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| **Making a flack88 aim at the player and fire** |
| **What we are going to do:** |
| Okay how sweet is this! Kalahad figured out how to make this whole concept work! He gets full credit! He is a Super Mapper! ahhaha Anyways, this tut makes a Flak88 cannon fire at u! ahahha.  **WARNING!** ADVANCED SCRIPTING! |
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| **Get Going!** |
| Okay, make a huge ass room! Mine is 1535x2046x758!  Great hollow it out and make apply your textures!  Okay great! Now we need to place the Gun in! So in the top view, right cick and go to "turretweapon" then "german" then "88mmflackbase  Make sure you place it on the middle/left side of your room! That way it has ample room to move back and forth when we test it!  Now deselect your base, and in the top view, right above the base and go to "turretweapon" "german" "88mmflackturret"  Now in the top and front view, align your guns together so they look like this:  Great  Okay, w/the turret part still selected, hit "n" and put these values in.  targetname / Flak88\_Num1  WOO HOO  Now deselect your gun  "We need a trigger, something that tells the gun there is someone to kill (probably you) and that it should do something about it." -Kalahad  So lets make a trigger! All the way to the right of your map, make a box that is 32 units thick and stretches from one side of your map, to the next! And it has to be larger than your player, so make it about 256, thats what I used. Then right click in any 2D view and go to "trigger" "multiple":  With our wall still selected, hit "n" and put these values in:  targetname / Flak88\_Trigger\_Num1 wait / 5 setthread / Fire\_Flak88  "Targetname is the name of the trigger we will be using in the script (if we need it!). The wait 5 is the time (in seconds) the trigger will take to reset itself and be able to trigger again. We need this because, if we are not using it and the player is standing in the trigger without moving, the gun will fire constantly without any pause. In case you didn't knew a gun need some time to reload before it can fire again. I don't thing it would be realistic to have a Flak88 fire 50 rounds in less than 0.5 seconds…it could be fun but not realistic… The setthread is the name of the thread we are going to use in our script to make the gun destroy you." -Kalahad  K, now deselect everything and put in a player start, in between your trigger wall and your furthest right wall! And position him so he faces the cannon:  Super! Now put in your sun, if you do not know how, read the [Sun Flare Tut](http://web.archive.org/web/20040112122014/http:/users.1st.net/kimberly/tutorial/sun.htm)!  Okay, now save your map! I am saving mine as "Flak88"  Now the fun stuff! Making the .scr. Open Note pad and copy this in:   |  | | --- | | main:  setcvar "g\_scoreboardpic" "none" exec global/exploder.scr  level waitTill prespawn  // DM precache initialisation. exec global/DMprecache.scr level.script = maps/dm/flak88.scr <---Name of your maps .scr file. Are's will be flak88.scr exec ubersound/ubersound.scr  level waittill spawn  end  Fire\_Flak88:  // Initialisation of the main gun. local.gun\_name = $Flak88\_Num1 // Initialisation of the main gun target. local.target = $player  // Aim the gun at the target local.gun\_name setaimtarget local.target  // Wait for the main gun to aim on the target. wait(1)  // Definition of range and offset values. local.range = 96 + randomint(128) local.offset = 96 + randomint(128)  // Start the main gun fire animation. local.gun\_name anim fire\_scripted  // Random wait to give time to the shell to get to the target.  wait(0.7 + ((randomint(6)) \* .1))  // Final ajustment to the target position so that everything look real enough. local.a = local.target.origin if((randomint(100)) < 50) local.a[0] = local.a[0] + local.range else local.a[0] = local.a[0] - local.range  if((randomint(100)) < 50) local.a[1] = local.a[1] + local.offset else local.a[1] = local.a[1] - local.offset   // Spawn the explosion animations.  local.Exp1 = spawn "fx/scriptbazookaexplosion.tik" local.Exp2 = spawn "animate/fx\_mortar\_dirt.tik" local.Exp3 = spawn "animate/fx\_mortar\_higgins.tik"  // Shake the ground hard. exec global/earthquake.scr .23 4 0 0  // Get the animations going. local.Exp1.origin = local.a local.Exp1 anim start  local.Exp2.origin = local.a local.Exp2 anim start  local.Exp3.origin = local.a local.Exp3 anim start  wait(1)  // Remove the animations. local.Exp1 remove local.Exp2 remove local.Exp3 remove  // Move the gun back to its original position. local.gun\_name setaimtarget $FlakBaseAim  end |   Great save that as "flak88.scr"  Now we need sound for our gun! Ex. it turning, firing and the good stuff.  So open the file pak0.pk3 in mohaa/main! Use winzip or winrar, I use winrar. When it opens, go to "Ubersound" and open the file "ubersound.scr".  Copy all that into Notepad! K.  Now look/search for this heading, in the text:  //================ //TANK WEAPONS //================  When u find it, scroll down a little bit untill you see:  //Flak 88 gun  Bellow that there are 9 files that look like this:  aliascache flak\_snd\_move sound/vehicle/veh\_tank\_turret1.waw …  aliascache flak\_snd\_fire1 sound/weapons/fire/TankCannonFire1.wav …  aliascache flak\_snd\_fire2 sound/weapons/fire/Flak88Fire1.wav …  aliascache flak\_snd\_fire3 sound/weapons/fire/Flak88Fire3.wav …  aliascache flak\_snd\_fire4 sound/weapons/fire/Flak88Fire4.wav …  aliascache flak88\_fire1 sound/weapons/fire/TankCannonFire1.wav …  aliascache flak88\_fire2 sound/weapons/fire/Flak88Fire1.wav …  aliascache flak88\_fire3 sound/weapons/fire/Flak88Fire3.wav ...  aliascache flak88\_fire4 sound/weapons/fire/Flak88Fire4.wav …   Okay, at the end of these files are the names of the maps that use them. They are enclosed in " ". What we want to do is add these names to them 'dm moh obj' so that the noise works in your map!  EX. the first line should now look like this:  aliascache flak\_snd\_move sound/vehicle/veh\_tank\_turret1.wav soundparms 0.9 0.2 0.9 0.2 800 4000 auto loaded maps "m1l3 m3l2 m5l2 m5l3 dm moh obj"  "Ok, we have sound for the gun turning and the gun firing. Now we need the sound for the explosion. We are not going to put all 3 explosions sound in this. It wouldn't feel right, remember we are trying to make an explosion not an alien orchestra…You need to go at the bottom of the file (in the mission specifics) and find the script for the "m3l1a" mission (this is the dday mission). Now, about 42 lines under the "//m3l1a" line you should find 4 lines that start like this:" -Kalahad  aliascache arty\_exp\_sand1 sound/weapons/explo/exp\_dirt\_01.wav …  aliascache arty\_exp\_sand2 sound/weapons/explo/exp\_dirt\_02.wav …  aliascache arty\_exp\_sand3 sound/weapons/explo/exp\_dirt\_03.wav …  aliascache arty\_exp\_sand4 sound/weapons/explo/exp\_dirt\_04.wav …  Great, now save this file ase "ubersound.scr".  "Compile the map as a 'dm', go in mohaa and load the map you made. I compile the map as a DM map simply because I didn’t want to have to make a “\_precache” file. Everything we just made was made for single player map, NOT MP MAP. The thing will work in a MP map if you have only one player in it, if you want it to work with more than 1 player you need to make some change in the script (things like “$player” should be replace by “parm.other” and so on). I’m not putting the MP script in this tut because I’m not a 100% sure of its reliability. So if you want to do it for an MP map, you’ll have to do it on your own…Sorry!" -Kalahad  Tips [For a more detailed understanding of the .scr for this map, click here!](http://web.archive.org/web/20040112122014/http:/users.1st.net/kimberly/tutorial/flak88explain.htm)  http://web.archive.org/web/20040112122014im_/http:/users.1st.net/kimberly/tutorial/downloadable.jpg |

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