

TRNG: Xmas Flashing Lights

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In this tutorial I'll show how to create a sequence of flashing lights using TRNG scripting, perfect for pretty much any type of level, but this is planned for Christmas levels.

What you need:

- statics objects (your lights) placed in the map, the texture has to be semitransparent
- NG_Center or TombIDE to script your sequence

1. Initializing the colors

The first thing to do is to initialize the colors using ColorRGB= command, in this command you can write a color in RGB code.

Here's an example: ColorRGB= 1, 40,0,0

The **first** parameter is used as an ID for the ColorRGB **triplet**, which is unique for your level, meanwhile the other three parameters are the values of your color in R, G and B format.

To simulate the "off" and "on" intensity, we will use a dark and a bright value, so for example, this is how a yellow effect could be:

ColorRGB= 1, 40,0,0

ColorRGB= 2, 255,0,0

2. Changing light intensity

The next thing to do is setting the lights change through the Parameter= command, here's an example:

Parameters= PARAM_COLOR_ITEM, 1, COLTYPE_SET_COLOR, 1, 1, -1, -1

The parameters you have to change are the second, fourth and fifth for each one of this command.

The **second** parameter is used as an ID and it has the same rules as ColorRGB ID.

The **fourth** parameter is used for the ID of the static object placed in the map, you can see the ID of your object through the editor, in NGLE it's viewed in brackets, example: (180), meanwhile in Tomb Editor it's viewed as this, example: <180>.

The **fifth** and last parameter is use to specify the ID of the ColorRGB.

This command has to be added a second time, as one is used for brighting up the light intensity, whereas the other one is used to lower the intensity.

3. Activating the parameters

The following thing to do is to group all our triggers that activates our Parameter commands inside a TriggerGroup.

To do this go into your editor, open the trigger panel and look at the flieffects list, in this case you need to search for "Statics." flieffects, and you can see there's one trigger to change the static color (F191).

Here's an example of TriggerGroup:

TriggerGroup= 1,\$2000,191,\$1, >;executes the first parameter (turns off the light)

\$2000,191,\$4 ;executes the fourth parameter (turns on the light)

The **first** parameter is used also here as an ID, meanwhile each **triplet** of codes it's a single trigger and each one is separated by commas.

4. Creating the sequence

Last but not least, we have to create our sequence of lights, for this we'll use organizers
Organizers are used to activate triggers using a precise timing, here's an example:

Organizer= **1**, FO_LOOP+FO_TICK_TIME, -1, **15,1**, **15,2**, **5,1**, **5,2**

The **first** paramer is used also here as an ID, meanwhile the couple of numbers you see in the end are a combination of the **timing** (FO_TICK_TIME flag makes the timer work in frames instead of seconds, the formula is **number of seconds*30*) and the **TriggerGroup ID** that you want to activate on that timing.

From my tests 5 is a very fast light intensity change, meanwhile 15 it's a little bit slower, perfect if you want your lights to change differently .

And that's it, you should now have your sequence of festive lights working in your level.

In the "Sample" folder you'll have an example of static object, along with the texture used for it and the script.