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standard variables:
    grenadeB
saved variables:
    /* saved variables go here (separated by commas) */
usage:
    /* script code goes here */

set grenadeB to 0

while not grenadeB do
    is ObjectInsideVolume ( in_ventB, PlayerCharacter )?
        yes:
            is /* success */ DisplayPlaceExplosiveAction() and /*
            success */ ActionButtonPressed()?
                yes:
                    set grenadeB to 1
                end
            end
        no:

    end

    pause (0)

end

// This is where we will need to play the throw grenade animation.

// We also need to knock out the two guards below.

// And record the time.

SendTriggerMessage( in_ventB, mission_speech, 8, 0 )
SendTriggerMessage( in_ventB, mission_speech, 8, 3000 )

// Speech after grenade dropped.

SendDeactivateMessage( mission_start, in_ventB, 1, 0 )

// Shut down prox.

SendDamageMessage( mission_start, SecurityC, 10000, 1000 )
SendDamageMessage( mission_start, SecurityD, 10000, 1300 )

// Kill the guards inside.

```