

2023

# Fire Alarm System



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25.11.2023



# Hello!

Thank you for downloading my Fire Alarm System. In this document I will explain you how to use my System and implement it in your Own Map.

## IMPORTANT!

Please remember to mention me at least in your Steam Workshop page!

The modification from the Code is allowed but you are not allowed to upload a single Version from the system without the Map!

You are not allowed to pass off the system as your own work!

## About the Fire Alarm System

The Scripts are written in Lua

The System supports German and English with audio and text

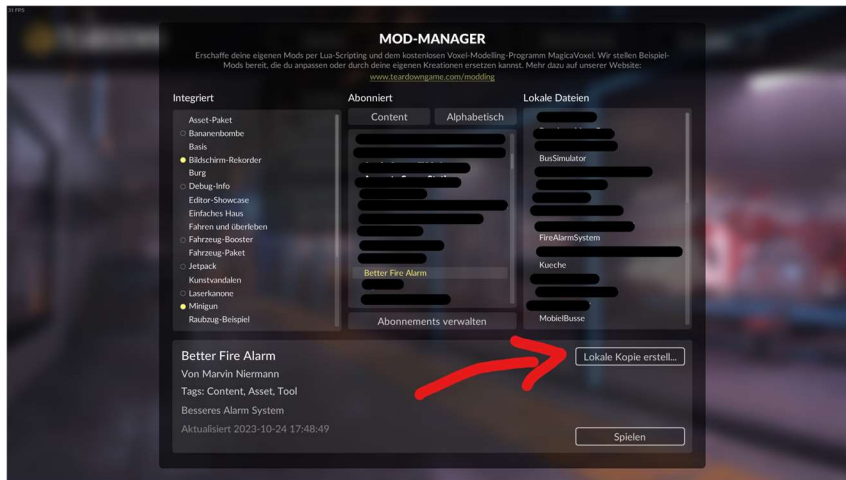
You can easily implement this in your own Map

The Api is also really easy to use

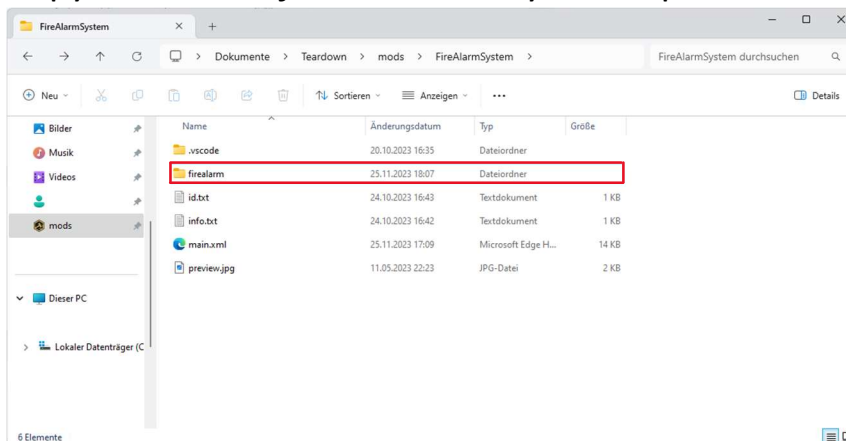


# Implementation of the System in your Map I Project Setup

- Subscribe to my [Fire Alarm System](#) on Steam
- Make a local Copy of my Fire Alarm System in Teardown



- After that to your Explorer and open the Teardown Mods folder  
Usually:  
C:\Users\\Documents\Teardown\mods\FireAlarmSystem\  
• Copy the Folder 'firealarm' into your Map Folder





## Implementation of the System in your Map II

### Setup in your Map

- Create a group
  - Create a script The file Parameter is 'MOD/firealarm/main.lua'
    - Create a polygon trigger with the tag Area (required)
    - Add somewhere **one** instance with the file: 'MOD/firealarm/objects/tablet.xml' (required)
    - Add somewhere **one** instance with the file: 'MOD/firealarm/objects/miniTablet.xml' (required)
    - Add Smoke detectors -> Create instances with the file: 'MOD/firealarm/objects/smokedetector.xml'
    - Add Alarm Buttons -> Create instances with the file: 'MOD/firealarm/objects/alarmButton.xml'
    - Add Sirens -> Create instances with the file: 'MOD/firealarm/objects/sirene.xml'
    - Add Fire doors -> Create instances with the file: 'MOD/firealarm/objects/exampleFireSlidingDoor.xml' or 'MOD/firealarm/objects/exampleFireDoor.xml'
    - Add Alarm doors -> Create instances with the file: 'MOD/firealarm/objects/exampleAlarmDoor.xml'

That's it :)



## Using own Models

### Smoke detector

- Create a script element with the file: `'MOD/firealarm/smokedetector.lua'`
- Add your Vox model
- Add a light with the tag 'press'

```
▼ smokedetector [script]
  ▼ assets:rauchmelder [vox]
    unnamed [light]
```

### Serene

- Create a script element with the file: `'MOD/firealarm/sirene.lua'`
- Add your first Vox model e.g. for the Serene Case
- Add a joint for spinning with the tag 'joint'
- Add your second Vox model
- Add two lights with the tag 'light' for the first and 'light2' for the second

```
▼ sirene [script]
  ▼ assets:sirene [vox]
    ▼ joint [joint]
      ▼ unnamed [voxbox]
        light [light]
        light2 [light]
```

### Alarm button

- Create a script element with the file: `'MOD/firealarm/alarmButton.lua'`
- Add your Vox model for the button with the tag `'interact=<e.g.Alarm>'`
- Add a light with the tag 'press'

```
▼ alarmbutton [script]
  ▼ assets:alarmButton [vox]
    press [light]
```

### Fire door

- Create a script element with the file: `'MOD/firealarm/firedoor.lua'`
- Add your door Vox
- Add joints with the tag 'firedoor' and the type 'hinge' and set the Limits

```
▼ firedoor [script]
  ▼ Door [voxbox]
    firedoor [joint]
    firedoor [joint]
```



## Fire door sliding

- Create a script element with the file:  
'MOD/firealarm/firedoor.lua'
- Add your door Vox
- Add joints with the tag 'firedoor' and the type 'prismatic' and set the Limits

```
▼ firedoor [script]
  Door [voxbox]
  firedoor [joint]
```

## Alarmdoor

- Create a script element with the file:  
'MOD/firealarm/firedoor.lua'
- Add your door Vox
- Add joints with the tag 'firedoor' and the type 'hinge' or 'prismatic' and set the Limits

```
▼ fireexitdoor [script]
  ▼ Door [voxbox]
    firedoor [joint]
    firedoor [joint]
```

**There are also example objects which you can copy and modify :)**



## API

If you want to control the fire system with another script you can use the following methods:

```
SetBool("firesystem.alarm", <true|false>)
```

Enable or Disable the Fire Alarm

```
SetBool("firesystem.alarmButton", <true|false>)
```

Enable or disable the Alarm Button Alarm

```
SetBool("firesystem.alarmDoor", <true|false>)
```

Enable or disable an Door Alarm

```
SetBool("firesystem.test.door", <true|false>)
```

Enable or disable the door test Alarm

```
SetBool("firesystem.test.alarm", <true|false>)
```

Enable or disable the test Alarm

```
SetBool("firesystem.terminal.broken", true)
```

Trigger a loud error Alarm

```
SetBool("firesystem.reset", <true|false>)
```

Force a system reset

```
SetBool("firesystem.firedoor", <true|false>)
```

Open or Close the fire doors

```
SetBool("firesystem.mute", <true|false>)
```

Mute the Alarm

```
SetBool("firesystem.alarmButton.light", <true|false>)
```

```
SetBool("firesystem.smokedetector.light", <true|false>)
```

```
SetBool("firesystem.test.smokedetector.light", <true|false>)
```

```
SetBool("firesystem.test.button.light", <true|false>)
```

```
SetBool("firesystem.test.sirene.light", <true|false>)
```

Enable or disable lights from alarm system objects

Of course, you can get the state of these methods with

```
GetBool("firesystem.<name>")
```



## That's it:)

If you still have questions or I had forgot something, write me on Discord (**themarcraft**) or write an email to me ([kontakt@themarcraft.de](mailto:kontakt@themarcraft.de))

I hope you enjoy my script and have fun with it ;-)