**Barrels!**

Hello. Its Fungus again with more tutorial. Now were making barrels. Brrels that explode, barrels that leak oil, and barrels that leak water. Lets start with the water barrels. Ill show you a screenie:



Cool eh? Im going to show you how. First make a square brush about the height and width of a normal barrel(about 40x40x64) Now goto the *BRUSH* button in Radiant and click *Abritary Sided*. 30 is about right.Select the brush and right click. Goto func\_barrel(of COURSE) Now in the texture bar (the one under the tool bar) type rusted. Or go to "general industrial" to get a barrel texture. adjust the texture to about right.(i used the green 1 :) ) Now for the key/values.

|  |  |
| --- | --- |
| **KEY** | **VALUE** |
| barreltype | water |

pretty simple eh? well im telling you how to make a barrel that spills OIL



Cool eh? Do the same thing as the green one except you should change the texture to tell the barrels apart and change the key/values.

|  |  |
| --- | --- |
| **KEY** | **VALUE** |
| barreltype | oil |

Heh. now lets make another barrel. Shall we? :) enjoy youre new oil barrel.

lastly lets make an **EXPLOSIVE** barrel!



Sweet aint it! youll kill yourself if you get too close. now to create one, make the brush blhah, abritary sides, balh blah texture it, blah blah... Ok now for the key values!

|  |  |
| --- | --- |
| **KEY** | **VALUE** |
| barreltype | gas |

...looks like the barrel shouldnt have eaten that hot lead. LOL

## Spawnflags

Each different type of barrel will respond differently to damage. Here's an overview:

|  |  |  |  |
| --- | --- | --- | --- |
|  | **melee** | **bullets** | **explosions** |
| **“empty”** | makes <thunk> or | none | destruction |
| **“gas”** | <gong> noises only | explosion | explosion |
| **“oil”** | (depending on whether the | leaks oil | explosion |
| **“water”** | barrel is full or not) | leaks water | destruction |

Additionally you can set another key

|  |  |
| --- | --- |
| **KEY** | **VALUE** |
| spawnflags | ﻿1 |

This would make the barrel indestructible. Barrels will no longer be destroyed or explode because of bullets or other explosions.

There you go. You can download the pk3 from [THIS LINK](http://http:/bb.1asphost.com/ilikefungus/test_barrel.pk3.com) Its got the map inside the pk3 along with the bsp(ya dont need a script! :) and all that good stuf.

G'day all.