**SETTING UP ROOMS WITH GATES INSIDE THEM** **AND WITH AN/SOME OTHER ALTERNATIVE STATE-S/EVENT-S**

If you are needing to put an event ($E612) or item state inside room and you are also wanting a gate in your current room, then this is the tutorial you need to follow. Without doing this procedure, the game will not know if it needs to load an opened gate or a closed gate when the item in question is collected or the event is set/activated.

**STEP1.** Please follow tutorial called ‘Setting up gate rooms with no other states.docx’ first and then go to STEP2A.

**STEP2.**

2A: Open the ‘Hex edit chart with an other state.docx’ file.

2B: Put 2 additional states/events instead of 1 for every new state/event you place in a room that has a gate in it. You need your regular item state/event state($E612) and you need the matching Event check, for example…’Speed booster state AND speed booster event check’. With this tutorial, I am going to go with this speed booster example just given as it is the example given in the ‘Hex edit chart with an other state.docx’ file also.

2C: On the chart, look at the word colored in the ‘cream’ color. This is the speed booster state, inside this speed booster state, create the room just however you want to make it look different as opposed to the standard state but put a ‘CLOSED’ gate inside it.

2D: On the chart, now look at the word colored in the ‘light purple’ color. This is the speed booster event check, using the same scenario as the ‘NOTE!!!!’ inside the other tutorial ‘Setting up gate rooms with no other states.docx’ file (under Step 2C), use an opened door here inside this room.

2E: On the chart, now look at the 2 bytes colored in the ‘light grey’ color. This is the gate event and notice they are the same event, they are meant to ALWAYS be the same, no matter how many additional regular states you place in the room.

2F: If you are wanting another additional state in your room, then follow steps ‘2B’ to ‘2F’ again, if you are not wanting another additional state, then this is all you have to do.