

## Castle Couch Dromed setup guide

The couch has two moving parts:

Joint 1: Left rotating door. (recommended open angle: 140)

Joint 2: Right rotating door. (recommended open angle: 140)

If you know what you're doing, feel free to set it up as you need. Otherwise, you can follow the instructions below:

### Full Setup:

This setup requires NVScript.

1) Place the couch in your scene, it can inherit from the Table or anything that doesn't have specific gameplay function. .

2) Create a marker (let's name it MarkerA) and give it the NVRelayTrap script.

3) Add Editor → Design Note to MarkerA and copy-paste this:

```
NVRelayTrapTON="DoorAOn";NVRelayTrapTOFF="DoorAOff";
```

4) Create another marker (let's name it MarkerB) and give it the NVRelayTrap script.

5) Add Editor → Design Note to MarkerB and copy-paste this:

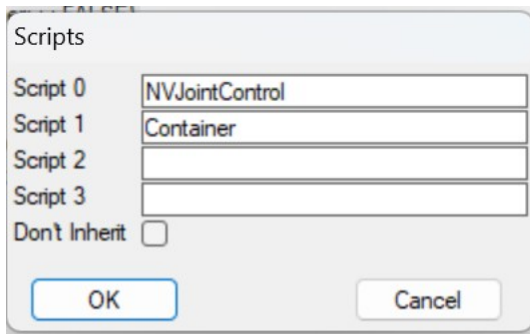
```
NVRelayTrapTON="DoorBOn";NVRelayTrapTOFF="DoorBOff";
```

6) Create a Up/Down switch and link it to both MarkerA and MarkerB via ControlDevice. This switch is just for testing the doors, the signal to these markers can come from anything.

7) On the Couch, add Tweq → Joints and set it up like so:

| Joints         |                |
|----------------|----------------|
| Halt           | Stop Tweq      |
| AnimC          | Sim            |
| MiscC          | [None]         |
| CurveC         | [None]         |
| Primary Joint  | 1              |
| Joint1AnimC    | Sim            |
| Joint1CurveC   | [None]         |
| rate-low-high  | X 25 Y 0 Z 140 |
| Joint2AnimC    | Sim            |
| Joint2CurveC   | [None]         |
| rate-low-high2 | X 25 Y 0 Z 140 |
| Joint3AnimC    | [None]         |

8) On the Couch, add S → Scripts and set them up like this (the order is important):



9) On the Couch, add Editor → Design Note and copy-paste the following:

```
NVJointControlOn1="DoorAOn"; NVJointControlOn1Joint1=140;  
NVJointControlOn1Joint1Speed=25; NVJointControlOn2="DoorBOn";  
NVJointControlOn2Joint2=140; NVJointControlOn2Joint2Speed=25;  
NVJointControlOn3="DoorAOff"; NVJointControlOn3Joint1=0;  
NVJointControlOn3Joint1Speed=20; NVJointControlOn4="DoorBOff";  
NVJointControlOn4Joint2=0; NVJointControlOn4Joint2Speed=20;
```

10) Finally, on the Couch, add Schema → Class Tags and set it to:

BoxType BoxChest

... and done! At this point, the Up/Down switch or whatever you set up opens the secret doors. This setup assumes that any valuebles are actually placed inside the compartment and player can pick them up manually after opening it. Extra steps might need to be taken so those objects can't be frobbed through the closed doors, either by teleporting them in on opening, or blocking frob/frob-inert.