

-How to destroy a wall through a gas barrel explosion

*****This tutorial does not cover how to include debris from the explosion. If you want to include that, but don't know how, go to [Map](#) and read the tutorial on blowing up multiplayer objectives.*****

I'm not going to get into a lot of specifics outside of teaching you how to blow stuff up in this tutorial, so if you don't know how to make a wall, gas barrel, or anything else of that nature, you'll have to go somewhere else to learn how. This tutorial also requires that you're using the Spearhead SDK or you won't have the ability to make func_explodeobject, which is very important.

Okay, first make your gas barrel, place it close to the wall, and give it these values:

Key: **health** Value: 50

Key: **radiusdamage** Value: 120 120 - These values depend on how close your barrel is going to be to the wall you want to blow up. The closer the barrel is, the lower the values can be, the farther away, the higher the numbers will have to be, so you'll have to do some experimenting until you get it how you want.

Key: **targetname** Value: explosive_barrel

Now, right click and select func_explodeobject. A brush should appear place that next to the section of the wall that you would like to be destroyed. Give it these values:

Key: **setthread** Value: barrel_bomb (This is the name of the thread you're going to call upon in your script to blow the wall up)

Key: **targetname** Value: wall_trigger (The name of your trigger. Pretty self-explanatory).

Key: **spawnflags** Value: 148 (This make the trigger only triggerable by an explosion)

Now, you'll probably want to make the hole in the wall that will be seen when the explosion has occurred. Go ahead and do that. Now select all the pieces, right click, go to "script" and select "object". Enter these values:

Key: **targetname** Value: Exploder

Key: **#set** Value: 1

If you wish to include debris along with your explosion, go to the link I posted at the beginning and read the tutorial on blowing up multiplayer objectives and add that in. Done? Good.

That's it from the mapping end. Now all we need to do is a little scripting, and we're all set!

Here's an example .scr below for you to use with your test map. It uses all of the key/values that I used in this tutorial, so if you've changed anything, make sure to change the corresponding values in the .scr as well.

main:

```
// set scoreboard messages
setcvar "g_obj_alliedtext1" "Barrel o' fun"
setcvar "g_obj_alliedtext2" ""
sercvar "g_obj_alliedtext3" ""
setcvar "g_obj_axistext1" ""
setcvar "g_obj_axistext2" ""
setcvar "g_obj_axistext3" ""

setcvar "g_scoreboardpic" ""
```

```

if(level.roundbased)
    thread roundbasedthread

////////////////////////////////
level waittill prespawn
////////////////////////////////

//*** Precache Dm Stuff
exec global/DMprecache.scr

level.script = maps/dm/barrel.scr ( <--- PUT YOUR MAP NAME HERE)
exec global/exploder.scr

////////////////////////////////
level waittil spawn
////////////////////////////////

end

//

roundbasedthread:

level waittill prespawn
level waittil spawn

    // set the parameters for this round based match
    level.dmrespawning = 0 // 1 or 0
    level.droundlimit = 5 // round time limit in minutes
    level.clockside = kills // set to axis, allies, kills, or draw

    // level waittill roundstart

end

// Barrel o' fun

barrel_bomb:

    exec global/exploder.scr::explode 1 // blows up the #set1 exploder

end

```

Well, that's it, in a nutshell. Have fun blowing stuff up!