

Random Bombings

What we are going to do:

Okay, thanx for helping me !madcow! Again! But now we are going to make random explosions 1 on Omaha Beach!!!!!!!!!!!!

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 YELLOW 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:
```

