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| |  |  | | --- | --- | |  | **Creating a triggerable multiplayer Flak88 :: Bjarne Grönnevik** | |

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| We like to blow things up don't we? Yes we do. And what do we like to use? Indeed, the biggest gun we can get our hands on. So lets put our hands on a Flak88.  What we will do:   * Create a Flak88 * Give it a trigger * Fire the gun * Blow up the spot where it hits * Think about extending this   + Fire sound   + Aiming the Flak88   + Reloading the Flak88   + Fully automatic Flak88   + Player controlled Flak88   + Hunt players with a Flak88   + Flying Flak88 * Can I do this only by scripting? * Good-bye!   ------------------------------------------------------------------------------- Create a Flak88 -------------------------------------------------------------------------------  First: create a Flak88 base ( with nothing selected, right click on the map grid and select turretweapon -> german -> 88mmflakbase ). Second: create a Flak88 ( with nothing selected, right click on the map grid and select turretweapon -> German -> 88mmflakturret ). Give the turret this key-value pair ( with the object selected, press 'n' and enter the key-value pairs at the bottom of the dialog ) :   |  |  |  | | --- | --- | --- | | **Key** | **Value** | **Explanation** | | targetname | flak88 | A name used by other entities to target this entity. |   Place the turret on top of the base. We want this to look good. Done.  **Give it a trigger**  Create a trigger\_use ( with nothing selected, right click on the map grid and select trigger->use ). Give it this key-value pair ( with the object selected, press 'n' and enter the key-value pairs at the bottom of the dialog ) :   |  |  |  | | --- | --- | --- | | **Key** | **Value** | **Explanation** | | setthread | fire\_flak88 | This tells the trigger to call the method "fire\_flak88" in the map script file. |   Reposition the trigger so that it sits at a good place... back of the Flak88 perhaps? Done.  ------------------------------------------------------------------------------- Fire the gun -------------------------------------------------------------------------------  OK, now the scripting begins! Remember the setthread above? Well lets write that 'fire\_flak88' method in the script:   |  | | --- | | // ARCHITECTURE: Bjarne Grönnevik  // SCRIPTING: Bjarne Grönnevik  fire\_flak88:  // Just a test target. Set it to what you  // would like to destroy.  local.target = ( 100.0 0.0 0.0 )  // Start the main gun fire animation.  $flak88 anim fire\_scripted  // Wait to give time to the shell to get to the target.  wait 1  // Set the animation back to idle ( else the fire  // animation will not work the next fire )  $flak88 anim idle  // Spawn the explosion animations.  waitthread blow\_a\_place\_up  end |   ------------------------------------------------------------------------------- Blow up the spot where it hits -------------------------------------------------------------------------------  You saw the   |  | | --- | | waitthread blow\_a\_place\_up |   ...above, right? Well, we need to actually blow it up, not just threaten to do it. So lets write the method that blows it up:   |  | | --- | |  |  |  | | --- | | // ARCHITECTURE: Bjarne Grönnevik  // SCRIPTING: Bjarne Grönnevik  blow\_a\_place\_up:  // Just a test target. Set it to what you  // would like to destroy.  local.target = ( 100.0 0.0 0.0 )  // Spawn the explosion animations.  local.Exp1 = spawn "fx/scriptbazookaexplosion.tik"  local.Exp2 = spawn "animate/fx\_mortar\_dirt.tik"  local.Exp3 = spawn "animate/fx\_mortar\_higgins.tik"  // Shake the ground hard.  exec global/earthquake.scr .23 4 0 0  // Get the animations going.  local.Exp1.origin = local.target  local.Exp1 anim start  local.Exp2.origin = local.target  local.Exp2 anim start  local.Exp3.origin = local.target  local.Exp3 anim start  wait 1  // Remove the animations.  local.Exp1 remove  local.Exp2 remove  local.Exp3 remove  end |   OK! What we have now is a Flak88 that we can fire by pressing a trigger.  ------------------------------------------------------------------------------- Think about extending this -------------------------------------------------------------------------------  There are some things missing... the Flak88 is a bit boring, isn't it?  **Fire sound**  The fire sound of the animation will not work in multiplayer games because of the fact that the ubersound.scr does not have an alias named flak\_snd\_fire that is configured for multiplayer games. Solve this by using jv\_map's new ubersound workaround at .MAP to be able to hear it in multiplayer as well.  **Aiming the Flak88**  This example uses a static location to fire at. There is no need for this. You can fire the Flak88 at any target. You can also realign the Flak88 to point at the target... something like this:   |  | | --- | | $flak88 setaimtarget local.target |   Or maybe a system of switches that lets you control the angle and elevation of the Flak88 to create a guess-fire-calibrate-fire-calibrate-fire-BOOM! scenario.  **Reloading the Flak88**  As it is now, you can fire the Flak88 as fast as you can trigger it... not very realistic. So maybe add a delay before it can be fired again? Maybe it only has a limited amount of shells available? Maybe remove a shell-model from a nearby ammunitions crate each time a reload is started?  **Fully automatic Flak88**  Maybe the trigger is only used to start a complex behavior where the Flak88 ( or maybe a series of Flak88:s ) start to randomly carpet bomb an area ( The omaha beach perhaps )?  **Player controlled Flak88**  Maybe you can glue the player to the Flak88 and make it act in the same way as an MG42 machine gun?  **Hunt players with a Flak88**  Nemesis has a singleplayer tutorial on how to make an "automated" Flak88 fire at a player. The scripts should be easy to adapt to multiplayer.  **Dont use aFlak88 at all**  You don't have to use a Flak88. You can use any weapon. You can build your own weapons if you like. But the Flak88 is the only gun ( that I know of ) that contains the firing animations from scratch. But there is no reason why you can't spawn a muzzle flash, the same way you spawn the other FX in these examples.  **Flying Flak88**  Maybe we should stop here...  ------------------------------------------------------------------------------- Can I do this only by scripting? -------------------------------------------------------------------------------  Yes you can. And if you like to mess with existing maps, like the ones shipped with MOH:AA or ones that others made that you don't have the \*.map file for: you can still add a usable Flak88. The scripting parts above is exactly the same. But setting up a Flak88 turret and a trigger is done like this:   |  | | --- | | // ARCHITECTURE: Bjarne Grönnevik  // SCRIPTING: Bjarne Grönnevik  spawn\_a\_flak88:  // Spawn a script model and give it a targetname  local.flak = spawn script\_model "targetname" "flak88"  // Set the model to be drawn/used  local.flak model "statweapons/flak88turret.tik"  // Set where it should be  local.flak.origin = ( -100.0 .0 0.0 )  // Set where it should point at  local.flak.angles = ( 0.0 0.0 0.0 )  // Set how big it should be  local.flak.scale = 1.0  // Create the trigger and give it a targetname  local.trigger = spawn trigger\_use "setthread" "fire\_flak88"  // Set where it should be  local.trigger.origin = ( 0.0 100.0 0.0 )  // Set the size of it  local.trigger setsize ( -50 -50 -50 ) ( 50 50 50 )  end |   And to initiate the spawning of the Flak88, write this in the main method ( after level waittill prespawn )   |  | | --- | | thread spawn\_a\_flak88 |   Done!  ------------------------------------------------------------------------------- Good-bye! -------------------------------------------------------------------------------  That's all you need to know for now... I bet your evil brain is already thinking about how to combine this simple stuff with other simple stuff into a really complex thing that will blow up players in a completely new way. Remember, make it fun... fun is better than cool and complex. Ask any player.  Thanx to Nemesis, for teaching me how to make a Flak88 fire at all... |