**TANK MAKER( no its not a mommy tank ;) )**

( [+a jeep](http://gronnevik.se/rjukan/index.php?n=Main.MoreDrivingSelfPropelledVehicles) )

[](http://gronnevik.se/rjukan/uploads/Main/radar.p.gif)

Hey, all. Im going to teach YOU, Yes, YOU! to make a driveable tank. Its fun, its easy, and it only take 3 lines of scripting, [WinRar](http://gronnevik.se/rjukan/index.php?n=Main.WinRar)(optional),a .pk3 and 5 minutes of your time!

first lets download a few files needed to make these vehicles work!

well here is cobra {sfx}'s new and improved file of it. It wont crash if some IDIOT, SMACKTARD..( ok ill stop before it gets out of hand) gets in the tank and leaves your server.

HERE IT IS: [Attach:zzz-bridge\_tanks.pk3](http://gronnevik.se/rjukan/uploads/Main/zzz-bridge_tanks.pk3)

now just stick that pk3 in your main folder, load up MOHAA and goto obj/obj\_team4 and youll see two DM ready tanx. Nowc get outta moh and use [WinRar](http://gronnevik.se/rjukan/index.php?n=Main.WinRar) to look at the files in zz-brigetanks.pk3. go to global in that pk3 and look at playervehicle.scr.. thats the black magic...

were almost done. Now this Can be used in SP but you could exit the tank and start exited. But it would still be pretty cool. Lets just say it works BEST in mp...(it hasnt been tested in SP yet)

ok, but before anything else, lets,as nemisis says, go get some oreos! ;)

now that youre back and packed with carbs, well go onto the scripting part. It's amazing.. you'd think ther'ed be a lot more script to this, but there is only 3 lines needed and some coordinates need to be put in!

To get this tank to work in another or your very own map, put in these three lines of script where you would normally place in all your other global loading threads in the maps script file:

exec global/playervehicle.scr ( 0.00 0.00 0.00 ) 160 1

exec global/playervehicle.scr ( 0.00 0.00 0.00 ) 42 2

exec global/playervehiclesound.scr

the numbers in brackets are for the coords of the tank. top coords are for tank, bottom for .. well the oter tank I think the nums after the brackets are for their angles...i dont know(i just dont have time! im too busy being lazy)

now there you have it. Not 1 but TWO script spawned Tankd, Dont you just love this tut? Just dont tilt the tank too much. you might get stuck. And wait for your vehicle to come to a complete stop before getting out,or youll get your view stuck in tank-mode.

now to cvhange what knd of tank like a tiger or make a drivable truck if youre good at scripting.. you can extract the playervehicle.scr file out from the global folder in the pk3 using [WinRar](http://gronnevik.se/rjukan/index.php?n=Main.WinRar). G-night all

By- [Ilikefungus](http://gronnevik.se/rjukan/index.php?n=Profiles.Ilikefungus)( dont ask me whats with the name )