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| **Blow stuff up!** |
| **What we are going to do:** |
| In this tutorial, we are going to blow stuff up! And make it look good! |
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| **Get Going!** |
| Make a room, any size you want, mine is 512x512x256. Put grid on 8 and hallow it out, then apply a texture.  Then right click in the top view and go to "vehicle" "German" "bmw\_bike"  http://web.archive.org/web/20050127215444/http://users.1st.net/kimberly/tutorial/blowup/bike.jpg  Good, now w/the bike still selected, hit "N" on the key board. In the console, put these values in.  #set / 1  targetname / exploder  http://web.archive.org/web/20040107083219im_/http:/users.1st.net/kimberly/Tutorial/blowup/t/exploder.jpg  Now get rid of the console and deselect your bike.  Now right click again in top view and go to "vehicle" "German" "bmwbike\_destroyed"  http://web.archive.org/web/20050127232117/http://users.1st.net/kimberly/tutorial/blowup/biked.jpg  and place it exactly on top of the good looking bike.  http://web.archive.org/web/20040630055255/http://users.1st.net/kimberly/Tutorial/blowup/ontop.jpg  Now w/the destroyed bike still selected, hit "N" to bring up the console, and put these values in:  #set / 1  targetname / explodersmashed  http://web.archive.org/web/20040107083219im_/http:/users.1st.net/kimberly/Tutorial/blowup/t/meshed.jpg  Goood!  Now deselect your destroyed bike!  Now in the top view, right click and go to "fx" "explosion" "tank":  http://web.archive.org/web/20040630050513/http://users.1st.net/kimberly/Tutorial/blowup/explosiontank.jpg  And a little blue diamonds will appear, drag it to the middle of your bike!  http://web.archive.org/web/20040113071759/http://users.1st.net/kimberly/tutorial/blowup/bdi.jpg  W/it still selected, hit "N" to bring the console back! and put these values in:  #set / 1  targetname / exploderfire  http://web.archive.org/web/20040107083219im_/http:/users.1st.net/kimberly/Tutorial/blowup/t/exfire.jpg  Goooood!  Now get rid of the console and deselect the "blue diamond"  Okay, now draw a box around the whooooooole bike!  http://web.archive.org/web/20050128002531/http://users.1st.net/kimberly/tutorial/blowup/boxaround.jpg  Then right click on your box, in the top view or side, and go to "trigger" "multiple"  http://web.archive.org/web/20040107083219im_/http:/users.1st.net/kimberly/Tutorial/blowup/t/multi.jpg  and your box should look like this:  http://web.archive.org/web/20040630065125/http://users.1st.net/kimberly/Tutorial/blowup/triggerbox.jpg  W/that still selecte, bring up the console yet 1 more time and put these values in:  #set / 1  targetname / explodertrigger  spawnflags / 128 (or just check the damage check box)  health / 100 (or whatever value you want. 100 will be one shot from a sniper or 4-5 from a pistol)  http://web.archive.org/web/20040107083219im_/http:/users.1st.net/kimberly/Tutorial/blowup/t/triggerprop.jpg  Good!  Done w/that part! Go get some cookies or a drink ahhaha okay lets press on!  Now we do the scripting part.  Okay, in your maps ".scr" file, if you don't have one, [here is how](http://web.archive.org/web/20040107083219/http:/users.1st.net/kimberly/Tutorial/scr.htm) you make one, anyways, in it, put this "exec global/exploder.scr" just before "level waittill prespawn"  Here is mine:   |  | | --- | | // Rage in a Cage // ARCHITECTURE: Cody "Nemesis" O. // SCRIPTING: Cody "Nemesis" O. main:  // set scoreboard messages setcvar "g\_obj\_alliedtext1" "Rage in a Cage" setcvar "g\_obj\_alliedtext2" "" setcvar "g\_obj\_alliedtext3" "" setcvar "g\_obj\_axistext1" "Rage in a Cage" setcvar "g\_obj\_axistext2" "" setcvar "g\_obj\_axistext3" ""  setcvar "g\_scoreboardpic" "none"  // call additional stuff for playing this map round based is needed if(level.roundbased) thread roundbasedthread  exec global/exploder.scr <---See right here  level waitTill prespawn  //\*\*\* Precache Dm Stuff exec global/DMprecache.scr  level.script = maps/dm/rage.scr exec global/ambient.scr rage  //$world farplane 5000 //$world farplane\_color (.333 .333 .329)  level waittill spawn  end |   Now save that as "yourmap.scr"  Thats it, add a playerstart and some lights, and comiple and there you go!!!!! Any questions, just [ask](mailto:moh@1st.net)!  **Notes/Tips**   |  | | --- | | 1) You can do this for walls or anything, just make 1 wall plain and the other one destroyed! And do the same steps. 2) If you want something to blow up and dissappear, just have your "explodersmashed" part/object off the map some where, so people can not see it. And you also have to turn the wall/box into an object, do this by right clicking on it in any 2D view and go to "script" "object". Then apply all your other settings listed above! 3) You can do this for other objects than just this bike also. You will just have to find the object and see if there is a "destroyed" one also! |   **GOOD LUCK!**  [ON TO ADDING SOUND FOR YOUR EXPLOSION!!!!!!!](http://web.archive.org/web/20040107083219/http:/users.1st.net/kimberly/Tutorial/soundforblowup.htm) |