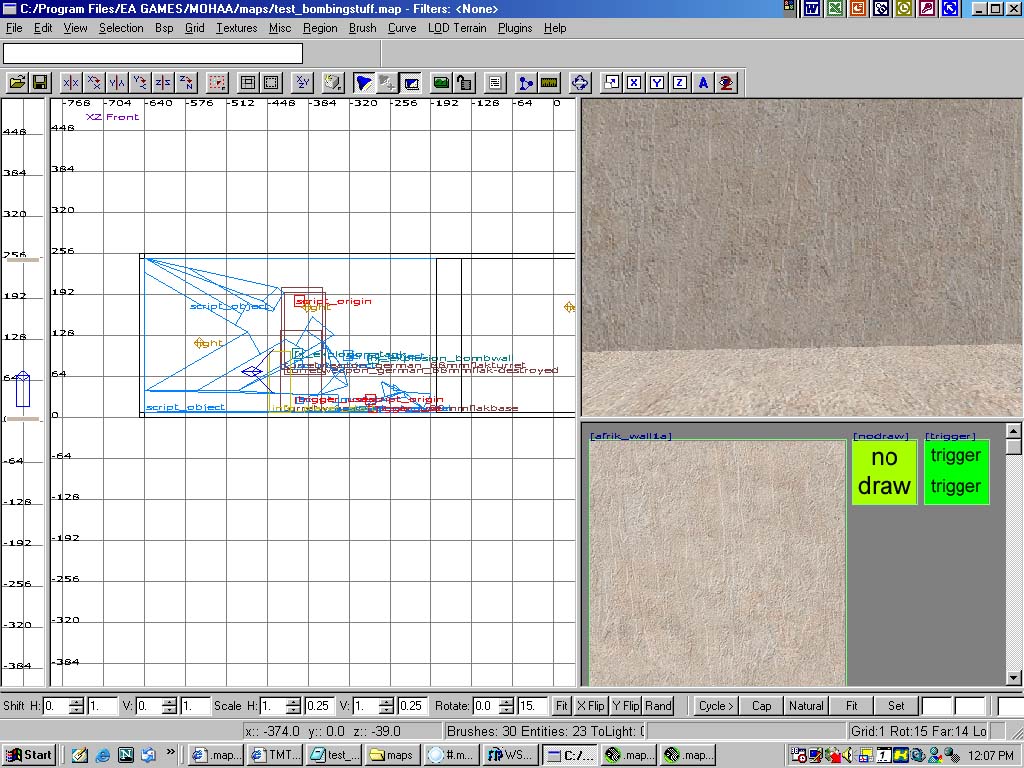
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| |  | | --- | | **Objective : Bombing Stuff :: mohaa\_rox** | |



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| *\*Note: This tutorial is NOT a continued version of the bombing tanks tutorial.*  *This tutorial shows you how to bomb anything in SP, like walls, flaks, nebelwerfers and tanks. See the sound fix guide to get your sounds working.*  Let's get started!  Today you're going to learn how to bomb a wall and a flak 88.  First make a room with lights and an info\_player\_start. I made a wall that prevents the player from reaching the objects. This wall will be bombed. Make the wall a script object and give it:   |  |  | | --- | --- | | **#set:** | 1 | | **targetname:** | exploder |   Duplicate this wall and make it look destroyed. Give it:   |  |  | | --- | --- | | **#set:** | 1 | | **targetname:** | explodersmashed |   When you're done, it should look like this:  Add an explosion fx for the wall. Select it in the 2D view.  I used fx-->explosion-->bombwall. Again give it:   |  |  | | --- | --- | | **#set:** | 1 | | **targetname:** | exploderfire |   Put a small brush with texture "no draw" from the common folder. Make it a script object. Give it:   |  |  | | --- | --- | | **targetname:** | hurtobject1 |   Ok, now the harder part. Make a script model at the foot of the wall with:   |  |  | | --- | --- | | **model** | items/pulse\_explosive.tik | | **targetname:** | bomb1 | | **$trigger\_name:** | bomb1\_trigger |   Note that you don't have to add any $explosion\_fx apart from the bombing tanks tutorial. Then make a trigger\_use around the bomb model. Give it a "targetname" of "bomb1\_trigger".  Everything is completed for the bombing of a wall. Add a script origin above the bomb with "targetname" "obj1". This will be our objective.  Now we are going to make a simple flak 88 to bomb. Put the flak 88 turret on the flak 88 base. You need to align them into position. Then give the **turret:**   |  |  | | --- | --- | | **#set:** | 2 | | **targetname:** | exploder |   Then make a destroyed flak 88 turret and give it:   |  |  | | --- | --- | | **#set:** | 2 | | **targetname:** | explodersmashed |   Your flak 88 should look like this now:  Again add an fx using fx-->explosion-->tank. Give it:   |  |  | | --- | --- | | **#set:** | 2 | | **targetname:** | exploderfire |   Once again put a small brush with texture "no draw" from the common folder. Make it a script object. Give it:   |  |  | | --- | --- | | **targetname:** | hurtobject2 |   Now a script model:   |  |  | | --- | --- | | **model** | items/pulse\_explosive.tik | | **targetname:** | bomb2 | | **$trigger\_name:** | bomb2\_trigger |   Make a trigger\_use around the bomb model. Give it a "targetname" of "bomb2\_trigger".  Add a script origin above the bomb with "targetname" "obj2". This will be our second objective of bombing the flak.  Now for the scripting. Save your map as test\_bombingstuff or anything.  //I learned to bomb stuff!!!  main:  level waittill prespawn  exec global/exploder.scr  level waittill spawn  $player item weapons/thompsonsmg.tik $player ammo smg 1000  waitthread global/items.scr::add\_item "explosive" //gives player explosives waitthread global/objectives.scr::add\_objectives 1 2 "Bomb the wall to get in." $obj1.origin thread obj1 end  obj1: $bomb1\_trigger waittill trigger $bomb1 model "animate/explosive.tik" $bomb1 playsound explosive $player loopsound bombtick $player stopwatch 5 wait 5 $player stoploopsound bombtick $bomb1 playsound explode\_tank $bomb1 remove waitthread global/exploder.scr::explode 1 radiusdamage $hurtobject1 256 384 waitthread global/objectives.scr::add\_objectives 1 3 "Bomb the wall to get in." $obj1.origin wait 2 waitthread global/objectives.scr::add\_objectives 2 2 "Bomb the flak 88." $obj2.origin thread obj2 end  obj2: $bomb2\_trigger waittill trigger $bomb2 model "animate/explosive.tik" $bomb2 playsound explosive $player loopsound bombtick $player stopwatch 7 wait 7 $player stoploopsound bombtick $bomb2 playsound explode\_tank $bomb2 remove waitthread global/exploder.scr::explode 2 radiusdamage $hurtobject2 256 384 waitthread global/objectives.scr::add\_objectives 2 3 "Bomb the flak 88." $obj2.origin wait 1 thread levelend end  levelend: waitthread global/objectives.scr::current\_objectives 0 exec global/missioncomplete.scr test\_bombingstuff end  Now you're done! Compile your map and play!  \*Note: To bomb more stuff, just do the same method as the wall/flak. Remember to change the #set values, e.g bombing a third object will have #set 3 properties, the bomb name should be changed to "bomb3" and the "no draw" brush should be "hurtobject3". Coming to the scripting, the third object should have this after $bomb3 remove:  waitthread global/exploder.scr::explode 3  Everything should be working. Enough of all these, if you don't understand, dowload the example map which includes a wall, a flak 88, a nebelwerfer and a tiger tank.  Screenshots from exampl |

Screenshots from example map:

