Firing Nebelwerfers :: [mohaa\_rox](http://www.mohaaaa.co.uk/phpBB2/profile.php?mode=viewprofile&u=201)  
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*This tutorial is fairly hard to understand but if you follow it then there's no problem.*

First load up Radiant and make your map, e.g. terrain, AI, skybox.

I added a nebelwerfer (turretweapon-->german-->nebelwerfer) and added a barbwire in front of it. I also added some Germans.Give the nebelwerfer a targetname of "neb1".

Now the hard part. Add 6 info\_waypoints with each at the barrel of the nebelwerfer. For example, I use one waypoint and give it a targetname of "neb1\_path1" and a target of "t1" or anything. So there are six waypoints, so each should have targetnames of "neb1\_path2", "neb1\_path3" respectively and they're own "target"s. In case you still don't understand, remember to download the example map.

Again add 6 script origins just in front of the waypoints, and with targetnames "neb1\_tube1", "neb1\_tube2" respectively. REMEMBER that the origins must be together with their waypoint, for example "neb1\_tube1" is together with "neb1\_path1".

When you are done, it should look like this:

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| http://www.mohaaaa.co.uk/mohaa/tutorials/nebelwerfers/image1.jpg |

Ok, wasn't easy right? Wait till you see this!

Remember the target of our waypoint? Let's use "neb1\_path1" as an example. Ok, let's say our "target" is "t1", so add another info\_waypoint with a "targetname" of "t1", and a "target" of maybe "t2". You should see a line connecting them both. Ok, there's a barbwire in front of the nebelwerfer, so if you just drag the second waypoint "t2" right all the way to where you want it to fire, chances are that the rocket won't shoot. So, we have to make a series of curving waypoints that fly up into the air (not so high) and land down to the ground. So, continue from "t2".

"t2" will have a "target" of maybe "t3", which is up in the air, and "t3" will have a "target" of let's say "t4", which we're gonna put on the ground. Whew! Understand? When you're done, your waypoints should look like this:

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| http://www.mohaaaa.co.uk/mohaa/tutorials/nebelwerfers/image2.jpg |

Not that easy? Now for the harder part!

At the end of every waypoint, e.g. "t1" to "t4", we have to add a script origin with targetname "neb1\_damage1" for the set of "neb1\_path1" waypoint that came from the barrel right up to the ground. So if your "neb1\_path2" has a target that reaches from one end to the other, let's say "4", you must added a script orign with targetname "neb1\_damage2" at waypoint "4". Understand? Look at this picture and you will know:

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| http://www.mohaaaa.co.uk/mohaa/tutorials/nebelwerfers/image3.jpg |

You can see "t4d" is my targetname of "neb1\_path4", making it more clear that it's the fourth (d) waypoint from "neb1\_path4". But it's your choice to put any targetname. So at the end of "t4d" (neb1\_path4's fourth and last waypoint), we place the script origin "neb1\_damage4".

Now place a trigger multiple with a targetname "neb1\_detector" where you want the nebelwerfer to start firing.

Save your map as test\_nebelwerfer.

Get a cup of coffee to drink and come back later for scripting.

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| //test\_nebelwerfer //architecture:mohaa\_rox //scripting:mohaa\_rox  main:  level waittill prespawn  exec global/ambient.scr m3l3 exec global/friendly.scr  level waittill spawn  $player item weapons/thompsonsmg.tik $player item weapons/m2frag\_grenade.tik $player ammo smg 300 $player ammo grenade 5 $player useweaponclass smg  thread nebelwerfer1\_setup  nebelwerfer1\_setup: $neb1\_detector waittill trigger wait 4 for (local.rocketnum = 1; local.rocketnum <= 6; local.rocketnum ++) { local.tubename = $("neb1\_tube" + local.rocketnum) local.pathname = $("neb1\_path" + local.rocketnum) local.damagename = $("neb1\_damage" + local.rocketnum) thread nebelwerfer\_launch local.rocketnum local.tubename local.pathname local.damagename wait 0.2 }  wait 10 goto nebelwerfer1\_setup end  nebelwerfer\_launch local.rocketnum local.tubename local.pathname local.damagename: //these 2 lines are together  local.rocket = spawn models/fx/fx\_nebelwerfer.tik  local.tubename playsound nebelwerfer\_launch  local.rocket.origin = local.tubename.origin local.rocket glue local.tubename  local.tubename flypath local.pathname 4500 2000 local.tubename waitmove  local.rocket remove  //\*\*\* Dirt impact visual effect spawned and animated  //local.blastname = spawn models/emitters/mortar\_dirt.tik local.blastname = spawn models/emitters/mortar\_dirt\_nebelwerfer.tik local.blastname.origin = local.tubename.origin local.blastname anim start  //\*\*\* Shake the player's view hard  exec global/earthquake.scr .03 .05 0 0 //original .13 2 0 0  //\*\*\* Radius damage projected from impact point at end of //waypoint path  local.damageamount = 360  local.damageradius = 650   radiusdamage local.damagename.origin local.damageamount local.damageradius  wait 3  //\*\*\* Remove the effect  local.blastname remove  //\*\*\* Move effect transporter back to the beginning of the path for another run  local.tubename.origin = local.pathname.origin end |

That's the scripting, which is hard to understand. Just copy and paste it, remember, the targetnames and targets I've shown you are essential, so do not change them unless you know what's going on in the scripting.

Compile your map and play!

Word from the author:

I know this is a hard tutorial to understand, even I took a long time too. Just follow the instructions that I have shown you and there would be no problem.

The example map I have included has 2 nebelwerfers and 3 friendlies, although I know there's no need for friendlies but I did it for fun, something like m3l3.

You may notice that you can die from the nebelwerfers constantly firing at you, so maybe you can add a objective to blow up the nebelwerfers. Read my other [tut](http://www.mohaaaa.co.uk/mohaa/tutorials/obj_spbombingstuff.php) on bombing things. Just follow the same instructions but change the targetname of the thing to be bombed to "neb1", which is our nebelwerfer.

To add another nebelwerfer, you can 1)just name everything else to "neb2\_". 2)download the example map.

[ Download the [Example Map](http://www.fileplanet.com/dl.aspx?/planetmedalofhonor/map/nebelwerfers.zip) ]

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