|  |
| --- |
| **Making a Turret Gun!** |
| **What we are going to do:** |
| Okay, every map should have a big gun! So lets make one! |
|  |
| **Get Going!** |
| Okay, make a room 512x512x256 then put the grid on 8 and hallow it out. Then make a lil stand inside any size, mine is 32x32x64:  [http://web.archive.org/web/20040112123526im_/http:/users.1st.net/kimberly/tutorial/gun/t/room.jpg](http://web.archive.org/web/20040112123526/http:/users.1st.net/kimberly/tutorial/gun/room.jpg)  Now in the top view, right click and go to "Static" "weapons" "mg42bipod":  [http://web.archive.org/web/20040112123526im_/http:/users.1st.net/kimberly/tutorial/gun/t/bipods.jpg](http://web.archive.org/web/20040112123526/http:/users.1st.net/kimberly/tutorial/gun/bipods.jpg)  Then put the grid on like 4 and center up your pod so it is on the top/left of you block!  [http://web.archive.org/web/20040112123526im_/http:/users.1st.net/kimberly/tutorial/gun/t/align.jpg](http://web.archive.org/web/20040112123526/http:/users.1st.net/kimberly/tutorial/gun/align.jpg)  Deselct it and then right click in top view and go to "turretweapon" "german" "mg42":  -  Now align your gun up on top of your bipod so it looks like this:  [http://web.archive.org/web/20040112123526im_/http:/users.1st.net/kimberly/tutorial/gun/t/ontop.jpg](http://web.archive.org/web/20040112123526/http:/users.1st.net/kimberly/tutorial/gun/ontop.jpg)  With your gun still selected, hit "n" to bring up the console w/the proporties, and put this in:  maxyawoffset / 55  http://web.archive.org/web/20040112123526im_/http:/users.1st.net/kimberly/tutorial/gun/t/settings.jpg  Then compile your map and your good to go!  **Tips/Hints** 1) For the maxyawoffset, it is best to use 55-77, this is more realistic. B/c if you use 90, you will be walking in walls! 2) yawcenter {yaw} sets the allowed yaw {default = spawn pos} bulletdamage {ammount} default = 40  http://web.archive.org/web/20040112123526im_/http:/users.1st.net/kimberly/tutorial/downloadable.jpg |