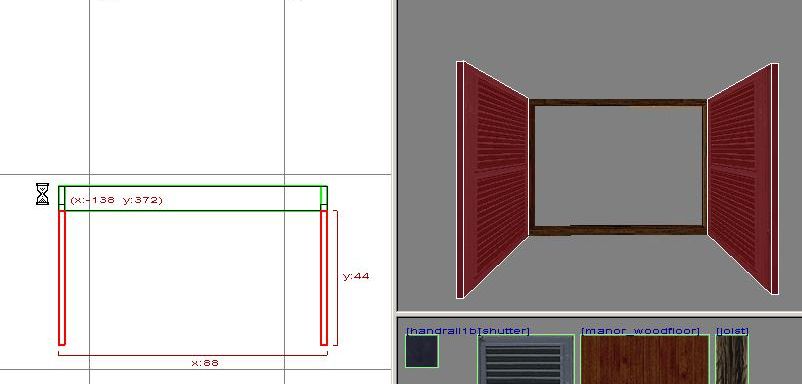
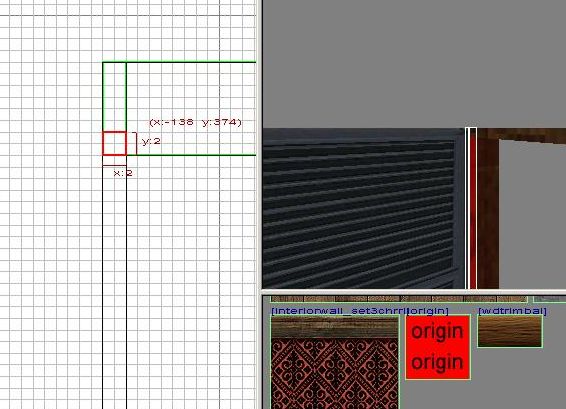
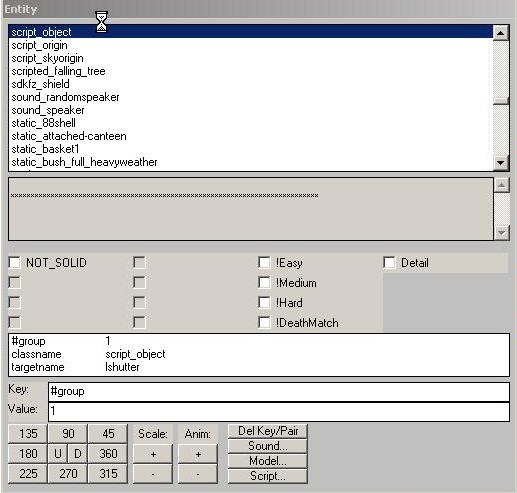
**Shutters**

To make shutters blow in the wind is a great thing on a map, not only does it look and sound great, but also the movement of the shutters in a death match can fool even the best of players, you know it's there but your eyes are still drawn to the movement.  
Start with your window frame and draw 2 thin brushes that will fit together and cover the frame when the shutters are closed, give them a shutter texture, ctrl+f to make the texture fit and Texture-alignment-x fit to make sure the texture is the right way around. Now rotate them out 90 degrees from the window frame, they look kind of funny like this, but if you don't start them this way then you get shutters slamming inside the walls.  
  


  
  
Now inside the frame draw a small Origin brush that will touch the shutter, select the shutter as well and right click script-object. Hit the N key and give it the Key: targetname Value: lshutter and then  Key: #group Value: 1  
I was working on the left shutter so I have given that one the LSHUTTER value, do the same for the other shutter but give it the rshutter value, but with the same #group number, for houses with more shutters you need to do different #group numbers for each group of shutters.  
  


  
  
Add this line to your .scr file   exec global/shutter.scr  In a map with wind and rain it's really effective.  Also you need to change your **ubersound.scr** to enable your shutters to squeak and slam shut. Go to your **your** ubersound and scroll down till you find these lines  
//Window Shutters aliascache shuttersqueak\_01 sound/mechanics/Mec\_ShutterSqueak\_01.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item loaded maps "m1l1 m5   
aliascache shuttersqueak\_02 sound/mechanics/Mec\_ShutterSqueak\_02.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item loaded maps "m1l1 m2l2a m5 "  
aliascache shuttersqueak\_03 sound/mechanics/Mec\_ShutterSqueak\_03.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item loaded maps "m1l1 m5 "  
aliascache shuttersqueak\_04 sound/mechanics/Mec\_ShutterSqueak\_04.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item loaded maps "m1l1 m5 "  
aliascache shuttersqueak\_05 sound/null.wav soundparms 0.5 0.2 0.8 0.4 100 1000 item loaded maps "m1l1 m5 "  
aliascache shutterhit\_01 sound/mechanics/Mec\_ShutterHit\_01.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item loaded maps "m1l1 m5 "  
aliascache shutterhit\_02 sound/mechanics/Mec\_ShutterHit\_01.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item loaded maps "m1l1 m5 "  
aliascache shutterhit\_03 sound/mechanics/Mec\_ShutterHit\_01.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item loaded maps "m1l1 m5 "  
aliascache shutterhit\_06 sound/mechanics/Mec\_ShutterHit\_01.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item loaded maps "m1l1 m5 "  
aliascache shutterhit\_07 sound/mechanics/Mec\_ShutterHit\_01.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item loaded maps "m1l1 m5 "  
aliascache shutterhit\_08 sound/mechanics/Mec\_ShutterHit\_01.wav soundparms 0.5 0.2 0.8 0.4 250 2500 item loaded maps "m1l1 m5 "  
aliascache shutterhit\_09 sound/null.wav soundparms 0.5 0.2 0.8 0.4 100 1000 item loaded maps "m1l1 m5 "  
aliascache shutterhit\_10 sound/null.wav soundparms 0.5 0.2 0.8 0.4 100 1000 item loaded maps "m1l1 m5 "  
aliascache shutterhit\_04 sound/null.wav soundparms 0.5 0.2 0.8 0.4 100 1000 item loaded maps "m1l1 m5 "  
aliascache shutterhit\_05 sound/null.wav soundparms 0.5 0.2 0.8 0.4 100 1000 item loaded maps "m1l1 m5 "  
  
Notice after every aliascache shuttersqueak\_01 etc etc etc there is a line that says **loaded maps "m1l1 m5"** Those are the maps the shutter sounds are used in.  
You need to replace those map names with these **"m5 dm moh obj train"**  
All those lines by the way!...become friends with copy and paste...  
  
And don't stand under them, they hurt when they hit you!