**Shootable Flak 88**

**Hi there back, i know its a little long time ago, but in this tutorial, we wil make a flak 88 with wich you can shoot!  
we won't get sticking to this part, sow:  
  
Los gets! (Let's go!)  
  
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Create a room and then you must create a flak88 base. Now, let's create a flak88turret and align it right above   
the base so it looks attached.   
After that, give the turret part a targetname of flak88, angles of 0 0 0 and a #set of 1.   
Then draw a trigger\_use around t      
he backside of the turret and give this trigger a targetname of flak88trigger.   
Now save your map.     
  
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Open up note pad, and copy this,**

**TIKI setup   
{   
               scale 0.62                                             // Set default scale to 16/30.5 since world    
                                                                                                   // is in 16 units per foot and model is in cm's   
               //scale 1.55                                                               // Seems to work better than 0.52   
               path models/statweapons/88mmflak   
               skelmodel 88turret.skd   
               surface all shader flak88   
}  
  
init   
{      
               server         
        {   
               classname                                             TurretGun   
               weapontype                                           cannon   
               name                                                       "88mm A.T. Gun"    
                
               // turret settings   
               idleCheckOffset                                    "-240 0 0"  
               viewOffset                                              " -100 -10 115"   
                
               //pickupsound                                        flak88\_reload    
               //noammosound                                    flak88\_reload     
         
               // Primary fire type info                        projectilemodels/projectiles/flak88shell.tik   
               firetype                                                    projectile                            
               ammotype                                              "heavy"   
               //semiauto   
               //clipsize                                                  1   
               meansofdeath                                        rocket                     
               bulletcount                                              1   
               //usenoammo                                         1   
               ammorequired                                       0   
               firedelay                                                   5.0   
               bulletrange                                              8000   
               bulletdamage                                         200                 
               bulletspread                                           -35 -35   
               tracerfrequency                                     3    
               turnspeed                                                38   
               pitchcaps                                                 "-55 10 0"    
             
               // DM Attributes                               
               dmprojectile                                           models/projectiles/flak88shell.tik   
               dmammorequired                                 0   
               dmfiredelay                                            5.0   
               //dmbulletcount                                      1    
               dmbulletrange                                        8000   
               dmbulletdamage                                    400   
               dmbulletspread                                      15 15 75 75    
               dmcrosshair                                            0    
  
               SoundSet "tank\_"         
    }    
     client    
     {   
               cache muzsprite.spr   
               cache models/fx/muzflash.tik   
               cache models/ammo/rifleshell.tik   
               cache model vsssource.spr   
               cache model smoke\_ring.spr   
     }   
}     
  
  
animations   
{   
            idle        88turret.skc   
            wheel\_left           88turret\_wheel\_left.skc   
            wheel\_right        88turret\_wheel\_right.skc   
            fire                        88turret\_fire.skc   
           {   
  
                            server   
                            {   
                                           first shoot   
                            }    
       
                           client   
                           {   
                                           entry stopaliaschannel king\_snd\_fire     
                                           first sound king\_snd\_fire weapon 1.0 -1 0.95 0.1    
            
                                           first tagspawn tag\_barrel   
                                           (   
                                                          model vsssource.spr   
                                                          count 6   
                                                          alpha 0.30   
                                                          color 1.00 1.00 1.00   
                                                          life 0.70   
                                                          scalerate 15.00   
                                                          cone 20.00 20.00   
                                                          velocity 700.00   
                                                          accel -2000.00 0.00 0.00   
                                                          friction 4.00   
                                                          fade circle randomroll  
                                            )    
  
                                            // muzzle flash  
                                            first tagdlight tag\_barrel 0.25 0.2 0.05 110 0.11   
                                            first tagspawn tag\_barrel   
                                           (   
                                                            spawnrate 1.00   
                                                            model muzsprite.spr   
                                                            alpha 0.50   
                                                            color 1.00 1.00 1.00   
                                                            varycolor   
                                                            scale 1.70   
                                                            life 0.05   
                                                            scalerate 1.00   
                                                            velocity 4.00   
                                                            friction 3.00   
                                                            fade   
                                                            alignstretch 1.00   
                                          )    
  
                                          first tagspawn tag\_barrel   
                                          (   
                                                            spawnrate 1.00  
                                                            model muzsprite.spr   
                                                            alpha 0.50   
                                                            color 1.00 1.00 1.00   
                                                            scale 1.60   
                                                            life 0.05   
                                                            scalerate 0.70   
                                                            velocity 17.00   
                                                            offsetalongaxis 9 0 0   
                                                            fade   
                                                            alignstretch 0.40   
                                          )    
  
                                         first tagspawn tag\_barrel   
                                         (   
                                                            spawnrate 1.00  
                                                            model muzsprite.spr                     
                                                            range -10 4 0 0   
                                                            fade   
                                                            alignstretch 0.02  
                                         )    
  
                                         first tagspawn tag\_barrel   
                                         (   
                                                         spawnrate 1.00   
                                                         model models/fx/snipesmoke.tik   
                                                         color 1.00 1.00 1.00   
                                                         scale 3.00   
                                                         life 1.00   
                                                         velocity 220.00   
                                                         friction 10.00   
                                                         angles 0 0   
                                                         random 270   
                                                        avelocity 0 0 10 align   
                                         )   
                               
                            }   
  
                 }   
}   
/\*QUAKED turretweapon\_german\_88mmflakturret (0.5 .25 0.25) (-32 -32 0) (32 32 128)   
Big gun - Boom boom.   
\*/**

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Save this file as: flak88turret.tik    
Open up the pak0.pk3 file in your mohaa main folder, now go in the models/statweapons folder, paste the  
flak88turret.tik here, make shure you backed up the original file somewhere outside your mohaa folder, now you  
must replace the now save the pk3 file and compile your map, you need bazooka ammo to launch this weapon.    
  
That was it, untill the next tutorial!**