

## **How to setup the keylock computer**

The first time it could be a little tricky to setting up a new code to the keylock computer. I tried to make it as easy as possible, but sadly we are restricted to technical limitations.

The 4 counters in the front of the computer are the counters that are seen by the players. These counters count from 0 to 9. Each button press the corresponding counters counts +1.

The first time the keylock computer is used, all counters are off. That's one of these technical limitations. But that's not bad.

If you want to build a custom case for the keylock circuit, make sure the front counters are covered and/or out of reach for the players, so they can't manipulate them ingame.

The 4 counters on the back of the computer are needed to block the outgoing signal, if one of the front panels reach its target number but the player press further.

**Example:**

The code is set to: 1984

First digit is 1.

The player press the button once from 0 to 1. Signal it outgoing.

The player press the button a second time from 1 to 2. Signal is outgoing farther.

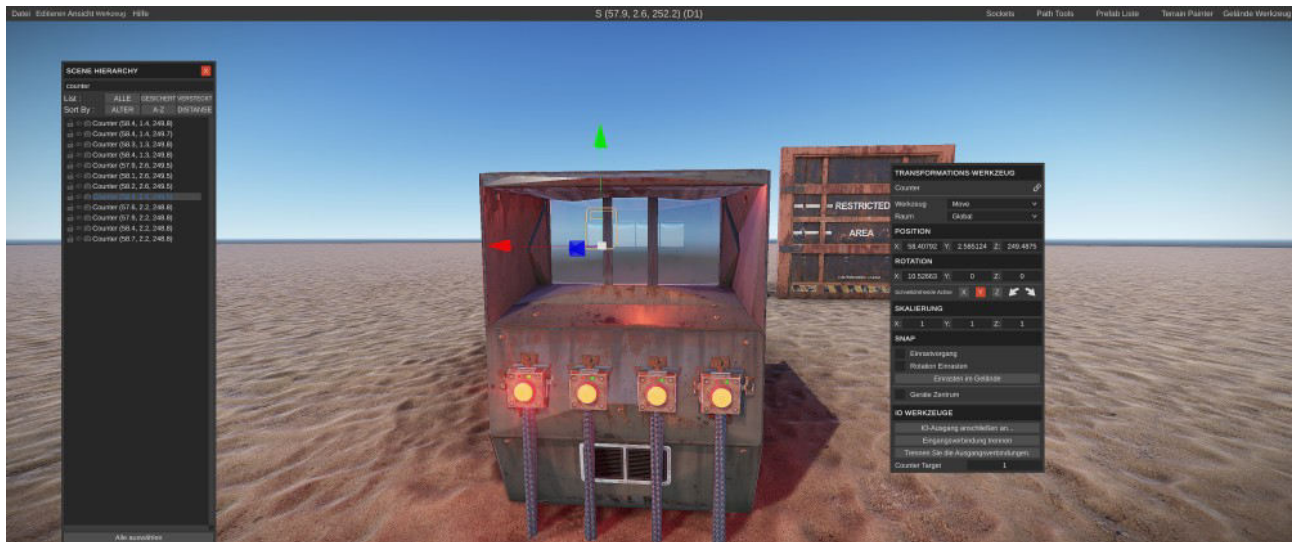
To prevent this, the backcounter that belongs to the first frontcounter is set to 2.

The backcounter always have to be one digit higher as the frontcounter and ensures that the following blocker blocks the signal. Otherwise every digit higher as one would give output.

As an illustration:	Maincode Frontpanel (the code, the player has to enter)
	5      0      8      3
	Blockercode Backpanel
	6      1      9      4

If one digit of your code is a 9, the digit at the backpanel has to be 10.

There is a third set of 4 counters inside the computer. They are all set to 10 and ensures that each counter will reset to 0, if the 9 is exceeded. Just leave them as they are.



For setting up the counters to a new lock code, first brake the prefab. Try not to move it in the time it's broken too much. Sometimes the IO elements fucking around a little.

Open the scene hierarchy option in RustEdit and enter „Counter“ in the search bar. The computer has 12 counters in number. Click them one after another until your gizmo edged the first counter (the one at the left) at the front panel.

Set the counter target to a number between 0 and 9.

Do the same with the other 3 counters in the front.

After this, switch to the back of the computer.



There are 4 counters, too which are numerated.

The first counter on the back belongs to the first counter on the front.

Click the counters one after another and set the counter target. Remember the illustration on the first page of this tutorial. Each number has to be +1 as the number on the front.

That's it for setting up the code.

If the computer is already placed right where you want it to be, you don't have to make a new custom prefab out of it. Otherwise use the custom prefab option and save the computer as new custom prefab.

If it's placed right and you want to connect something to it, it has to be broken so you can use the output of the AND-Switch at the back of the machine.

You can connect every IO element you want. Lights, door manipulator, turrets, switches, combine it with another circuit. Do whatever you want.

I thought it would be a good idea to have something like this, because the ingame keylocks doesn't work with RustEdit.

Have fun! :)

