**-How to destroy a wall through a gas barrel explosion**

**\*\**This tutorial does not cover how to include debris from the explosion. If you want to include that, but don't know how, go to*** [.Map](http://dynamic4.gamespy.com/%7Emap/mohaa/index.php)  ***and read the tutorial on blowing up multiplayer objectives.*\*\***  
I'm not going to get into a lot of specifics outiside of teaching you how to blow stuff up in this tutorial, so if you don't know how to make a wall, gas barrel, or anything else of that nature, you'll have to go somewhere else to learn how. This tuturial also requires that you're using the Spearhead SDK or you won't have the ability to make func\_explodeobject, which is very important.

Okay, first make your gas barrel, place it close to the wall, and give it these values:   
  
Key: health Value:50   
Key: radiusdamage Value: 120 120  - These values depend on how close your barrel is going to be to the wall you want to blow up. The closer the barrel is, the lower the values can be, the farther away, the higher the numbers will have to be, so you'll have to do some experimenting until you get it how you want.  
   
Key: targetname Value: explosive\_barrel   
  
Now, right click and select func\_explodeobject. A brush should appear place that next to the section of the wall that you would like to be destroyed. Give it these values:   
  
Key: setthread Value: barrel\_bomb (This is the name of the thread you're going to call upon in your script to blow the wall up)  
Key: targetname Value: wall\_trigger (The name of your trigger. Pretty self-explanatory).

Key: spawnflags Value: 148  (This make the trigger only triggerable by an explosion)  
  
Now, you'll probably want to make the hole in the wall that will be seen when the explosion has occurred. Go ahead and do that. Now select all the pieces, right click, go to "script" and select "object". Enter these values:   
  
Key:targetname Value: Exploder   
Key:#set Value: 1   
  
If you wish to include debris along with your explosion, go to the link I posted at the beggining and read the tutorial on blowing up multiplayer objectives and add that in. Done? Good.

That's it from the mapping end. Now all we need to do a is a little scripting, and we're all set!

Here's an example .scr below for you to use with your test map. It uses all of the key/values that I used in this tutorial, so if you've changed anything, make sure to change the corresponding values in the .scr as well.

*main:*

// *set scoreboard messages  
setcvar "g\_obj\_alliedtext1" "Barrel o' fun"  
setcvar "g\_obj\_alliedtext2" ""  
sercvar "g\_obj\_alliedtext3" ""  
setcvar "g\_obj\_axistext1" ""  
setcvar "g\_obj\_axistext2" ""  
setcvar "g\_obj\_axistext3" ""*

*setcvar "g\_scoreboardpic" ""*

*if(level.roundbased)  
    thread roundbasedthread*

*/////////////////////////////////  
level waittill prespawn  
/////////////////////////////////*

//*\*\*\* Precache Dm Stuff  
exec global/DMprecache.scr*

*level.script = maps/dm/barrel.scr* ***( <--- PUT YOUR MAP NAME HERE)*** *exec global/exploder.scr*

*/////////////////////////////  
level waittil spawn  
////////////////////////////*

*end*

//

*roundbasedthread:*

*level waittill prespawn  
level waittil spawn*

// *set the parameters for this round based match  
    level.dmrespawning = 0* // *1 or 0  
    level.dmroundlimit = 5* // *round time limit in minutes  
    level.clockside = kills* // *set to axis, allies, kills, or draw*

// *level waittill roundstart*

*end*

// *Barrel o' fun*

*barrel\_bomb:*

*exec global/exploder.scr::explode 1* // *blows up the #set1 exploder*

*end*

Well, that's it, in a nutshell. Have fun blowing stuff up!