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| **Random Bombings** |
| **What we are going to do:** |
| Okay, thanx for helping me !madcow! Again! But now we are going to make random explosions like on Omaha Beach!!!!!!!!!!! |
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| **Get Going!** |
| Make kind of a big map, mine is 1024x1024x512 and hollow it out and put whatever textures you want!  Now all you have to do is this, right click in any 2D view and go to "fx" "explosions" "tank", now place this "tank" effect anywhere you want, where you place it is where the explosion will happen. How hit "N" and put this value in:  targetname / random\_explode  Great, now open your .scr file and add these RED lines! Green just describes:   |  | | --- | | // Rage in a Cage // ARCHITECTURE: Cody "Nemesis" O. & madcow // SCRIPTING: Cody "Nemesis" O. & madcow 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/random.scr exec global/ambient.scr random  //$world farplane 5000 //$world farplane\_color (.333 .333 .329)  level waittill spawn thread random\_explode1  end  random\_explode1:  wait (randomfloat 13 + 23) <---the 13 is minimum # of seconds it waits, and 23 is the max # of seconds it will wait!   $random\_explode anim start radiusdamage $random\_explode 256 384 <---this is the damage it does, 256 radius and 384 high! goto random\_explode1 <---this sends it back so it is a constant loop! end |   http://web.archive.org/web/20040107091227im_/http:/users.1st.net/kimberly/Tutorial/downloadable.jpg ((((This is Madcow's map, I like the hole he made!)))) |