



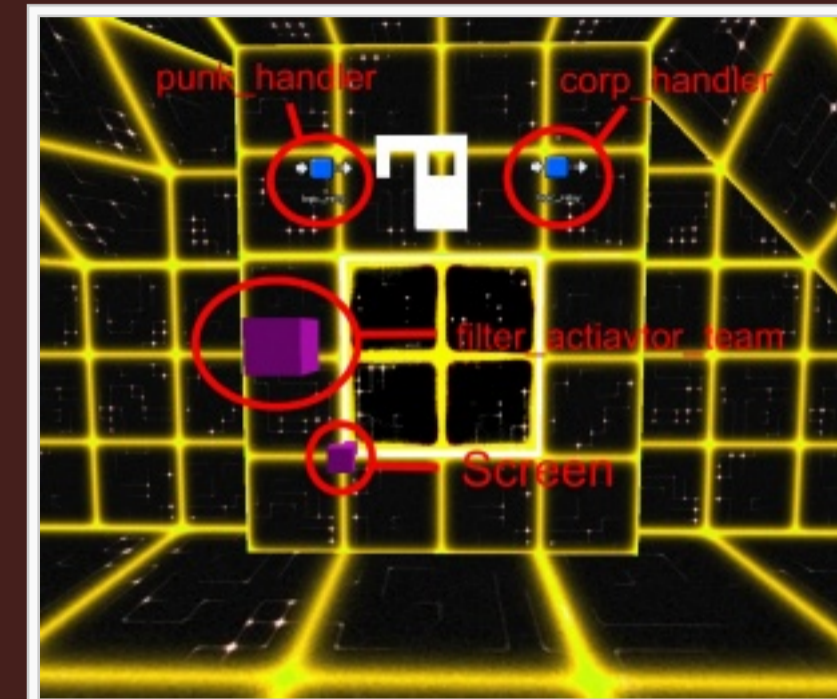
Toggle Screens



This is an article on how to implement "Toggle Screens". These screens are the single button screens that both sides can push; and when that team pushes it, they immediately get its benefit. This makes locating and pushing the button much easier for both teams, preventing the "I was at the screen but pressed the wrong button!", it's the most newb friendly, and it's easy to set up once you know how. So, here are the steps for implementing one:

1. Set up your screen entity (be it a `dys_screen` or `dys_cyberscreen`). Refer to the [Screen Setup](#) article for more information on this.
2. Make a new point-entity called "filter_activator_team" and give it a name. Put this somewhere near the screen so you can find it when you need it; its actual location has no effect in-game.
3. Clear all the outputs from the screen entity and add a single output, on "Button1", to the filter_activator_team you just created, with the result "TestActivator".
4. Go into the key values for the filter_activator_team, and make sure "Allow only passing criteria" is set to "Yes", and "Team" is set to "Punks".
5. Add two logic_relay entities, somewhere near the screen and filter_activator_team. Affix one's name with "corp_handler" and the other with "punk_handler" (so, for instance, if this is toggling a steam pipe, name one of them "obj1_steam_corp_handler").
6. Go to the filter_activator_team, and add two new outputs; one to the corp handler for "OnFail", and one to the punk handler for "OnPass".
7. Go to both logic_relay handlers, and set up their outputs to any external objects accordingly; when corps press the screen, the outputs from the "corp_handler" will be fired, when punks press it, the "punk_handler".
8. Go to the punk_handler, and add a new output "OnTrigger". Have it go to itself ("*_punk_handler"), and the action "Disable" after a delay of .01 seconds (this ensures all the other actions get performed). Then, add another output "OnTrigger" to the corp handler, doing "Enable" after the same .01 seconds.
9. Select the corp_handler and do the same thing, so that "OnTrigger" the corp_handler gets "Disable" after .01 seconds and "OnTrigger" the punk_handler gets "Enable" after .01 seconds.
10. Finally, go to the logic_relay handler whose respective team first controls the node, and set the "Start Disabled" key to "true".

Now, when the offending team hits the screen, it will perform that team's action once and only once; then the defending team can perform their action, and it can be toggled back and forth. You may even wish to add logic_timers and disable the screen for a small amount of time, to prevent one player on each team sitting at the screen and taking turns pressing it. But this is the basic set-up and shouldn't ever fail you.



What your toggle screen should look like once complete.

Retrieved from "http://www.dystopia-game.com/wiki/index.php?title=Toggle_Screens"

Categories: [Support Pages](#) | [Mapping](#)

navigation

- [Main Page](#)
- [Community portal](#)
- [Current events](#)
- [Recent changes](#)
- [Random page](#)
- [Help](#)

search

toolbox

- [What links here](#)
- [Related changes](#)
- [Special pages](#)
- [Printable version](#)
- [Permanent link](#)

