

Safe

Just an ordinary safe protected with code and containing some items. To spawn it, select menu [spawns\lost alpha\safe_object](#) and set some nice safe object as visual mesh. Then add logic with parameters. Here's an example of spawned safe – just remember to change visual object and maybe add [fixed_bones](#) (after all, safe should be rather heavy 😊)

```
[852]

; cse_abstract properties
section_name = safe_object

name = box_safes
position = -155.401016235352,-29.1165771484375,-358.429992675781
direction = 0,0,0


; cse_alife_object properties
game_vertex_id = 33
distance = 0
level_vertex_id = 94107
object_flags = 0xffffffffa
custom_data = <<END
[collide]
ignore_static


[logic]
cfg = scripts\esc_safe.ltx
END


; cse_visual properties
visual_name = physics\box\expl_dinamit


; cse_ph_skeleton properties
skeleton_name = idle


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

Logic parameters:

- **code** – comma separated digit values, that's the code to unlock safe
- **items** – comma separated list of pairs: item section name, quantity; those are items which will be placed initially in safe; if you omit quantity value for some item – value 1 will be assumed, but better define all values

Here's an example of safe logic:

```
[logic]
active = ph_safe

[ph_safe]
code = 1, 2, 3
items = medkit, 3, bread, 1
```

barin, 2010-06-26