**OK so you want to get a vehicle to move around right?**

OF COURSE you do! that is why you clicked on the Wiki link!

Anyway, its not that hard. And if you've tried the tut at .MAP, its got errors in it, so follow this tut. I will try to explain this in the most non-robotic way because i tend to explain things *robotically*.

Ok, onto business. Just make a map, maybe just a road going around a cheap courtyard or centrepiece. See what i made for my vehicle: 

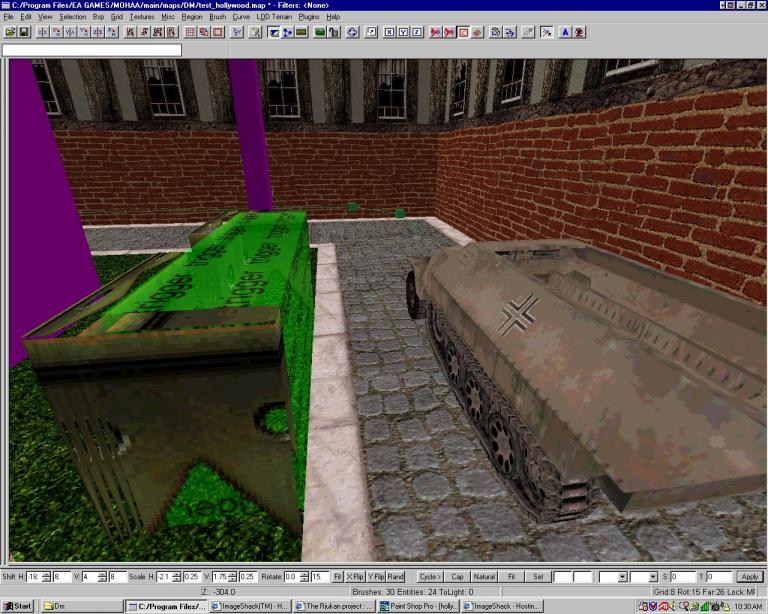
Cool aint it?

**10 minutes or less later:**

Ok so now that you have your map we can add our triggers and vehicle. Lets put our vehicle in first. Now it doesn't work with ALL of the vehicles, so for now, just pick a GMC an Opel Truck or a halftrack. Ok now position your vehicle on the road and, with your vehicle selected, hit *N* and give it these key values:

|  |  |
| --- | --- |
| **KEY** | **VALUE** |
| targetname | truck |

After you've got the angles and targetname for the truck done, we can add the TRIGGER\_MULTIPLE! Ok this is easy. just add a sign or something and put the trigger\_multiple around it:



OK now give the trigger a setthread of trigger and deselect it.

Now add a spawn, some light and save the map because we are going to start the script (it doesn't matter if it is DM or SP so ill make a DM script)

// HOLLYWOOD SCRAP

// ARCHITECTURE: CRALOS VIALEZ

// SCRIPTING: CARLOS VIALEZ

main:

// set scoreboard messages

setcvar "g\_obj\_alliedtext1" "Welcome to "

setcvar "g\_obj\_alliedtext2" "The Hollywood"

setcvar "g\_obj\_alliedtext3" "Bus Circle"

setcvar "g\_obj\_axistext1" ""

setcvar "g\_obj\_axistext2" "By FUNGUS"

setcvar "g\_obj\_axistext3" ""

setcvar "g\_scoreboardpic" "mohdm7"

// call additional stuff for playing this map round based is needed

if(level.roundbased)

thread roundbasedthread

$world farplane\_color "0.458824 0.458824 0.458824"

level.fogplane = 8000

$world farplane level.fogplane

level waittill prespawn

//\*\*\* Precache Dm Stuff

exec global/DMprecache.scr

level.script = maps/dm/test\_hollywood.scr

exec global/ambient.scr mohdm1

exec global/vehicle\_thinkers.scr

level waittill spawn

end

roundbasedthread:

// Can specify different scoreboard messages for round based games here.

level waitTill prespawn

level waittill spawn

// set the parameters for this round based match

level.dmrespawning = 0 // 1 or 0

level.dmroundlimit = 5 // round time limit in minutes

level.clockside = kills // set to axis, allies, kills, or draw

level waittill roundstart

end

trigger:

$truck drive $t1

end

Ok now compile, and walk through your trigger multiple and watch your vehicle go round... [DOWNLOAD EXAMPLE MAP HERE](http://bb.1asphost.com/ilikefungus/hollywood.pk3)

By: [ilikefungus](http://gronnevik.se/rjukan/index.php?n=Profiles.Ilikefungus)