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| **Destroying Walls/Blocks** |
| **What we are going to do:** |
| Okay, we did the bike, but that is easy/ already done for ya! Now lets do a complete wall that turns into a destroyed wall. |
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| **Get Going!** |
| Okay, make a room, mine is 512x512x256, and put grid on 8 and hollow it out! Then make another box inside it that is...oh..well mine is 128x128x128, but don't hallow it, w/it still selected, right click on it in any 2D view and go to "script" "object"  http://web.archive.org/web/20030408153029/http://users.1st.net/kimberly/Tutorial/destroyingawall/1stblock.jpg  Now hit "n" and apply these settings to it:  #set / 1  targetname / exploder  http://web.archive.org/web/20040107085104im_/http:/users.1st.net/kimberly/Tutorial/blowup/t/exploder.jpg (((((Just worry about the RED circled part)))))  Now lets make the "destroyed part" there are 2 ways to do this, so lets do 1 first.  1) You can make the wall totally disappear! so let us do that one 1st.  Just make a little box, 8x8 will do, put it some where off your map, where people will not see it! And right click it and go to "script" "object" just like before:  http://web.archive.org/web/20050131101624/http://users.1st.net/kimberly/tutorial/destroyingawall/here.jpg  Now apply these settings:  #set / 1  targetname / explodersmashed  http://web.archive.org/web/20040107085104im_/http:/users.1st.net/kimberly/Tutorial/blowup/t/meshed.jpg (((((Just worry about the RED circled part)))))  Now in the top view, right click and go to "fx" "explosion" "tank", and place it int he middle of you box!  http://web.archive.org/web/20030408153900/http://users.1st.net/kimberly/Tutorial/destroyingawall/fx.jpg  And apply these settings:  #set / 1  targetname / exploderfire  http://web.archive.org/web/20040107085104im_/http:/users.1st.net/kimberly/Tutorial/blowup/t/exfire.jpg (((((Just worry about the RED circled part)))))  Now deselect everything and draw a box around your whole box now, w/ about 2-4 units on each side, and then right click it in any 2D view and go to "trigger" "multiple", and apply these settings:  #set / 1  targetname / explodertrigger  spawnflags / 128 (or just check the damage check box)  health / 100 (or whatever value you want. 100 will be one shot from a sniper or 4-5 from a pistol)  http://web.archive.org/web/20040107085104im_/http:/users.1st.net/kimberly/Tutorial/destroyingawall/t/trigger.jpg ((((( It is yellow when it is selected)))))  And there you go, add this "exec global/exploder.scr" to your .scr and compile and your good to go! **FOR MORE ON THAT,** [**CLICK HERE**](http://web.archive.org/web/20040107085104/http:/users.1st.net/kimberly/Tutorial/blowup.htm) **AND GO TO THE BOTTOM A LITTLE**  Now for the 2nd way!  2) Now lets make it so that when the box explodes, there will be a chunk of rock there!  Make some funky looking rock by clipping it, or doing whatever, just as long as you get what you want. This is what mine looks like:  http://web.archive.org/web/20040107085104im_/http:/users.1st.net/kimberly/Tutorial/destroyingawall/t/funkyrock.jpg  Now place it in the center of you box, and right click it in any 2D view and apply the "script" "object" to it!  http://web.archive.org/web/20050131111906/http://users.1st.net/kimberly/tutorial/destroyingawall/inside.jpg  Then hit "n" and apply these settings:  #set / 1  targetname / explodersmashed  http://web.archive.org/web/20040107085104im_/http:/users.1st.net/kimberly/Tutorial/blowup/t/meshed.jpg (((((Just worry about the RED circled part)))))  And there you go, add this "exec global/exploder.scr" to your .scr and compile and your good to go! **FOR MORE ON THAT,** [**CLICK HERE**](http://web.archive.org/web/20040107085104/http:/users.1st.net/kimberly/Tutorial/blowup.htm) **AND GO TO THE BOTTOM A LITTLE**  TIPS  1) You can have more than just 1 explosion in your map. Lets say you want one wall to blow up, so set the "#set" to "1". But if you want another wall to blow up, set the "#set" to "2" but make sure you do this for all the #sets! Like the "targetname / explodersmashed" and "targetname / explodertrigger" etc. you get the picture. So it will look like this on right, and not what is on the left:   |  |  | | --- | --- | | #set / 1  targetname / explodersmashed  #set / 1  targetname / explodersmashed  #set / 1  targetname / exploderfire  #set / 1  targetname / explodertrigger  spawnflags / 128 (or just check the damage check box)  health / 100 (or whatever value you want. 100 will be one shot from a sniper or 4-5 from a pistol) | #set / 2 targetname / explodersmashed  #set / 2 targetname / explodersmashed  #set / 2 targetname / exploderfire  #set / 2 targetname / explodertrigger  spawnflags / 128 (or just check the damage check box)  health / 100 (or whatever value you want. 100 will be one shot from a sniper or 4-5 from a pistol) |   Here is the tut I just made, you can download it! http://web.archive.org/web/20040107085104im_/http:/users.1st.net/kimberly/Tutorial/downloadable.jpg |