|  |
| --- |
| **Making a Plane Fly** |
| **What we are going to do:** |
| Okay with help from [Tom](mailto:tltrude@intplsrv.net), we are going to make a plane fly in our sky |
|  |
| **Get Going!** |
| Okay, make a huge room. Mine is 2120x4352x768 huge no? ahhaha I also did a [sky box](http://web.archive.org/web/20040107090422/http:/users.1st.net/kimberly/Tutorial/sky.htm)!  Okay good! Now deselect your box and then on the top left, right click in any 2D view and go to "info" "splinepath" and place it where you want:  http://web.archive.org/web/20040107090422im_/http:/users.1st.net/kimberly/Tutorial/plane/t/splinepath.jpg (((where it is)))  [http://web.archive.org/web/20040107090422im_/http:/users.1st.net/kimberly/Tutorial/plane/t/1.jpg](http://web.archive.org/web/20040107090422/http:/users.1st.net/kimberly/Tutorial/plane/1.jpg) (((place it here)))  Okay, w/you spline path still selected, hit "N" and put these values in:  #set / 2 $mdl / vehicles/c47fly.tik $targetname / bomberpath angles / -30.00 0.00 0.00 model / vehicles/c47fly.tik target / 1  http://web.archive.org/web/20040107090422im_/http:/users.1st.net/kimberly/Tutorial/plane/t/values.jpg (((don't worry about the origin #'s they may be diff for you!)))  Good, now deselect your splinepath.  Now place another one up and away from it:  http://web.archive.org/web/20040408211906/http://users.1st.net/kimberly/Tutorial/plane/upaway.jpg  Hit "N" again and put these values in:  angles / 0.00 0.00 0.00 model / vehicles/c47fly.tik target / 2 targetname / 1  http://web.archive.org/web/20040107090422im_/http:/users.1st.net/kimberly/Tutorial/plane/t/value2.jpg  Great! Now deselect it and place another spline path along the same line, but farther away:  http://web.archive.org/web/20050130151110/http://users.1st.net/kimberly/tutorial/plane/farway.jpg  Great, hit "N" and put these values in:  angles / 30.00 0.00 0.00 model / vehicles/c47fly.tik target / 3 targetname / 2  http://web.archive.org/web/20040107090422im_/http:/users.1st.net/kimberly/Tutorial/plane/t/value3.jpg  Great, deselect it and make another spline path, below it, so it is kinda looking like the 1st one:  http://web.archive.org/web/20050130162656/http://users.1st.net/kimberly/tutorial/plane/last.jpg  Great, hit "N" and put these values in:  angles / 0.00 0.00 0.00 model / vehicles/c47fly.tik targetname / 3  http://web.archive.org/web/20040107090422im_/http:/users.1st.net/kimberly/Tutorial/plane/t/value4.jpg  Great, deselect this spline...  Phew! Lets keep going!  Now lets just make a simple arch! So we can trigger our plane!  http://web.archive.org/web/20050130141450/http://users.1st.net/kimberly/tutorial/plane/arch.jpg  Great, now in side it, draw a box and then right click in any 2D view and go to "trigger" "multiple":  http://web.archive.org/web/20040408204501/http://users.1st.net/kimberly/Tutorial/plane/trig.jpg  Now w/it still selected, hit "N" and put these values in:  #set / 2 $targetname / bombertrigger  http://web.archive.org/web/20040107090422im_/http:/users.1st.net/kimberly/Tutorial/plane/t/value5.jpg  Great! Now the mapping part is done! Put a player start in and save it! I am saving it as "plane" so my .scr will be saved as plane.scr.  Sheesh! Now lets go get some Oreo's to eat!!!!! ;-) ahhaha  Now we add the script to your [.scr](http://web.archive.org/web/20040107090422/http:/users.1st.net/kimberly/Tutorial/scr.htm)!  Add the RED, the Green just describes:   |  | | --- | | // Rage in a Cage // ARCHITECTURE: Cody "Nemesis" O. // SCRIPTING: Cody "Nemesis" O. main:  // set scoreboard messages setcvar "g\_obj\_alliedtext1" "Rage in a Cage" setcvar "g\_obj\_alliedtext2" "" setcvar "g\_obj\_alliedtext3" "" setcvar "g\_obj\_axistext1" "Rage in a Cage" setcvar "g\_obj\_axistext2" "" setcvar "g\_obj\_axistext3" ""  setcvar "g\_scoreboardpic" "none"  exec global/exploder.scr exec global/bomber.scr <---This is for the bombers hah!  level waitTill prespawn  //\*\*\* Precache Dm Stuff exec global/DMprecache.scr  level.script = maps/dm/plane.scr exec global/ambient.scr plane  //$world farplane 5000 //$world farplane\_color (.333 .333 .329)  level waittill spawn level.flyplane = 1 <---Not sure what this is for!  end |   Great, save it as "plane.scr" and your good to go! Just walk through the arch and your plane will fly by!  TIPS/HINTS   |  | | --- | | 1) for your "angles" " "0.00 0.00 0.00" ((If you zoom in close to your Splinepath, and make these changes, you will see your plane move also!      The 1st one changes the / \ of the plane...like if it is -30, the plane will point up! Or if it is a 30, the plane will point down.      The 2nd is to change like the direction it is pointing/turning, like say you put in 30, it will point left. And if you put in -30 it will point right.      The 3rd one is to change like the...hmm the roll of the plane? If you have ever been in a plane, and when it turns, it like turns sideways a little, this is what that does. | | 2) You can use a different plane if you want, just right click and go to "vehicle" then choose a axis/allied which ever one, then go to a plane, but make sure it has "fly" in it! Also when you find it, hit "N" and get the model name...like "model/bla bla bla bla.tik" and put it in place of "model / vehicles/c47fly.tik". Then delet that plane! |   http://web.archive.org/web/20040107090422im_/http:/users.1st.net/kimberly/Tutorial/downloadable.jpg |