

Making a (Rotating) Fan/Windmill etc.

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Ok!! I tried something different, why script the freaking fan (or windmill)!, at least when you just want something that just rotates! I started to play with the func_rotating door and on my first try I got it rotating without any script.

The basics one origin brush and then the brushes who are supposed to rotate attached to that origin brush. Add func_rotatingdoor to it (the same way as when you make a door). Then hit the N key and add the key: **rotatez** value: **360**

You can also use **rotatex** and **rotatey** (change it if it's rotating the wrong way), the value **360** is the speed of the rotation! Use the speed that fits your needs

You must also check the **not_player** box for the func_rotating door. If that part not is set then when the player moves to the rotating thing and press use, it will stop (and not start again). If the box is checked then the player won't be able to stop it.