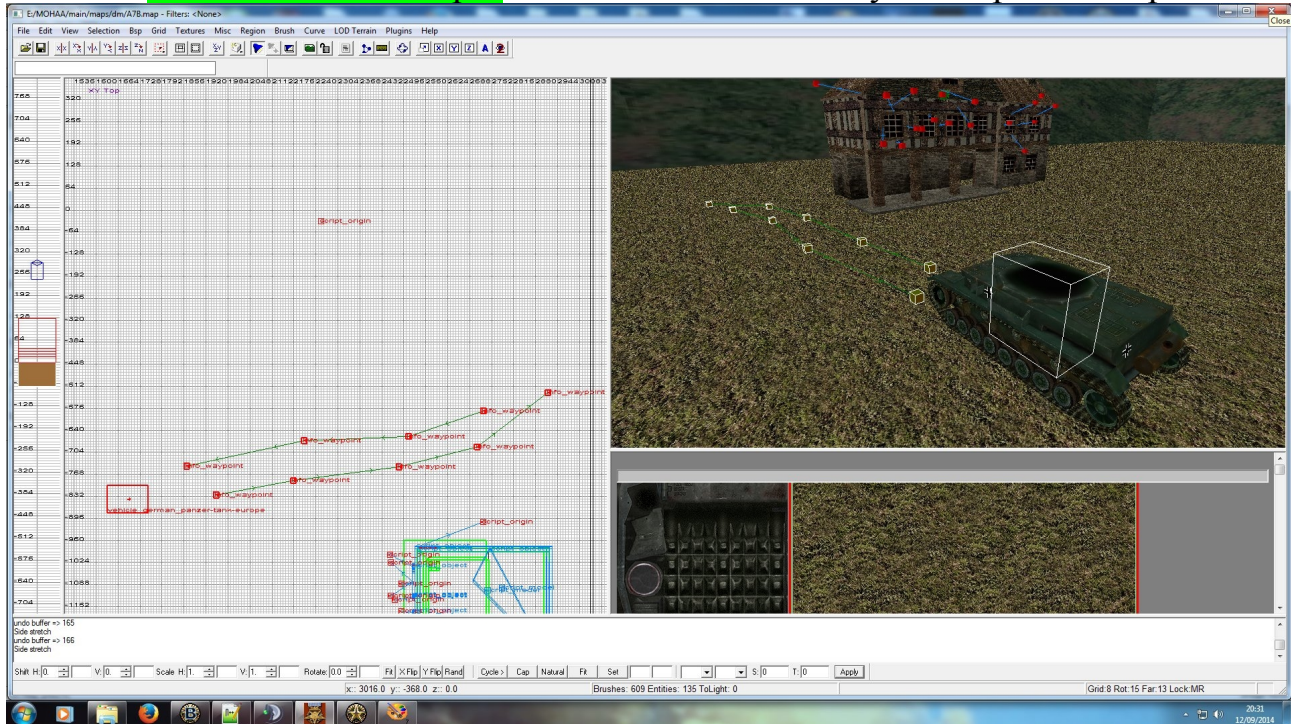


# Moving Destroyable Tank

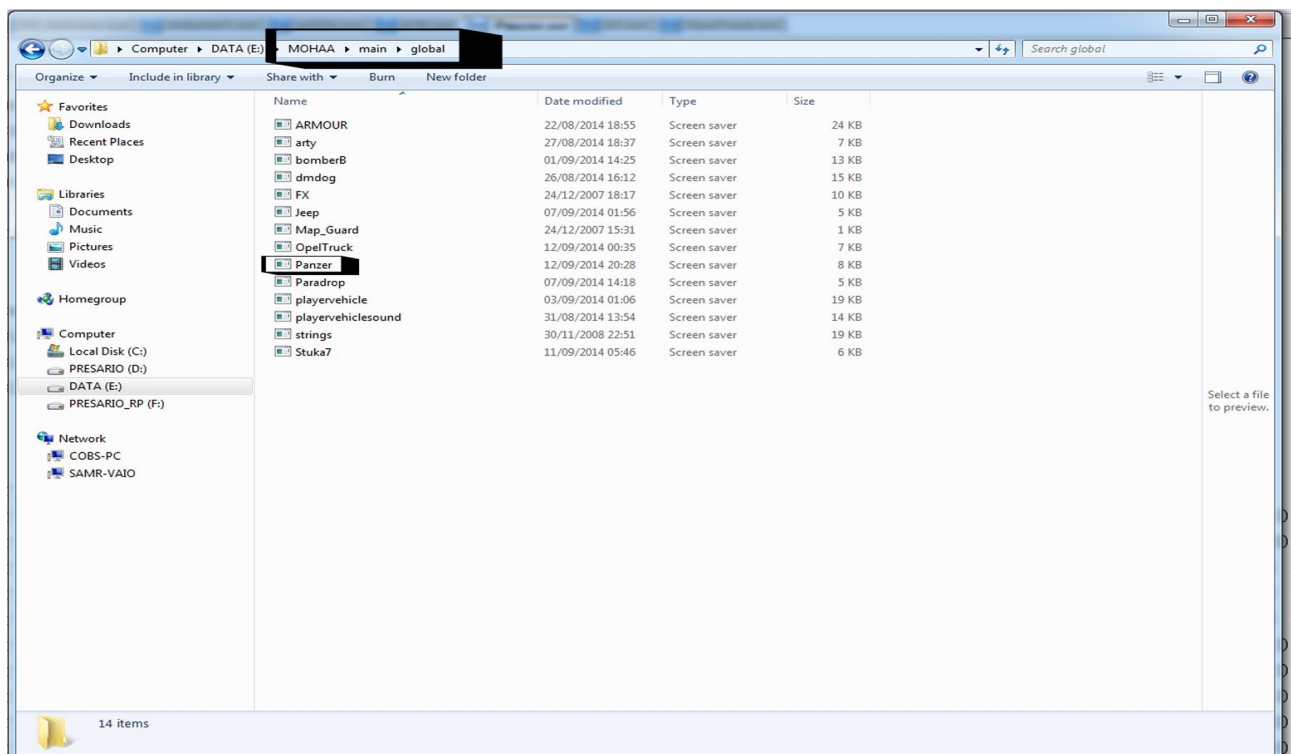
## Prefab

by  
Cobra {sfx}

Load the **PanzerTankandPath.pfb** into Radiant and add to your map and compile it ...



Copy the **Panzer.scr** to your global folder...

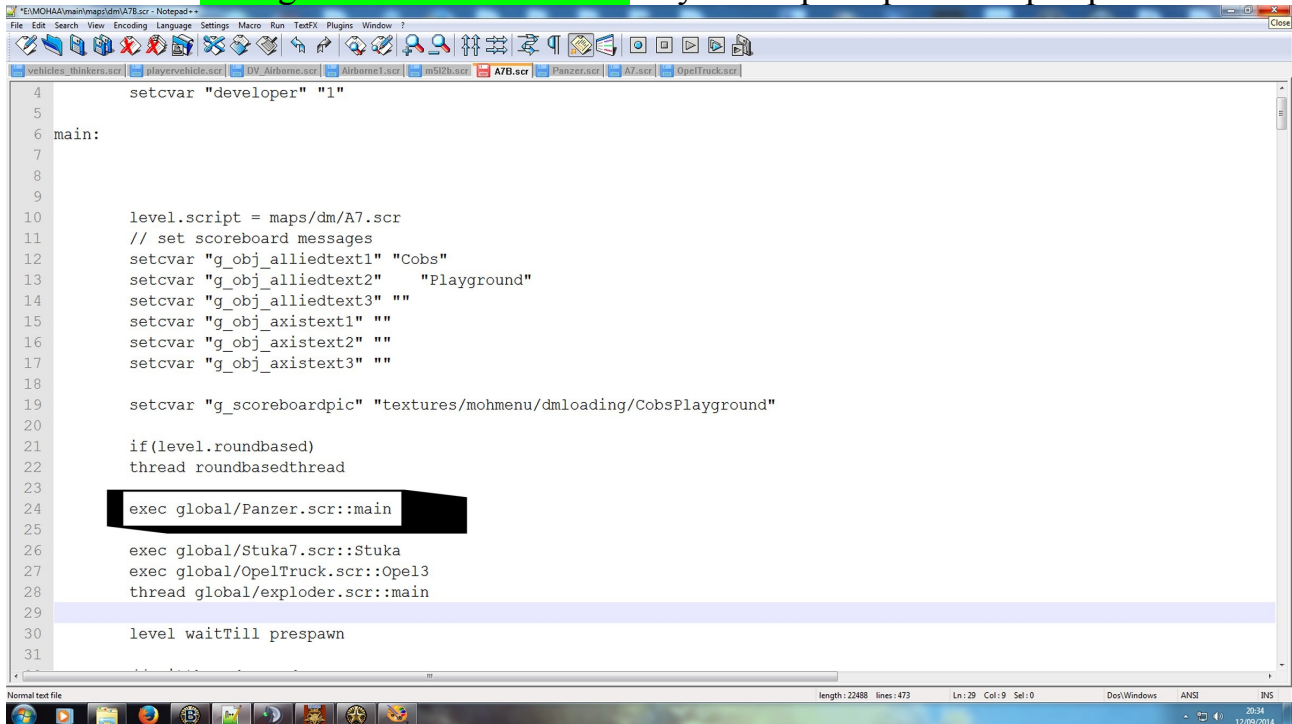


# Moving Destroyable Tank

## Prefab

by  
Cobra {sfx}

Add the line `exec global/Panzer.scr::main` to your map script before prespawn...



```
4 setcvar "developer" "1"
5
6 main:
7
8
9
10 level.script = maps/dm/A7.scr
11 // set scoreboard messages
12 setcvar "g_obj_alliedtext1" "Cobs"
13 setcvar "g_obj_alliedtext2" "Playground"
14 setcvar "g_obj_alliedtext3" ""
15 setcvar "g_obj_axistext1" ""
16 setcvar "g_obj_axistext2" ""
17 setcvar "g_obj_axistext3" ""
18
19 setcvar "g_scoreboardpic" "textures/mohmenu/dmloading/CobsPlayground"
20
21 if(level.roundbased)
22 thread roundbasedthread
23
24 exec global/Panzer.scr::main
25
26 exec global/Stuka7.scr::Stuka
27 exec global/OpelTruck.scr::Opel13
28 thread global/exploder.scr::main
29
30 level waitTill prespawn
31
```

Go ingame and test it ...



# Moving Destroyable Tank

## Prefab

by  
Cobra {sfx}

### Info:

This Tank drives aggressively forwards and backwards and targets \$player, I havent added any firing anims to it. It will take damage and smoke when shot it will not target \$player until it recovers from being stunned.

Its speed will decrease as its health goes down ... until death!

I just made this to help you get a Tank that moves and takes damage in your map, the drive paths can be added to or modified for your own uses.

This Tank was chosen from one of the M5 maps as it has a reverse drive which ive noticed some people didnt know how to use, look in the Panzer.scr script if you wish to make any adjustments/changes.

I havent added any vehicle collision as ive no idea where you would be putting this in your map so I didnt add one.

The Tank sounds have been cached with JV's scriptmaster so if you already run a scriptmaster I suggest you copy the sounds you need from this and add to yours.

Happy Modding,  
Cobra {sfx]  
[www.Mods-R-us.net](http://www.Mods-R-us.net)