Script Pack 10 – Nazi Zombies

Mystery Box

Mystery Box Alone

All scripts of mystical box located in the following folder:

scriptbank\Script_Pack_10_Nazi_Zombies\MysteryBox\MysteryBoxAlone

Alone – translated as "one" that If you plan to use on your level, only one mystery box. This box will never appear "skull" and a box will not move to another place.

1) To install the box, go to the tab entity, then click to the folder "Script_Pack_10_Nazi_Zombies" and get the box model, like the image below:
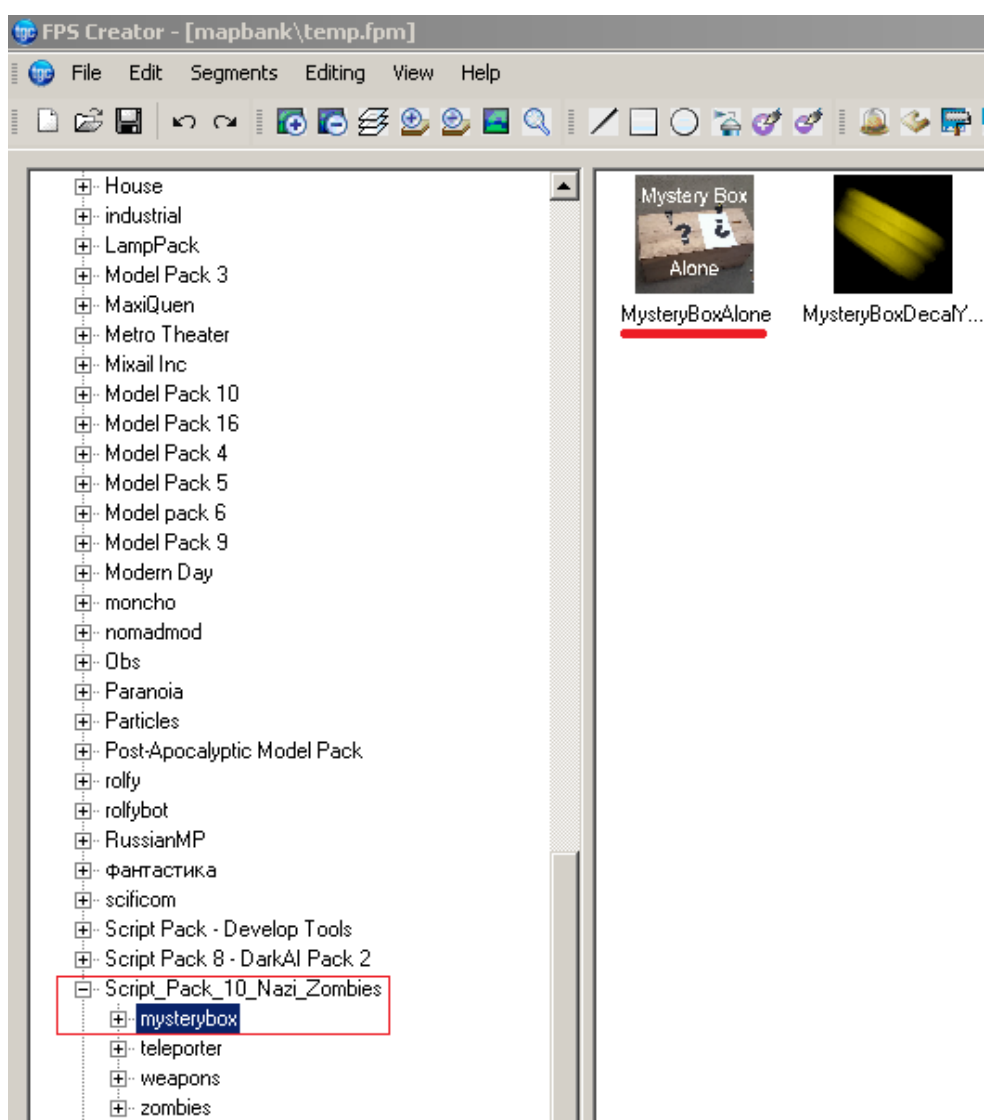

Image - the location of the mystical box «Alone»

2) Model are placed on the map, click on it and assign a script to the «Main» like the image below, as well as a box to rename «mbox1». IfUsed assign the name of the guns "w_mb1". By default, the script and the name has changed as needed.

General	Даете имя ящику mbox1
Name	mbox1
Static Mode	No
AI Scripts	Выбираете нужный скрипт для ящика
Start	appear1.fpi "alone"
Main	Script_Pack_10_Nazi_Zombies\MysteryBox\MysteryBoxAlone\entity_mbox_a.fpi
Destroy	disappear1.fpi

Image - Select the desired script and name change

Script have name: "**entity_mbox_a.fpi**" and stands:

entity – script for entity;

mbox – mystery box;

a – mystery box's «alone» type.

3) Adding weapons to the box. For each weapon must insert their individual script and call all the guns the same name "**w_mb1**":

w – weapon;

mb1 – weapon belongs to the mystical box №1.

While you can add a maximum 5 guns into the box. See picture below for more details:

General	Для всех пушек используется
Name	w_mb1 одно имя
Static Mode	No
AI Scripts	
Start	appear2.fpi
Main	Script_Pack_10_Nazi_Zombies\MysteryBox\entity_mbox_weapon1.fpi
Destroy	disappear2.fpi Для пушки №1 будет скрипт *_weapon1
Damage	200 Для пушки №2 будет скрипт *_weapon2
Accuracy	1 ит.д. до *_weapon5
Reload Quantity	10
Fire Iterations	0
Respawn	
Spawn At Start?	Yes
Max at any time	1
Maximum Spawn	100 Установите значение 50-100
Spawn after delay?	Yes
Spawn when dead?	Yes Переключите на "Yes"

Image - change the gun's settings

After you repeat such changes for 5 guns, put them all over the box as shown in the image below:

Image - the correct placement of guns above the mystical box

At this stage, the mystical box will be fully working. But you can also add a glow effect when the box is opened.

3) To add to the glow of the box, go to the entity in a folder with the script packs №10 and select yellow decal, like the image below:
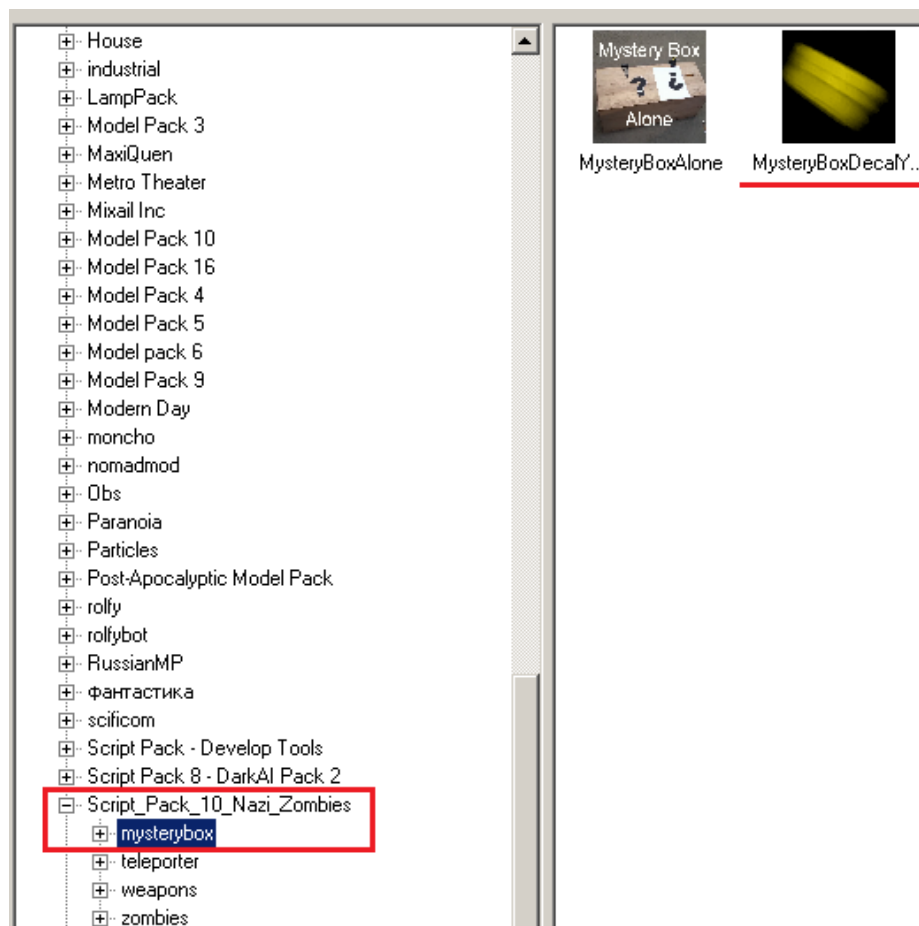

Image – place of the decal

4) Click on the decal and aim it to the floor, and then press ENTER, that is tightly pressed to the bottom of the mystical box when we put it there. Then place it in the center of the box like the image below:
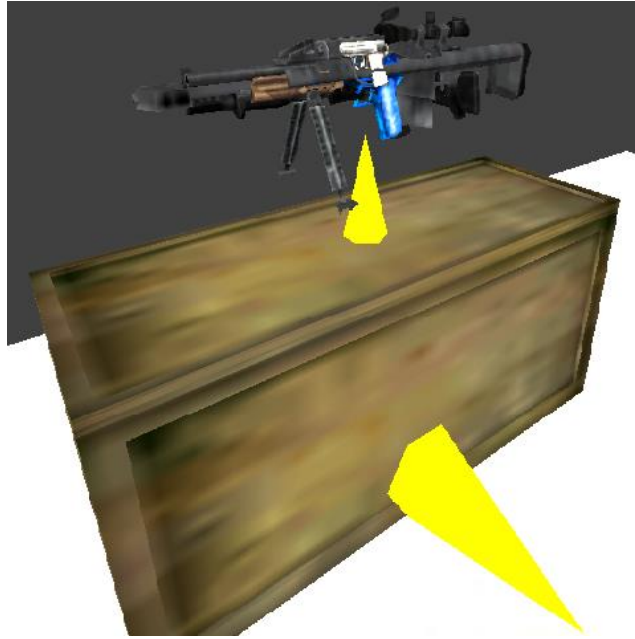

Image - the correct placement of decals in the mystical box

All scripts are selected by default. For decals there are no requirements to the name, call it whatever you like. Yellow decal using the script: "decal_mbox_a.fpi".

5) Placing the light source is made similarly to how a decal in step 4. The light should be dynamic and close to the box, otherwise it may not turn on. Lightbulb choose any color and radius, the script itself adjusts the desired color and luminance range. The lamp uses a script: "light_mbox_a".
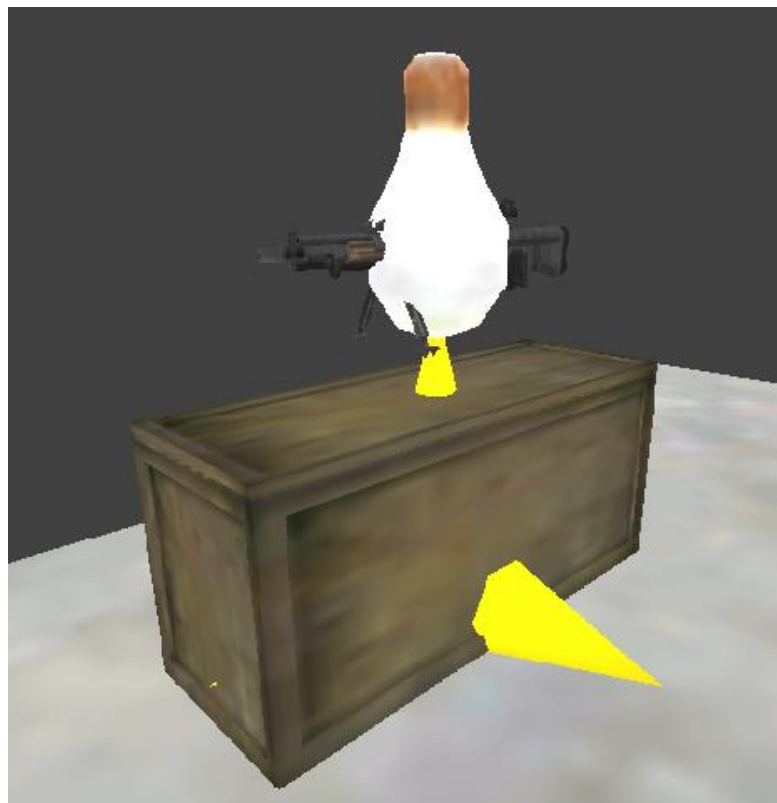

Image - all components of the mystical box

DONATE

Now you have the opportunity to create a mysterious box, as in the original game Call of Duty Nazi Zombies! These scripts are optimized, it uses algorithms thought, FPS Creator to use fewer resources to process them and thus providing additional resources productivity to your creative approach to creating interesting levels.

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