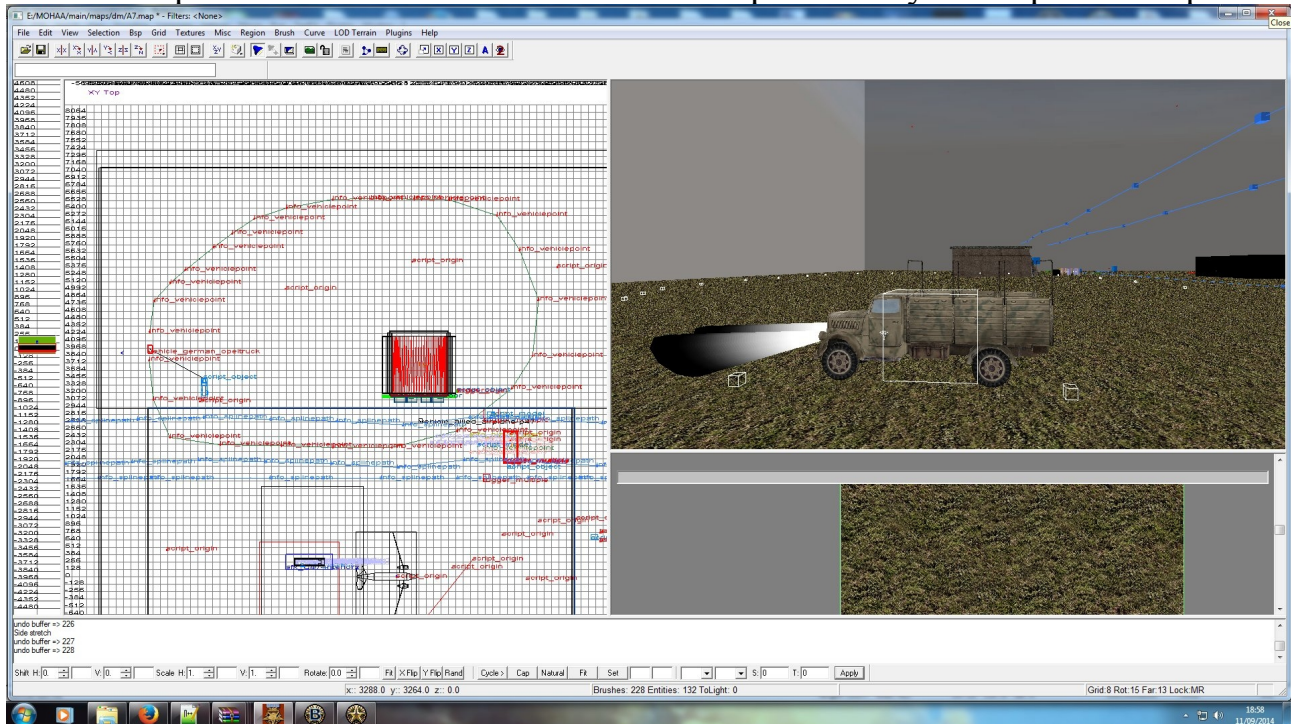


An Opel Truck that Drives around a Path.

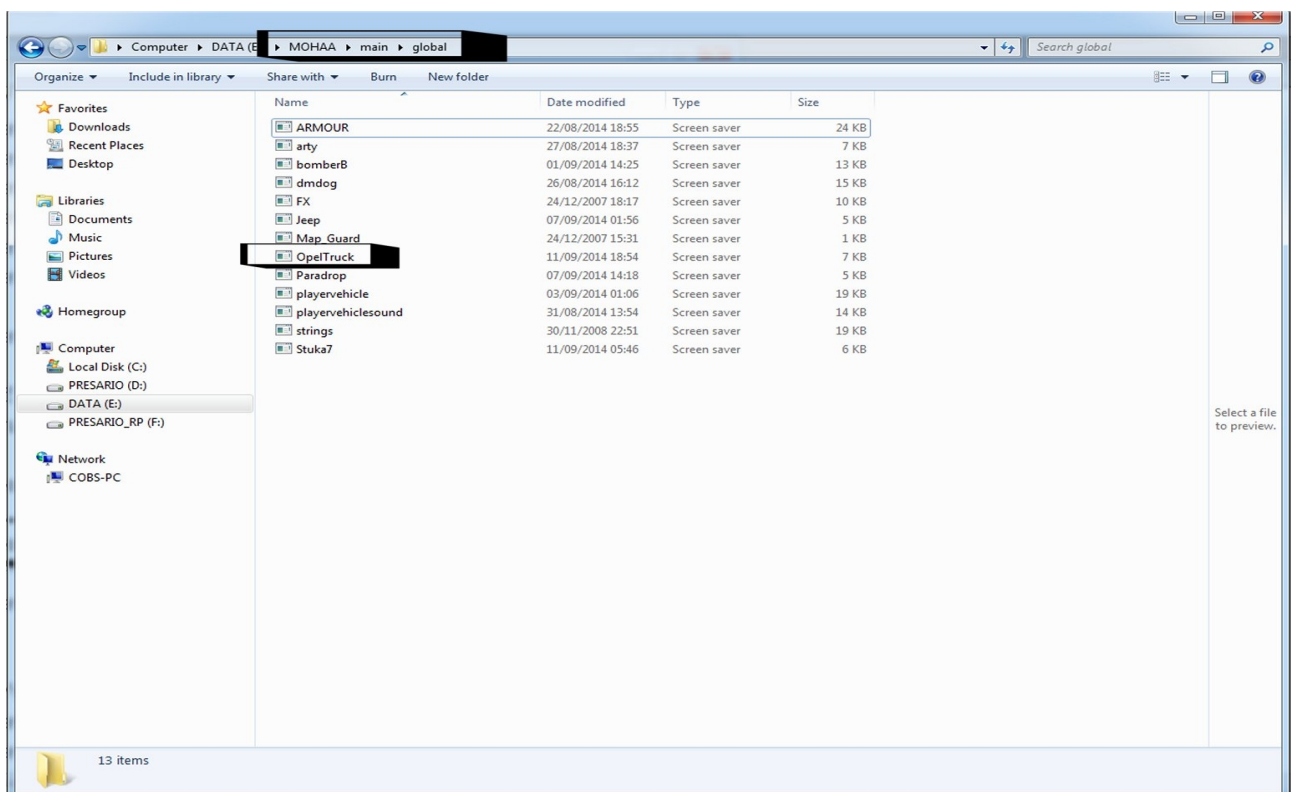
Prefab

by Cobra {sfx}

Load the OpelTruck Prefab into MohRadiant and place it in your map and compile it.



Copy the OpelTruck.scr to your global folder ...

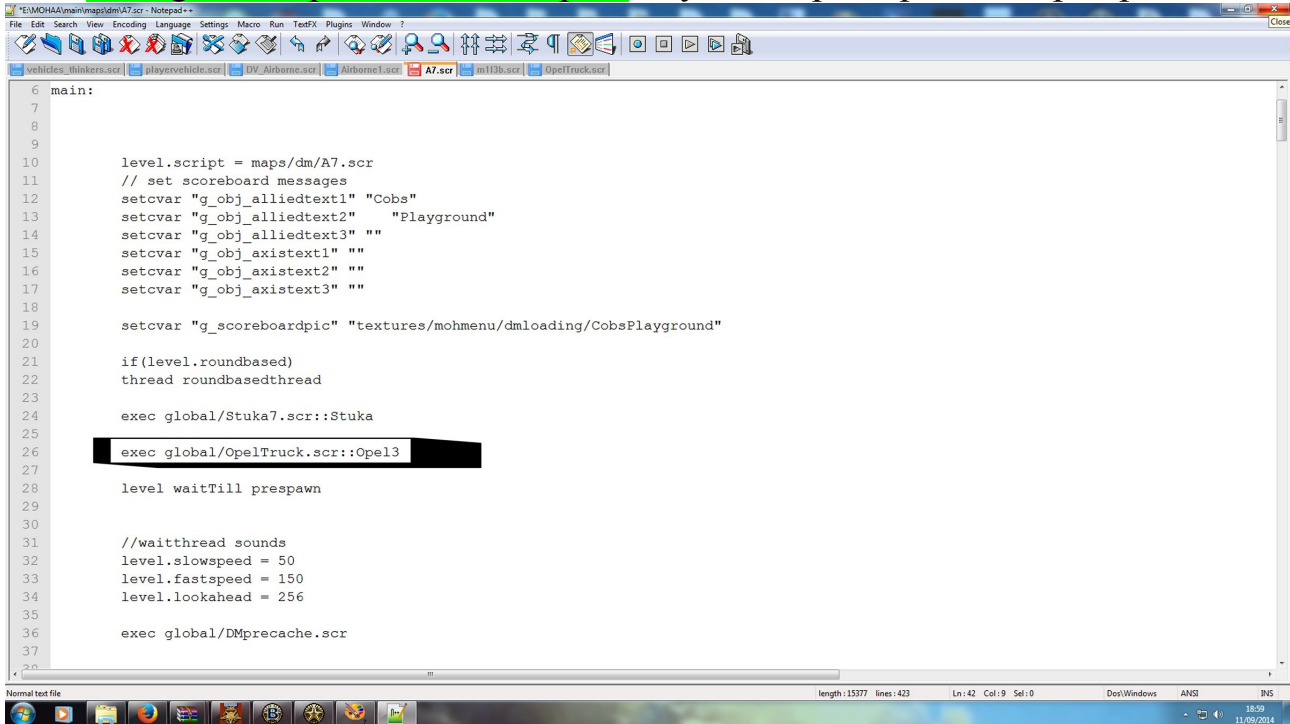


An Opel Truck that Drives around a Path.

Prefab

by Cobra {sfx}

Add `exec global/OpelTruck.scr::Opel3` to your map script before prespawn...



```
6 main:
7
8
9
10 level.script = maps/dm/A7.scr
11 // set scoreboard messages
12 setcvar "g_obj_alliedtext1" "Cobs"
13 setcvar "g_obj_alliedtext2" "Playground"
14 setcvar "g_obj_alliedtext3" ""
15 setcvar "g_obj_axistext1" ""
16 setcvar "g_obj_axistext2" ""
17 setcvar "g_obj_axistext3" ""
18
19 setcvar "g_scoreboardpic" "textures/mohmenu/dmloading/CobsPlayground"
20
21 if(level.roundbased)
22 thread roundbasedthread
23
24 exec global/Stuka7.scr::Stuka
25
26 exec global/OpelTruck.scr::Opel3
27
28 level waitTill prespawn
29
30
31 //waitthread sounds
32 level.slowspeed = 50
33 level.fastspeed = 150
34 level.lookahead = 256
35
36 exec global/Dmprecache.scr
37
38
```

Load your map and test it ...



An Opel Truck that Drives around a Path.

Prefab

by Cobra {sfx}

Info:

This Vehicle has health, you **CAN** destroy it!

You can change the Info_VehiclePoints locations individually in your map - shape them around your map where you want the Opel Truck to drive to, theyre best placed just underneath the ground.

You can also change the Vehicles driving speed and its health in OpelTruck.scr

If you already use a scriptmaster then I suggest you copy the Opel Truck vehicle sounds (located in OpelTruck.scr) into your own scriptmaster thread.

Have Fun! ;)

Cobra {sfx}

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