

## Trying to get a moving U-Boat

By: BushMan & Vonderbakluft

**BushMan:**

I'm trying to make a uboat moving trough my DM map but it still doesn't work. Grrrrr very frustrating.

I make it a script\_model (\$targetname/uboa1), set up some info\_vehiclespoint (\$targetname/uboa1\_path1) and use the commande "drive" in the script, \$uboa1 drive \$uboa1\_path1 , it doesn't work. I also try with "followpath", "moveto" command, info\_waypoint and info\_splinepath but it still doesn't work!

Any suggest?

**Vonderbakluft:**

The methods you try look good.

What does the console say?

If you try targetname/uboa1 instead of \$targetname/uboa1 ?

However don't expect anything from the drive command and info\_vehiclepoints. These work only with real vehicles with like a tigertank and so on.

If the targetname isnt the issue, repost and i'll check it more indepth.

**BushMan:**

Unfortunately, remove \$ doesn't work Von, and the console say nothing.

I found the way using info\_splinepath. I setup some splinepath with \$targetname/uboa1\_path1 and script this;

thread uboa1

uboa1:

\$uboa1 followpath \$uboa1\_path1 normalangles

wait 2

\$uboa1 move

end

The first time I tried this I don't use the "move" command.

It's working well except the uboa1 doing a strange rotation like it searching for the angles before starting the animation? 🤔 If I remove "normalangles", it doesn't work and I set the correct angles to the uboa1 (0 90 0).

an idea to fix the rotation?

**Vonderbakluft:**

Guess you mean a rapid angle change just when the "followpath" command is executed....

I can imagine that it's facing to angles ( 0 0 0) before starting. Be sure to use the key "angles" instead of angle.

Where you used angle/270 (or whatever)  
try angles/0 270 0 (in map)

i once saw that prob with plane animation with the bomber scripts. But if donno exactly how i solved it 🤔

**BushMan:**

I use angles/0 90 0, so I try to set the same origin with the first splinepath but I have a difference of .24 units 🤔 between the sp and the uboat origin.

xxx.xx xxx.xx 366 for the spline and 366.24 for the uboat 🤔 do no why?

I've think it was the scale of the model (0.15) but I try different one and it's the same thing.

Maybe you spawn your plane with the script to solve your problem?

**Vonderbakluft:**

I tried this in know what you mean. I hadn't the time to check it all with waypoints.

Normal models will first move to the starting node of the path of the waypoints and then start it's movement along the path. Maybe that works?

**BushMan:**

It's exactly what happen, the angle change just when the model come to the first node. I don't totaly fix it but I give the nearest origin point to the model and the first node. It reduce the movement.

Thanks