Section Two - Cameras

Input
CMS2T01 (starts the whole sequence) - Shares with "Steel"
VentilationKey3 (reports Dante has picked up the key)
AboveCameraRoom (reports Dante is above the Camera Room)
DanteFinishedLast (reports that Steel has finished) - From "Steel", Shares with "Elevator Finale"
VOTS3T06 (Dante failed, this stops him from reporting success) - From "Section Three", Shares with "Elevator Finale"

Output
SwitchOffCameras (Causes the cameras to shut down perminantly)
RemoveAllCameraMetaprops (stops everhting , freezes the whole camera system, it'll never work again)
ClaimCameraResponsibility (reports that Dante chose the camera task)
DustBombTriggerTMP (lets Dante use the dustbomb) - Shares with "Steel"
VOTS2T19 (Reports success) - Shares with "Elevator Finale"
NoMoreNag (Stops section 3 from working) - Shares with "Elevator Finale"
PreventNagStarting (Stops Section 3 from starting) - Shares with "Elevator Finale"

Goal2Complete

Goal3Visible

TeleportVine1

Goal7Visible

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ClaimCameraResponsibility
LinkTrap

Goal10Visible

Goal2Visible

CamComment4RAllTrap
TrapRequireAll

DanteChoseCameraTask
TrapRelay

CMS2T01
ConvMask2 (01)
(A) - Dante: I'll shut off the cameras in the vault.
(B) - Sheam : Good. There should be several entrances to the ventilation system. You'll have to find one yourself, I'm afraid. The entrances to the shafts tend to be locked, but Rubber has left you a key in the second floor utility room. Once you're above the security room, ask for further instructions.

CorrectCodeEntered
QVarTrigger

Applies FrobInert to all the buttons

DisablePushbuttons
TrapFrobInert

TeleportVKey
TrapTeleporter

CamComment1RAllTrap
TrapRequireAll

CC1Relay2
TrapRelay

SwitchOffCameras
Inverter

RACMRelay
TrapRelay (NoOff)

AboveCameraRoom
Room Brush

VentilationKey3
Key

CC1Relay1
TrapRelay
Starts On

PreventNagStarting

NoMoreNag
Inverter

CMS2T09
(00)
(A) - Dante: That did it! The cameras are off.
(B) - Sheam : Good work, Dante!

AboveCameraRoomRAllTrap
TrapRequireAll (NoOff)

VOTS3T06
Sheam : Steel, you can take over Dante's task. Dante, you head back outside. I'm really disappointed in you...

RemoveAllCameraMetaprops
TrapMetaProp

CC3Inverter
Inverter

AboveCameraRoomRelay
TrapRelay (Once)

CC2Inverter
Inverter

CamComment2RAllTrap
TrapRequireAll

CC1Inverter
Inverter

Removes the first mask after Dante gets the Veintilation Key

VOTS2T15
Steel: You got the easy part of the mission, Dante. I'll be done in a moment.

DanteFinishedLast
RelayTrap

SteelFinishedElevator
TrapLinks

DustBombTriggerTMP
TrapMetaProp
Allows dustbomb to affect the keypad

VOTS2T17S
Stee: A bit slow, but you did well.

CMS2T03
(00)
(A) - Dante: How am I supposed to get into the ventilation system, again?
(B) - Sheam : You have to get the key first. It's in the second floor utility room, which should be marked on your map.

When steel finishes, changes what is said for Dante's Camera Task

CMS2T05
(00)
Dante: Where's the entrance to the ventilation system?

VOTS2T19
(A) - Sheam : Good job, Dante. You'll need to remain in the casino until the bonds have been switched, but you're free to explore. I suggest you look into your secondary objectives.
(B) - Dante: I'll be sure to.

CMS2T07
(00)
(A) - Dante: Alright, I'm above the control room. What's next?
(B) - Sheam : Hear that camera? It's old Hammerite stuff and doesn't distinguish between friend or foe, so it's designed to shut off in intervals of fifteen seconds to allow access. You'll have to be very quick. Once you're in the room, hit the control pad with a dust bomb; that'll reveal which keys you have to press. Don't worry, the dust bomb trick has never failed us.

C05toV09
TrapLinks, adds CD link
TurnOn on All Hints

C05toV11
TrapLinks, adds CD link
TurnOn on Some Hints

C05toV09
TrapLinks, adds CD link
TurnOn on No Hints

VOTS2T09
Rubber: Rubber here. I scouted it out beforehand. There's an entrance in the private bath on the second floor.

VOTS2T11
Rubber: Rubber here. I'm not sure, but from what I've heard, the entrances are almost exactly above the camera room, so check the northwest area of each floor.

VOTS2T13
Rubber: Rubber here. I don't know where they are myself, but I hear the technicians mention them every now and then. Check in out of the way areas.

Happens when Dante is above the security room but before the cameras are disabled

This comment can occur after Dante has the ventilation key but before he has reached the camera room

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CD

1 TurnOn

2:TurnOn

0:TurnOn

0:TurnOn

1:Slay

=:*@SD

2:TurnOn

Teleports

Causes