

Rolltop Desk Dromed setup guide (thanks to marsupial for helping to put this together)

The package contains two objects:

The main desk (DRolTop1.bin) and the lockbox that goes to the front of it (DRolTopL.bin).

For easy setup, the DRolTop1.bin has a vhot (3) for attaching the lockbox in place via DetailAttachment.

The desk has two moving parts:

Joint 1: The round top, which rotates back to open. (recommended open angle: 72)

Joint 2: A secret door on the right side. (recommended open angle: 89)

The lockbox has a moving piece that responds to unlocking/picking. It functions exactly the same as a standard lockbox.

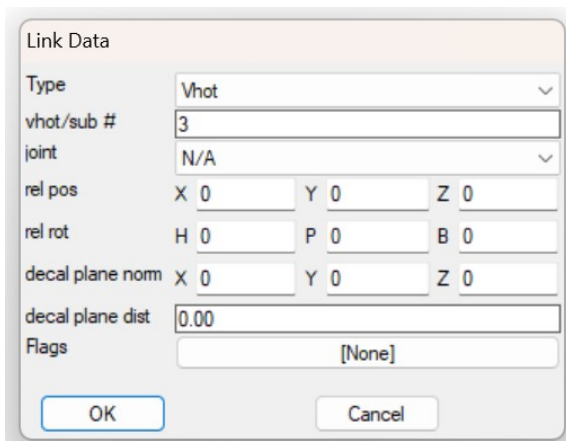
If you know what you're doing, feel free to set it up as you need. Otherwise, you can follow the instructions below for the full setup:

Full Setup:

The idea behind this setup is to have the main compartment of the desk be controlled by the lockbox, while the secret side door is triggered by something else (eg. a secret button in the room). The goal is for both compartments to behave independently from each other.

This full setup requires NVScript.

- 1) Place both objects in your scene, make sure that lockbox inherits from the Lockbox archetype. The desk can inherit from the Table or anything that doesn't have specific gameplay function. Let's name the objects RollTopDesk and DeskLockbox.
- 2) Set up the DeskLockBox so it's locked and either have a key to open it with or lockpick it. This should be exactly the same setup as with a standard Lockbox.
- 3) Link the DeskLockbox to the RollTopDesk using DetailAttachment and specify in Link Data to use vhot 3:



Link Data			
Type	Vhot		
vhot/sub #	3		
joint	N/A		
rel pos	X 0	Y 0	Z 0
rel rot	H 0	P 0	B 0
decal plane norm	X 0	Y 0	Z 0
decal plane dist	0.00		
Flags	[None]		
OK Cancel			

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

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

```
NVRelayTrapTOOn="MainOn"; NVRelayTrapTOOff="MainOff";
```

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

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

```
NVRelayTrapTOOn="SecretOn";NVRelayTrapTOOff="SecretOff";
```

8) Create a Up/Down switch and link it to MarkerB via ControlDevice. This switch is just for testing the secret side door, the signal to MarkerB can come from anything.

9) On the RollTopDesk, 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: 9 Y: 0 Z: 72

Joint2AnimC: Sim

Joint2CurveC: [None]

rate-low-high2 X: 9 Y: 0 Z: 89

Joint3AnimC: [None]

Joint3CurveC: [None]

rate-low-high3 X: 0 Y: 0 Z: 0

Joint4AnimC: [None]

Joint4CurveC: [None]

rate-low-high4 X: 0 Y: 0 Z: 0

Joint5AnimC: [None]

Joint5CurveC: [None]

rate-low-high5 X: 0 Y: 0 Z: 0

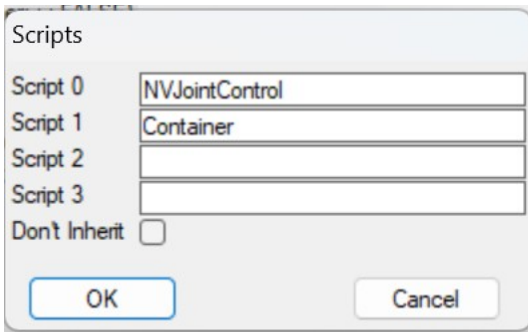
Joint6AnimC: [None]

Joint6CurveC: [None]

rate-low-high6 X: 0 Y: 0 Z: 0

OK Cancel

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



11) On the RollTopDesk, add Editor → Design Note and copy-paste the following:

```
NVJointControlOn1="SecretOn"; NVJointControlOn1Joint2=89;  
NVJointControlOn1Joint2Speed=9; NVJointControlOn2="MainOn";  
NVJointControlOn2Joint1=72; NVJointControlOn2Joint1Speed=9;  
NVJointControlOn3="MainOff"; NVJointControlOn3Joint1=0; NVJointControlOn3Joint1Speed=9;  
NVJointControlOn4="SecretOff"; NVJointControlOn4Joint2=0;  
NVJointControlOn4Joint2Speed=9;
```

12) Finally, on the RollTopDesk, add Schema → Class Tags and set it to:

BoxType BoxChest

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