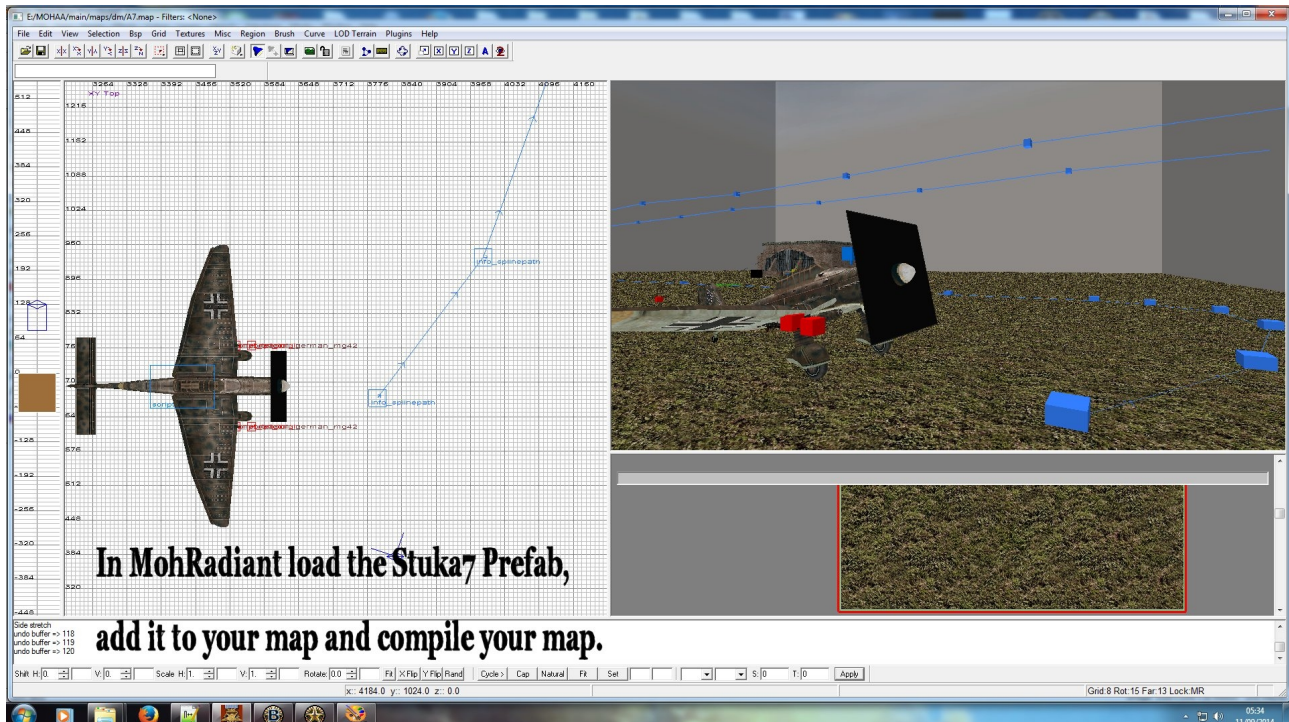
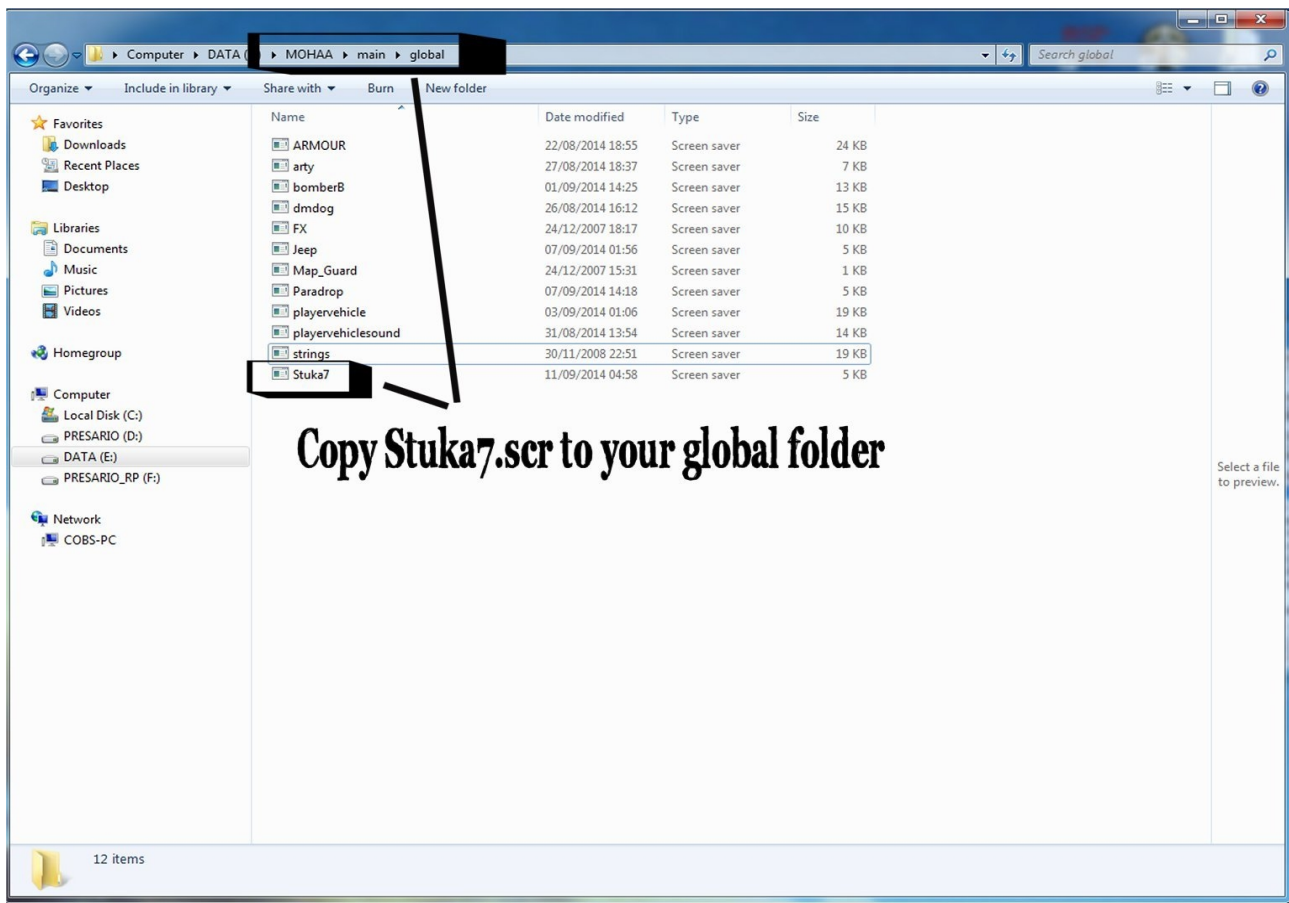


# Strafing Stuka Prefab

by Cobra {sfx}



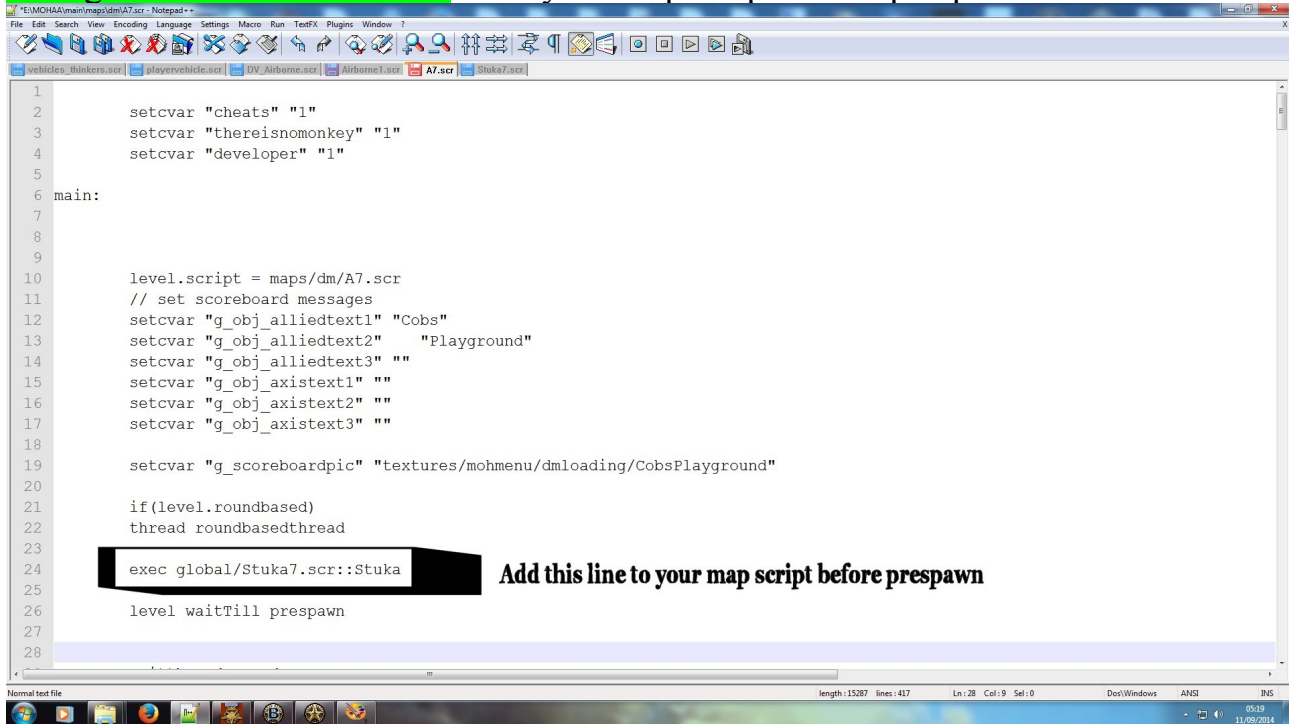
**Tip:** Place the Prefab so the wheels of the Stuka are touching the ground.



# Strafing Stuka Prefab

## by Cobra {sfx}

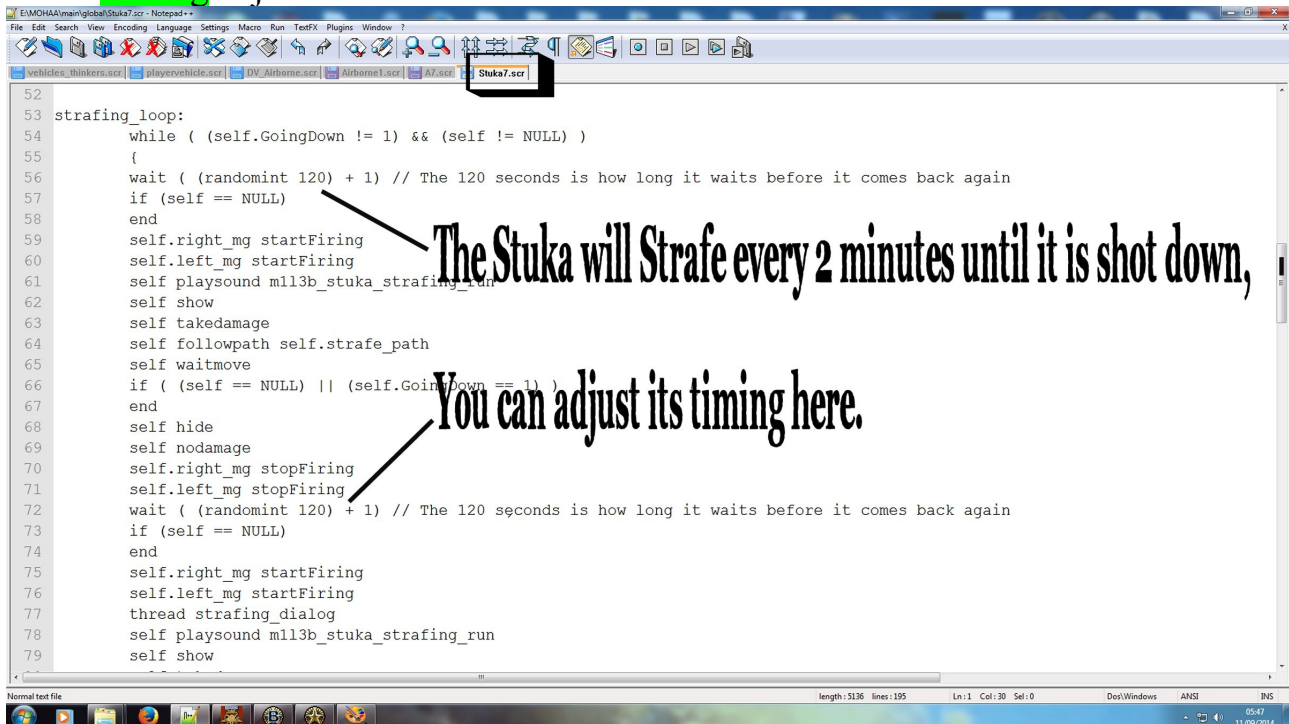
**exec global/Stuka7.scr::Stuka** from your map script before prespawn ...



```
1
2   setcvar "cheats" "1"
3   setcvar "thereisnomonkey" "1"
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/Stuka7.scr::Stuka
25
26  level waitTill prespawn
27
28
```

Add this line to your map script before prespawn

Make **Timing** adjustments here if needed ...



```
52
53 strafing_loop:
54   while ( (self.GoingDown != 1) && (self != NULL) )
55   {
56     wait ( (randomint 120) + 1) // The 120 seconds is how long it waits before it comes back again
57     if (self == NULL)
58     end
59     self.right_mg startFiring
60     self.left_mg startFiring
61     self playsound mll3b_stuka_strafing_run
62     self show
63     self takedamage
64     self followpath self.strafe_path
65     self waitmove
66     if ( (self == NULL) || (self.GoingDown == 1) )
67     end
68     self hide
69     self nodamage
70     self.right_mg stopFiring
71     self.left_mg stopFiring
72     wait ( (randomint 120) + 1) // The 120 seconds is how long it waits before it comes back again
73     if (self == NULL)
74     end
75     self.right_mg startFiring
76     self.left_mg startFiring
77     thread strafing_dialog
78     self playsound mll3b_stuka_strafing_run
79     self show

```

The Stuka will Strafe every 2 minutes until it is shot down,  
You can adjust its timing here.

# Strafing Stuka Prefab

by Cobra {sfx}

Load your map and test it :)



The Stuka will take off and fly across the 2 flight paths in the sky strafing, it will return every 2 minutes (adjustable).

The Stuka and Paths were Prefabbed from M1L3B. The script has been slightly modified to run continually until someone shoots it down, feel free to experiment / modify :)