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

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| (Thanks to jv\_map for some advice)  *This is an intermediate tutorial, and I assume you can make a basic room and light.*  In this tutorial, I will show you how to plant explosives on tanks. Let's begin!  You must make a room with lights and an info\_player\_start. Start by adding a script object with keys and values:   |  |  | | --- | --- | | **model:** | vehicles/tigertank.tik | | **$destroyed\_model:** | vehicles/tigertank\_d.tik | | **targetname:** | tank |   You should see a tiger tank. I used a tiger tank. You can use any model, Sherman, Panzer or King tiger. Make a script model and add these keys and values:   |  |  | | --- | --- | | **model:** | items/pulse\_explosive.tik | | **$trigger\_name:** | tank\_trigger | | **$explosion\_fx:** | emitters/explosion\_tank.tik | | **$explosion\_sound:** | explode\_aagun | | **targetname:** | bomb | | **target:** | tank | | **spawnflags:** | 1 (or check "not solid") |   You should have seen an arrow connecting the explosive to the tank. Place the explosive anywhere. (I placed it at the back.)  Add a trigger\_use over the pulse explosive. Give it a targetname of "tank\_trigger".  Ok, now add a script\_origin with targetname "obj1" over the tank.  That was easy, now for the scripting part, much harder!   |  | | --- | | //test\_bombing //architecture: mohaa\_rox //scripting: mohaa\_rox  main: level waittill prespawn  exec global/exploder.scr  level waittill spawn  $player item weapons/thompsonsmg.tik //gives you a gun $player ammo smg 300 $player useweaponclass smg fadein 2 0 0 0 1 wait 2 thread maingame end  maingame:  waitthread global/items.scr::add\_item "explosive" //gives player explosives  waitthread global/objectives.scr::add\_objectives 1 2 "Bomb the tiger tank." $obj1.origin //compass will point to the tank waitthread global/objectives.scr::current\_objectives 1  level.bombedtanks = 0 //number of bombed tanks level.tank\_bombplanted = 0 //tanks with bombs planted level.bombsleft = 3 //bombs left  thread tank\_bombed end  //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* //bomb the tank //\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* tank\_bombed: $tank\_trigger waittill trigger //the trigger used in above $bomb model "animate/explosive.tik" //the animation used for exploding $bomb playsound explosive // the sound level.tank\_bombplanted = 1 // will be 1 tank with bomb planted level.bombsleft-- //bombs left after planting, which is original bombs minus 1 thread explode end  //\*\*\*\*\*\*\*\*\*\*\* //Explode //\*\*\*\*\*\*\*\*\*\*\* explode: $player loopsound bombtick //tick tock tick tock $player stopwatch 8 //number of seconds wait 8 $player stoploopsound bombtick //stop the tick tock sound $bomb playsound explode\_tank //explosion sound $bomb remove //removes the bomb $tank thread global/vehicles\_thinkers.scr::tank\_killed //"kills" the tank level.bomb\_damage = 100 //damage caused level.bomb\_explosion\_radius = 512 //radius of effect thread levelend end  levelend: waitthread global/objectives.scr::add\_objectives 1 3 "Bomb the tiger tank." $obj1.origin waitthread global/objectives.scr::current\_objectives 0 //clears objectives exec global/missioncomplete.scr test\_bombing wait 2 end |   Compile, sit back, and watch the tank explode! Try getting close to the tank, you'll get hurt.  \*Note, when you use the script object, you MAY see that your tank appears to be moving. To prevent this, just add the tank by right clicking in the 2D view and selecting the tank. |