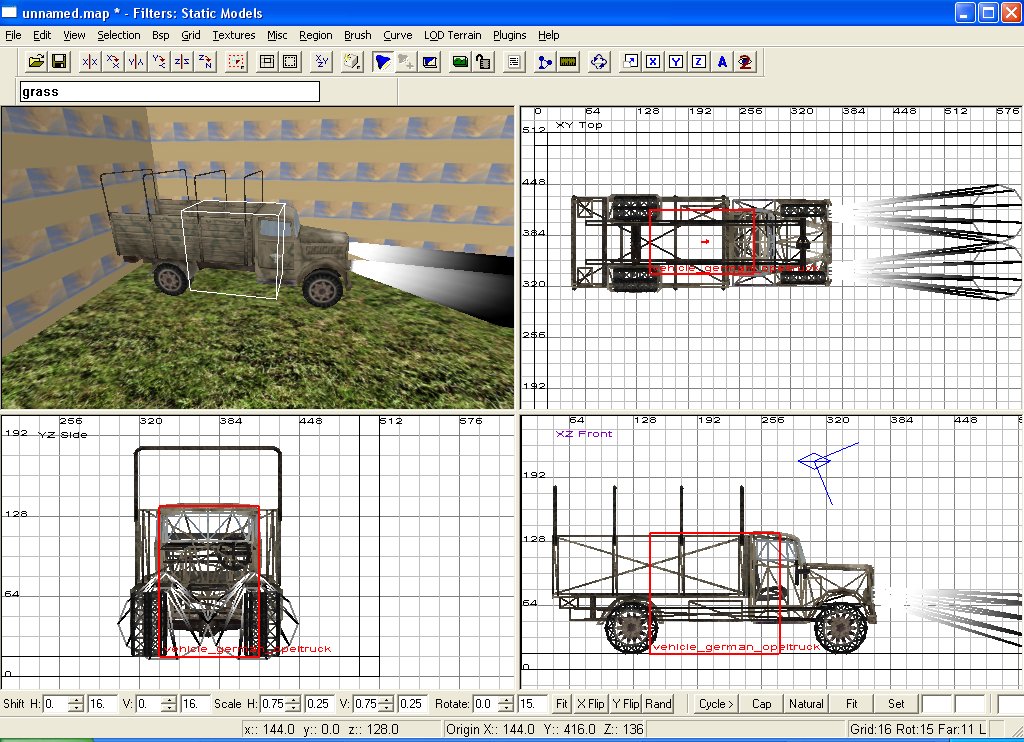
Vehicle : Moving :: ThinIce  
-------------------------------------------------------------------------------  
  
This tutorial assumes you have basic scripting knowledge. This may not work with all vehicles.

Ok, open up MOHRAD, make a new map, with a skybox and ground (see the [Sunlight](http://www.mohaaaa.co.uk/mohaa/tutorials/sunlight.php) tutorial if you don't know how to do this). Make it equal, or bigger than 2056 (length) \* 1024 (width) \* 512 (height). Add a playerstart.

Now, in the 2d window, right click, and choose vehicle-> German -> Opeltruck



Now, with the new truck still selected, press 'N' and add the following key / values in:

The key is in red, the value is in blue.

targetname trk

Not too hard eh? Now, make an info->Waypoint a little ways in front of the truck.

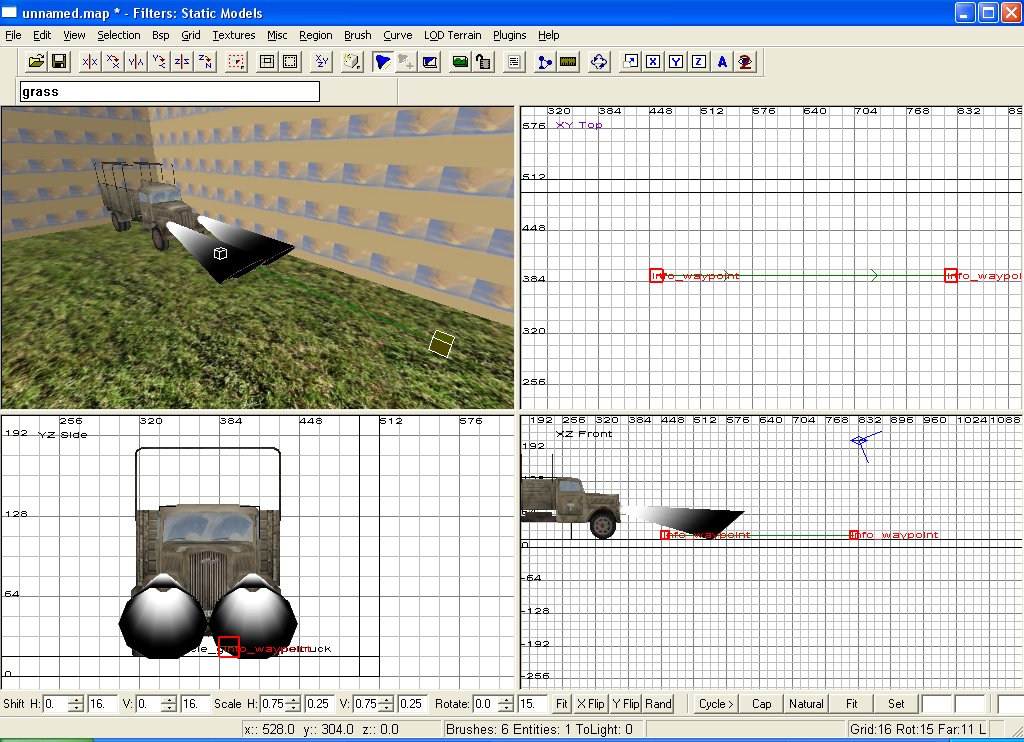
And add the following keys:

targetname wap  
target wap2

Now, make another waypoint further away from our first waypoint, and add these values:

targetname wap2

That's it! You should see a green line connecting the 2 waypoints.



Later on you can make as many waypoints as you want pointing to each other.

Save your map as: test\_truckmove.map

Now, for the script. Open up notepad and paste the following script into it.

|  |
| --- |
| main: exec global/ai.scr exec global/loadout.scr maps/test\_truckmove.scr  exec gloal/friendly.scr  level waittill prespawn exec global/ambient.scr test\_truckmove level waittill spawn level.script = "maps test\_truckmove.scr" thread truck // thread simply executes a different section of the script named, // good for orginization end  truck: $trk drive $wap // look familiar? Trk is our truck, wap is our // waypoint… end |

Save this script as: test\_truckmove.scr

That's it! Compile and Have fun! NOTE: This is tested in Single player mode.

*Special thanks to: BlueBrooks on the AA.com forums for pointing out the Drive command, and it's uses. Give him the thanks, not I.*

[ Download the [Example map](http://www.fileplanet.com/dl.aspx?/planetmedalofhonor/map/vehicle_move.zip) ]

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)