**Working Fan**

**We're gonna create a working fan, but if you turn it, it can be a vent. But we'll start now.**

**First create a script\_object and give it a targetname of fan1. make this script\_object the shape of the center of the fan. Now create 4 more script\_object's and make them in the shape of fan blades, you can do this by the cliper tool, on the same way as you would create bombed walls. Then give the first blade a targetname of blade1, the second a targetname of blade2, the third a targetname of blade3, and the fourth a targetname of blade4.  Now move these blades around so they look attached to the main fan base by rotating them.**

**Now comes the scripting for this fan....**

**\*i assume u already created an SCR file for your map\***

**First, right below Level Waittill Spawn type this.**

**thread fan1**

**After that you will see the word, end.**

**Now, right after the word end, type this.**

**fan1:**

**$blade1 bind $fan1**

**$blade2 bind $fan1**

**$blade3 bind $fan1**

**$blade4 bind**

**$fan1**

**$fan1 rotatey**

**325**

**end**

**----------------------------**

**thats the script for it. follow all those directions and compile your map and you will have a working fan.**

**\*this is for a ceiling fan. for a vent fan you would use rotatez instead of rotatey. If not use rotatex (in the script by the last line for end).\***

**Bye, Vanmeert.**

**Good luck!**