

Radio

This basically gives more interaction with environment. You can turn on/off radio or even use it to switch channels. To spawn it, use [physic_destroyable_object](#) section, for instance (important parts are highlighted):

```
[851]

; cse_abstract properties
section_name = physic_destroyable_object
name = barin_radio
position = -137.344650268555,-24.3393001556396,-359.960021972656
direction = 0.00358727108687162,3.10139989852905,0.000144259523949586

; cse_alife_object properties
game_vertex_id = 0
distance = 0
level_vertex_id = 594270
object_flags = 0xffffffff3a
custom_data = <<END
[collide]
ignore_static
[logic]
cfg = scripts\radio.ltx
END

; cse_visual properties
visual_name = physics\decor\priemnik_gorizont

; cse_ph_skeleton properties

; cse_alife_object_physic properties
physic_type = 0x3
mass = 10
fixed_bones = link
```

Radio logic parameters:

- **status** – radio status; can be either **on** (radio turned on) or **off** (default value); another value is **destroyed** but it is handled via script only
- **on_use** – condition list which is utilized when actor *use* radio (to turn it on/off); this can be used to switch channels – see example below
- **theme** – name of the sound theme; you can define sound themes in `gamedata\scripts\sound_theme.script`
- **looped** – whether script should loop sound (**true**) or not (**false**). By default sound will not be looped
- **random** – if set to **true** then script will randomly pick sounds from **theme**. This is default value, useful only if **theme** has more than one sound
- **pause_min** – minimum idle time (in milliseconds) after which next sound from **theme** will be played; **pause_min** cannot be greater than **pause_max**; By default **pause_min** is 0
- **pause_max** – maximum idle time, same as **pause_min** – idle time to play next sound from **theme** is counted as value between **pause_min** and **pause_max**; By default **pause_max** is 0; zero value for both **pause_min** and **pause_max** means that script won't make any pause between picking sounds from **theme**
- **no_hit** – if set to **false** (default value) radio can be destroyed by shooting at it – sound will stop and radio won't be usable anymore

Here's an example of radio logic: first radio is disabled (turned off) so if actor *use* it then radio will be turned on and music will start playing. This happens automatically, that is – script detects that actor *used* radio and then switch states based on previous state value – so using **on_use** here is not needed at all. Then if actor *use* the radio again – script will turn it off.

```
[logic]
```

```
active = ph_radio@dj_barin
```

```
[ph_radio@dj_barin]
snd = dj_barin_station
status = off
```

To switch between different sound themes (channels) you can use `on_use` condition. This however requires intermediate states because each time actor *use* radio – it is either turned on or off via script. To counteract this, we can use timer to immediately switch to another channel.

First we start with `ph_radio@start` section which is an idle section – radio state is off. If actor *use* radio now it will be turned on via script but since we are using `on_use` condition - section will be switched immediately to intermediate (timer) section, that is `ph_radio@switch_channel_1`. This section will switch to `ph_radio@channel_1` section after 100 milliseconds and that is our first channel. In the same manner, we can switch to next channel and so on. The drawback is that to turn the radio off, you actually need to switch through all available channels.

```
[logic]
active = ph_radio@start
```

```
[ph_radio@start]
snd = whatever_snd_theme
on_use = ph_radio@switch_channel_1
```

```
[ph_radio@switch_channel_1]
snd = whatever_snd_theme
state = off
on_timer = 100 | ph_radio@channel_1
```

```
[ph_radio@channel_1]
snd = channel_1_snd_theme
status = on
random = true
on_use = ph_radio@switch_channel_2
```

```
[ph_radio@switch_channel_2]
snd = whatever_snd_theme
state = off
on_timer = 100 | ph_radio@channel_2
```

```
[ph_radio@channel_2]  
snd = channel_2_snd_theme  
status = on  
random = true  
on_use = ph_radio@start
```

barin, 2010-06-26