

Adding Gas and a Gasmask

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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