Exploder Script :: Wombat   
-------------------------------------------------------------------------------

|  |
| --- |
| main: exec global/exploder.scr  // set scoreboard messages setcvar "g\_obj\_alliedtext1" "An example of how" setcvar "g\_obj\_alliedtext2" "to use the scripts" setcvar "g\_obj\_alliedtext3" "for obj maps" setcvar "g\_obj\_axistext1" "Just defuse the bomb" setcvar "g\_obj\_axistext2" "if you can" setcvar "g\_obj\_axistext3" ""  //setcvar "g\_scoreboardpic" "mymap"  level waittill prespawn  //\*\*\* Precache Dm Stuff exec global/DMprecache.scr  level.script = maps/obj/exploder\_tutorial.scr exec global/ambient.scr exploder\_Tutorial  level waittill spawn  level.defusing\_team = "axis" level.planting\_team = "allies" level.targets\_to\_destroy = 2 // change this to the number of  // objectives level.dmrespawning = 1 // 1 or 0 // 1 is respawn 0 is not respawn level.dmroundlimit = 5 // round time limit in minutes level.clockside = axis // set to axis, allies, kills, or draw  //level waittill roundstart // comment out to test MP objectives.... $bomb.trigger\_name = $trigger2 //trigger name that is used for  // the bomb $bomb.target.target = $trigger2 //Thing to blow up with the // bomb $bomb.target.destroyed\_model = "models/statweapons/flak88\_d.tik" //destroyed model of thing to //blow up $bomb.explosion\_fx = "models/emitters/explosion\_mine.tik" //explosion FX $bomb.explosion\_sound = "sound/weapons/explo/explo\_metalmed1.wav" //explosion sound  $bomb2.trigger\_name = $triggerbomb2 $bomb2.target.target = $triggerbomb2 $bomb2.target.destroyed\_model = "models/statweapons/flak88\_d.tik" $bomb2.explosion\_fx = "models/emitters/explosion\_mine.tik" $bomb2.explosion\_sound = "sound/weapons/explo/explo\_metalmed1.wav"  $bomb thread global/obj\_dm.scr::bomb\_thinker  $bomb2 thread global/obj\_dm.scr::bomb\_thinker  // prefix a $ to access targetnames of objects  $bomb thread axis\_win\_timer thread allies\_win\_bomb  thread bomb1\_exploded $bomb thread bomb2\_exploded $bomb2  end // this marks the end of the main thread. All threads below // this do not execute until called. explode\_my\_bomb: iprintlnbold\_noloc "Bomb has been set , 10 seconds to detonation" wait 2 iprintlnbold\_noloc "8" wait 2 iprintlnbold\_noloc "6" wait 2 iprintlnbold\_noloc "4" wait 1 iprintlnbold\_noloc "3" wait 1 iprintlnbold\_noloc "2" wait 1 iprintlnbold\_noloc "1" wait 1 exec global/exploder.scr::explode 1 iprintlnbold\_noloc " The bomb will go off again, but no swapping of models" end  //\*\*\* -------------------------------------------- //\*\*\* "Axis Victory" //\*\*\* --------------------------------------------  axis\_win\_timer:  level waittill axiswin  end  //\*\*\* -------------------------------------------- //\*\*\* "Allied Victory" //\*\*\* --------------------------------------------  allies\_win\_bomb:  while(level.targets\_destroyed < level.targets\_to\_destroy) waitframe  teamwin allies end  //\*\*\* -------------------------------------------- //\*\*\* "Bomb 1 Exploded" //\*\*\* --------------------------------------------  bomb1\_exploded local.bomb1:  while (local.bomb1.exploded != 1)  wait .1  iprintlnbold\_noloc "That's the Eastern Flak88, OK!!!!"  //$spawn\_axis2 disablespawn //$spawn\_axis3 enablespawn  end  //\*\*\* -------------------------------------------- //\*\*\* "Bomb 2 Exploded" //\*\*\* --------------------------------------------  bomb2\_exploded local.bomb2:  while (local.bomb2.exploded != 1)  wait .1  iprintlnbold\_noloc "That's the Western Flak88....."  //$spawn\_axis2 disablespawn //$spawn\_axis4 enablespawn  end |

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)