

Making a Plane Fly

What we are going to do:

Okay with help from [Tom](#), we are going to make a plane fly in our sky

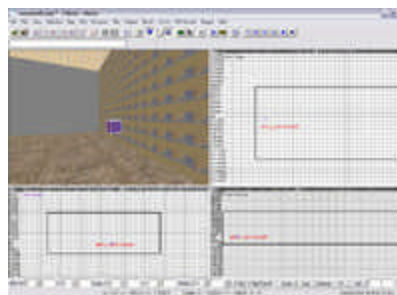
Get Going!

Okay, make a huge room. Mine is 2120x4352x768 huge no? ahaha I also did a [sky box](#)!

Okay good! Now deselect your box and then on the top left, right click in any 2D view and go to "in
"splinepath" and place it where you want:



((where it is))



((place it here))

Okay, w/you spline path still selected, hit "N" and put these values in:

```
#set / 2  
$mdl / vehicles/c47fly.tik  
$targetname / bomberpath  
angles / -30.00 0.00 0.00  
model / vehicles/c47fly.tik  
target / 1
```

#set	2
\$mdl	vehicles/c47fly.tik
\$targetname	bomberpath
angles	-30.00 0.00 0.00
classname	info_splinepath
model	vehicles/c47fly.tik
origin	-776.00 -144.00 120.00
target	1
testanim	idle

((don't worry about the origin #'s they may be diff for you!)))

Good, now deselect your splinepath.

Now place another one up and away from it:

