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| **Blow up and cause Damage** |
| **What we are going to do:** |
| Okay, we did it so that stuff blows up, but it only kills/hurts you if you are right on top of it! Well w/help from [madcow](mailto:peter_arentsen@hotmail.com) I got it figured out! Thanx man! |
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| **Get Going!** |
| Okay, make a room 512x512x256, put grid on 8 and hollow it out!  Okay now right click in any 2D view, I am using the top view, and go to "vehicle" "german" "bmwbike". Place it in your map and then hit "N" to bring up the console and apply these properties to it:  #set / 1 targetname / exploder  http://web.archive.org/web/20040107083710im_/http:/users.1st.net/kimberly/Tutorial/blowdamage/1prop.jpg  Good, now deselect it, and right click again in top view and go to "vehicle" "german" "bmwbike-destroyed", then hit "N" to bring up the console and apply these properties to it:  #set / 1 targetname / explodersmashed  http://web.archive.org/web/20040107083710im_/http:/users.1st.net/kimberly/Tutorial/blowdamage/2prop.jpg  Good, deselect it, now right click and go to "fx" "explosion" "tank", then hit "N" again and put these properties in:  #set / 1 targetname / exploderfire  http://web.archive.org/web/20040107083710im_/http:/users.1st.net/kimberly/Tutorial/blowdamage/3prop.jpg  Good, deselect this and now make a little box, about 8x8x16 and apply the texture "no draw" to it.  Then right click it in any 2D view and go to "script" "object"  Now w/it still selected, hit "N" and put this value in:  targetname / hurtobject  http://web.archive.org/web/20040107083710im_/http:/users.1st.net/kimberly/Tutorial/blowdamage/4.jpg  Great. Your stuff should look like this so far:  http://web.archive.org/web/20030408155321/http://users.1st.net/kimberly/Tutorial/blowdamage/5.jpg  Great, now make sure nothing is selected, and draw a box around your bike:  http://web.archive.org/web/20050125010156/http://users.1st.net/kimberly/tutorial/blowdamage/box.jpg  Now right click it in any 2D view and go to "trigger" "multiple", then apply these settings to it:  #set / 2 health / 200 setthread / explode\_bang spawnflags / 128 ((or click the damage box)) targetname / explodertrigger  http://web.archive.org/web/20040107083710im_/http:/users.1st.net/kimberly/Tutorial/blowdamage/6.jpg  Great! Place a light and a playerstart, and save it as "damage2" or whatever.  Phew! Okay, now open notepad and add the RED to your .scr, 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"  // call additional stuff for playing this map round based is needed if(level.roundbased) thread roundbasedthread  exec global/exploder.scr  level waitTill prespawn  //\*\*\* Precache Dm Stuff exec global/DMprecache.scr  level.script = maps/dm/damage2.scr <---change to whatever you saved your map as. We saved ours as damage2 exec global/ambient.scr damage2 <--for sound  //$world farplane 5000 //$world farplane\_color (.333 .333 .329)  level waittill spawn  end // until called. <---Game will not use this till it is called. explode\_bang: <---Game will not use this till it is called. exec global/exploder.scr::explode 1 <---??? dono ahhah! radiusdamage $hurtobject 256 384 <--This is how far out and how high the damage goes! So u can change it if you want!  end |   Good, save this as damage2.scr put it in mohaa\main\maps\dm w/ your map, compile your map and there you go!  **http://web.archive.org/web/20040107083710im_/http:/users.1st.net/kimberly/Tutorial/downloadable.jpg** |