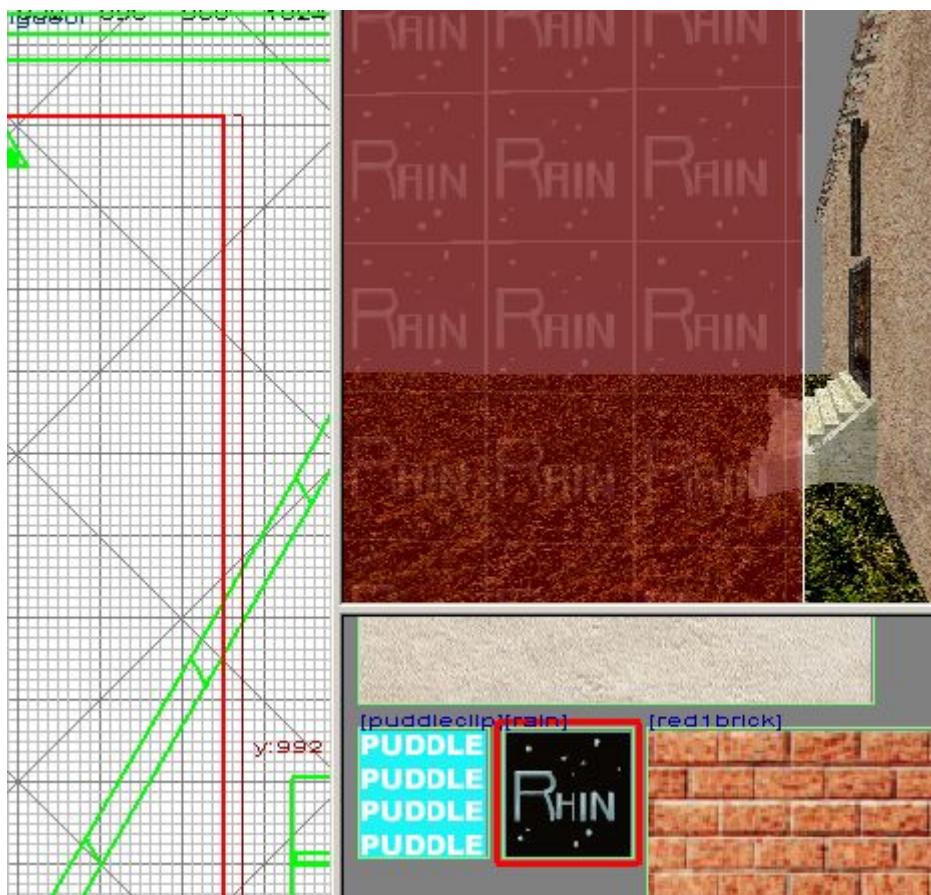


Rain and Barrels

To put rain into a map first check what kind of texture you have chosen for the sky, you don't want it to be raining on a nice sunny day.....Also I have found that it's far easier to make the rain your very last job, otherwise it's too easy to accidentally select the rain brush all the time and keep making mistakes. Use caulk to draw brushes where you want the rain, Draw the brushes fairly high and leave some space outside of buildings and above roofs because otherwise the rain will drift inside, give the brush the common-rain texture and then right click and give it a func_rain. Draw as many as you need and remember to make it rain inside any trenches or destroyed houses. Add this line to your .scr file(if it's not already there) exec global/weather.scr



As for barrels that blow up when you shoot them, or that leak oil, don't bother drawing them, download the prefab from the prefab page, 5 nicely done barrels by AIC, all you have to do then is click inside the barrel on the function_barrel and tell the entity properties what kind of barrel you want, gas, oil, water or empty.



Entity

func_barrel
func_crate
func_door
func_emitter
func_exploder
func_group
func_ladder
func_pushobject
func_rain
func_remove
func_rotatingdoor

- "oil" makes the barrel be filled with oil.
Leakes oil when shot (not destroyed), shower of flames when exploded.
- "gas" makes the barrel be filled with gas.
A few bullet hits will make it explode.

☐ INDESTRUCTABLE
☐
☐ !Easy
☐ Detail

☐
☐
☐ !Medium

☐
☐
☐ !Hard

☐
☐
☐ !DeathMatch

classname

func_barrel

Key:

barreltype

Value:

gas

| | | | | | |
|-----|-----|-----|--------|-------|--------------|
| 135 | 90 | 45 | Scale: | Anim: | Del Key/Pair |
| 180 | U | D | + | + | Sound... |
| 225 | 270 | 315 | - | - | Model... |
| | | | | | Script... |

A

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op)

(benzinbarrel)