

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 waittill 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 😊

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