**Rocking of a Boat**

**By: Kalti**

I would love to get some help implementing the boat rocking script which I so elegantly ripped from the Alsace map script.  
  
That is, if you guys are okay with the fact that I want to incorporate it into my Venice map. If not, please don't hesitate to say so.  
  
So, to make the most of this post I will show the parts of the script I think are needed to get the boats rocking. Please remember I'm still a beginning scripter and still haven't gotten my lift, with cables and counterweight, to work :'(  
  
First the calling of the thread(s) (?)  
  
$boat1 thread boat   
$boat2 thread boat  
  
*\* Placed in the map.scr below the "level waitTill prespawn" and before the "level waittill spawn"  
\* Number of boat threads depending on the number of boats you want to rock independently*  
  
The following should be place in the map.scr **below** level waittil spawn and is the actual rocking script:  
  
//\*\*\*\*\*\*\*\*\*\*boat animation to rock the boat\*\*\*\*\*\*\*\*\*\*\*\*\*  
boat:  
while (1)  
{  
self time 4  
self rotateyup 4  
self rotatezup 4  
self rotatexdown 2  
self waitmove  
self time 4  
self rotateydown 4  
self rotatezdown 4  
self rotatexup 2  
self waitmove  
self time 4  
self rotateydown 4  
self rotatezdown 4  
self rotatexup 3  
self waitmove  
self time 4  
self rotateyup 4  
self rotatezup 4  
self rotatexdown 3  
self waitmove  
}  
end  
  
  
Sofar I think I have it all written down correctly...  
  
No most likely the boat (all pieces of it) should be made into a script\_object with targetnames like boat1, boat2 etc.  
  
Can you guys check it and help me get this in ?

nvm... it works... it's the custom rowboat model which doesn't want to become a script object... d\*\*n, any modeller here who's willing to check it for me... lol  
  
Anyways, I replaced it with a textured brush and it does work 8-)

Okay with the ever so galant help from the MoH .Map members I got the boat model rocking. (first create a brush, turn it into a script\_object, open the entities menu and enter "model" as key and the "yourmodelnamehere.tik" in the value box)  
  
In other words, I now have a rocking rowboat, but without the proper modelmap so collision detection isn't working properly and the wood sounds can't be heard ?  
  
I'll try and use "script\_model" instead of "script\_objet" and will see if that helps ;D

It's fixed !  
  
I had no previous experience with scripting and therefor I wasn't familiar with script\_object entities.  
  
All I needed to do was make the script\_object non-solid. The script\_object had the key and value of the boatmodel I'm using. The model is rocking like it should but the modelmap isn't functioning on the model so I added the clip (which make up the modelmap) gave it a targetname like "boat\_clip" and bound it to the model through script.  
  
;D