Essential object names and settings for freeplay events

This tutorial contains the most important settings and steps for adding specific freeplay events on Emergency 4.

1. Car accidents
2. Demonstrations
3. Bomb explosion
4. Gas explosion
5. Contamination
6. Car Thief

1. Car accidents...

crashed cars:

- place some car wrecks (like 2 or 3 cars that are involved); these can be found under scene/ objects/wrecks
- select one of the cars and klick on properties in the taskbar
- type in **"ccar_1"** as object name
- klick "ok" to save those changes
- select another car
- open properties again and type in **"ccard_1"** or **"ccar_1"** (again)
- repeat this for every other car

debris:

- place some debris round the crash scene/cars like glass; can be found under scene/objects/ debris
(- if you wanna place skidmarks don't be surprised that you can't see them! just hold down ALT button and move mouse up (forward) until it appears)
- select one debris object
- open properties from the taskbar again
- type in **"ccard_1"** as object name
- repeat this for every debris object

patients:

- place some civil persons that will be the "victims"
- select one civilian
- open properties from the taskbar
- type in **"ccarp_1"** as object name; if you got more than one injured person type in **"ccarp_1_a"** for this first one
- repeat this for every other person involved whereby your next object names would be **"ccarp_1_b"**, **"ccarp_1_c"**, etc..
- (still in properties window) you can change the persons **animation** in the menu below the line object name
- select for example"layingwounded" to make the person lay on the ground

- (still in properties window) select **"edit traits"**

- here you can change the health status of the person, just lower the this value
- confirm your selections by klicking "ok" again

placing an injured person inside a vehicle:

- actually place the injured person somewhere near the crashed vehicle (this is where the patient will lay once rescued from fire fighters)
- select the vehicle and open properties
- select **"edit traits"**

- select **"person enclosed"**; here you can edit which person should be in the car

- also check if the boxes for **"transportable with ASF"** and **"sliceable"** are selected; if not, do so

- confirm your selections
- repeat for every other vehicle with a person enclosed

basic rules:

ccar_x; ccard_x; ccarp_x_y generally stands for:

c... = crashed
...car... = car (of course)
...d... = debris
...p... = patient
_x = number of car accident on the map (needs to be the same for all object on one scene!); accident one = _1, accident two = _2
_y = letters from a to z for every patient of one car accident; patient one of accident one = ccarp_1_a, patient two of accident one = ccarp_1_b

2. Demonstration...

- select a building in front of which the demonstration should take place
- open properties from the taskbar
- change the object name to **"demotarget_x"** (rules for the value of x -> see car accident)

- confirm your changes
- create a virtual object on front of the building and name it **"demoarea_x"**

3. Bomb...

- place an object that should be the bomb (for example the bomb model from scene/objects)
- select the object

- open properties from the taskbar
- change the object name to **"bomb"**

- confirm your changes

4. Gas explosion...

- place the gas explosion object; can be found under scene/objects/misc/GASEXPLOSION
- select the object
- open properties from the taskbar
- change the object name to **"gasexplosion"**
- confirm your changes

5. Contamination...

- place an object/house round which people should be contaminated
- select the objecthouse
- open properties from the taskbar
- change the object name to **"industry_contam1"**
- confirm your changes
- place the contamination particle; can be found under scene/objects/particles
- select the particle
- open properties from the taskbar
- change the particle name to **"industry_contam1"**
- place a trigger round the house or object that "contaminates"; edit/Triggers
- placing the trigger kinda works like placing virtual objects
- rename the trigger to **"industry_contam1"**
- select that it is triggered **"by persons"**

info: you can create several contamination incidents by just changing the name to industry_contam2, 3 and so on. just remember that objects, triggers or particles with the same number belong together!

6. Car Thief...

- place a casual civil car (in a parking lot or near a street for example)
- select the car
- open properties from the taskbar
- change the cars name to **"stolencar"**
- create a path near the car that goes all around the map (where you want the car to drive once it's been stolen)
- change the path name to **"carthief01"**
- reopen "properties" of the car
- select **"edit traits"**
- select the **"escape path"** -> carthief01
- confirm your changes

info: you can create several car theft incidents. every other car gets the name "stolencar" too. the only thing that differs are the path names -> "carthief01" to "carthief99"

Contact information:

If you want to contact me, I can be found on http://forum.emergency-planet.com/ and on http://www.emergency-forum.de/ and will answer private messages.

Or just write an e-mail to: flashtheking@gmx.de

Thanks for reading, greetz
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