**Adding Gas and a Gasmask**

**By: Judge**

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| hi vonder and crunch and every1 else here is a little 1 for ya i put this on my factory of war map shortly to be released. in map make a trigger use or multiple trigger which ever u want as ive got mine on trigger use so i can set off the gas any time i want. this is what u need to put in your script to get the gas to come in and fade away and your gas mask to be placed on face  gas\_attack:   $world farplane 5000 wait 7 $world farplane 4800 wait 5 $world farplane 4600 wait 2 $world farplane 4400 wait 2 $world farplane 4200 wait 2  //put on gasmask huddraw\_shader 200 "textures/hud/gasmask\_overlay" huddraw\_align 200 left top huddraw\_rect 200 0 0 640 480 huddraw\_virtualsize 200 1 huddraw\_color 200 1 1 1 huddraw\_alpha 200 1  $world farplane 3800 wait 1  // Begin clearing smoke slowly at first. // If "wait" times are too short, you may have problems with people // getting booted from the game.  local.smokeamount = 3800 while (local.smokeamount < 4200) { wait 1  local.smokeamount = local.smokeamount + 2 $world farplane (local.smokeamount) } //clear smoke in bigger increments now that it's not as thick while (local.smokeamount < 4600) { wait 1  local.smokeamount = local.smokeamount + 8 $world farplane (local.smokeamount) }  // remove gasmask huddraw\_align 200 left top huddraw\_rect 0 0 0 0 0 huddraw\_virtualsize 0 0 huddraw\_color 200 0 0 0 huddraw\_alpha 200 0  //clear smoke some more while (local.smokeamount < 10000) { wait 1  local.smokeamount = local.smokeamount + 110 $world farplane (local.smokeamount) // iprintlnbold local.smokeamount }  //totally clear smoke, then repeat explosions and smoke every 360 seconds $world farplane 0 wait 600 end  Works quite well dont forget to add thread thread gas\_attack\_prep |
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