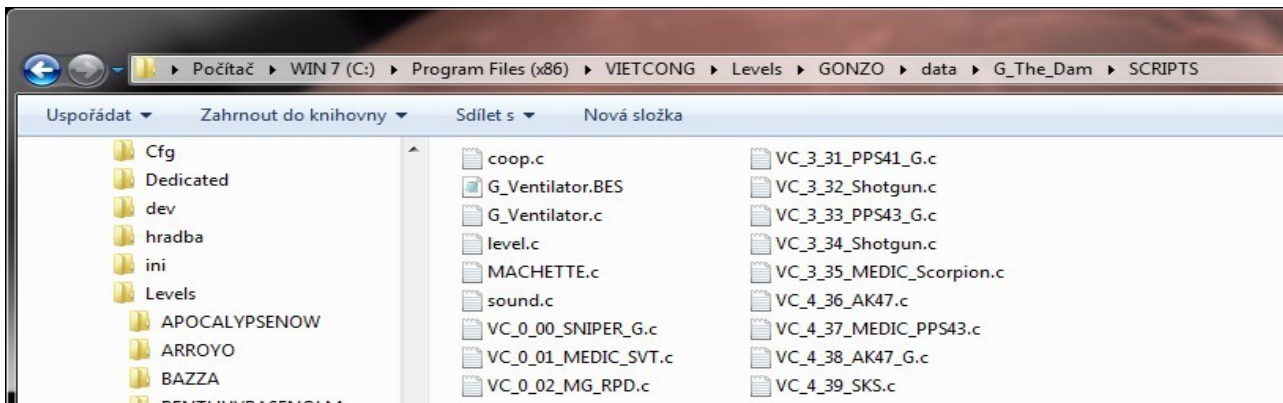
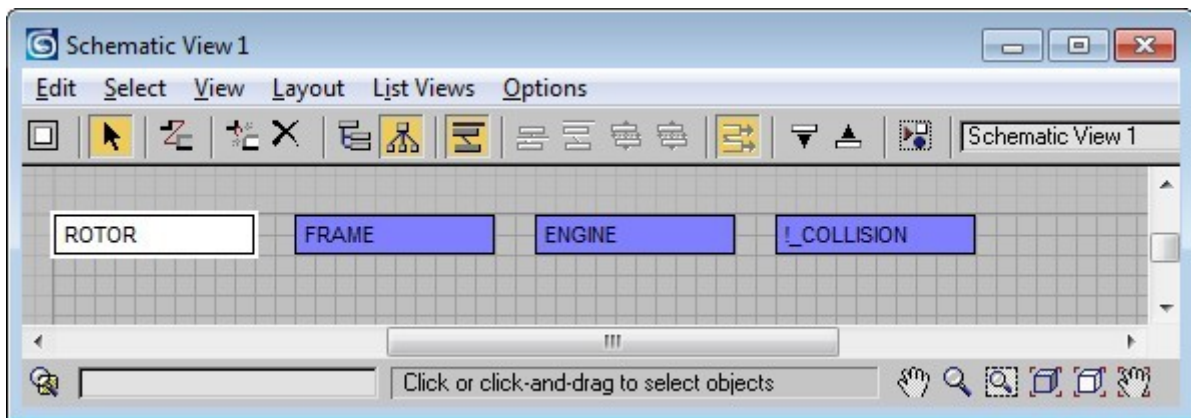


ROTATING OBJECTS

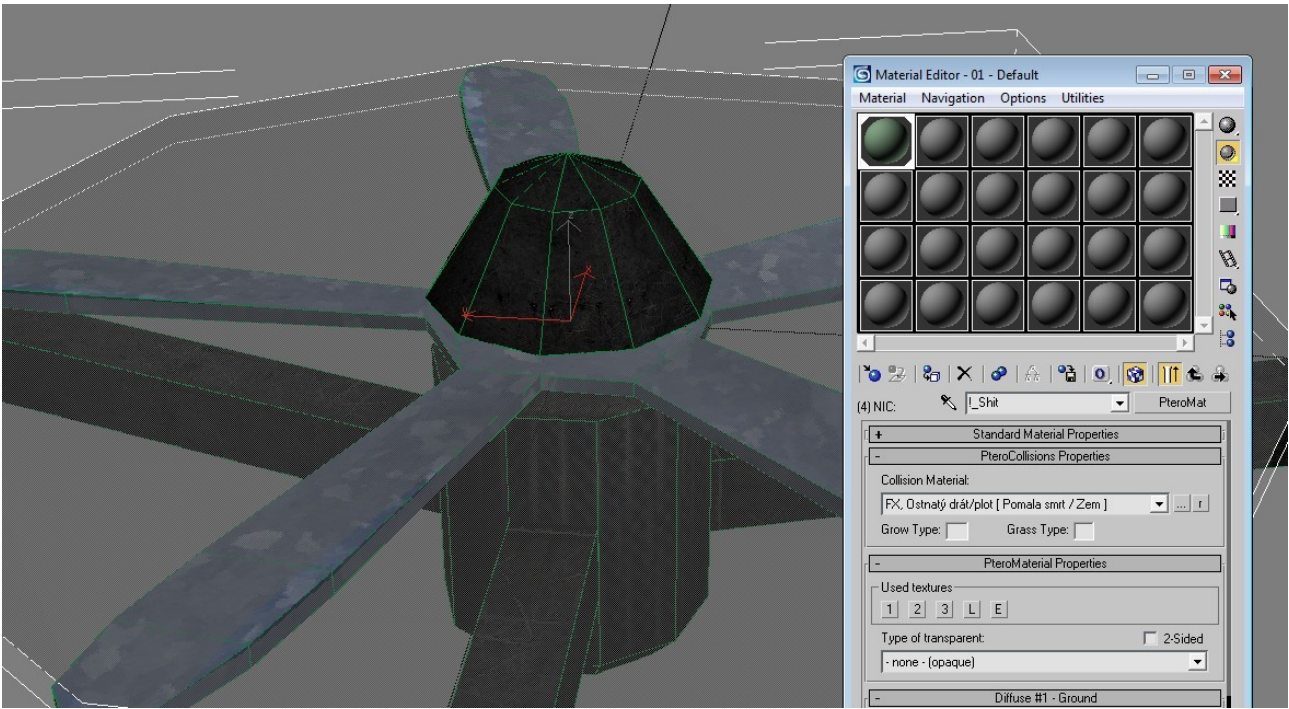
I read in the VC script SDK that adding a script to an object is easy. The object script (.c) must have the same name as the object (.bes), for example if there is an object called box.bes in one directory and there is also a file called box.c, it will be loaded automatically. If you put the script.c with the object in the Vietcong\Levels\YourMaps\OBJECTS\ directory, it won't work. The object is wrapped in the map after finalization, but the script is not. You need to get the script into the Vietcong\Levels\YourMaps\data\CurrentMap\SCRIPTS\ directory. So put it there as well with the .bes object with the same name.



I created a G_Ventilator.BES model. I will show you step by step how to proceed. I used simple script DO ROTATE from Jani Alanen (Don Turtuma), but I show you first what I made in 3DSMax.

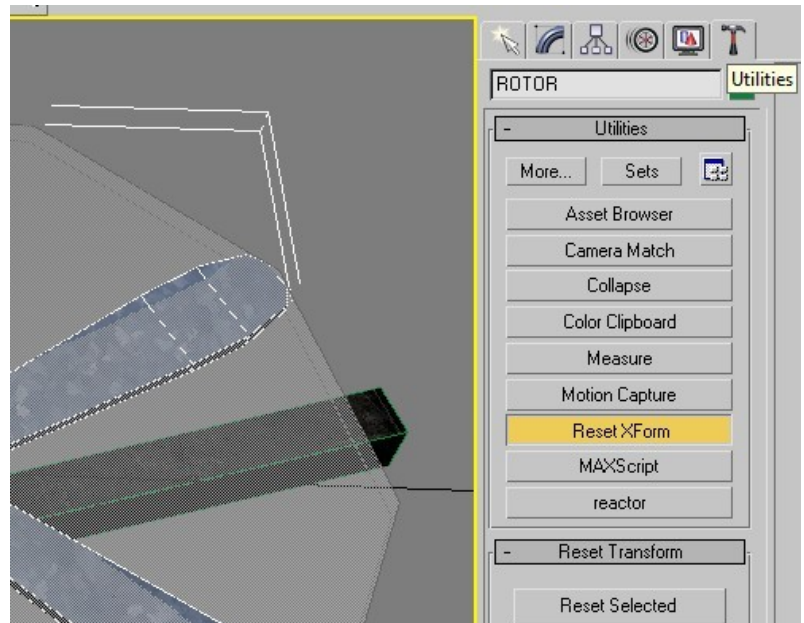


The rotating part must be a sub-entity of the main object (G_Ventilator.BES). I named it ROTOR for easy work. No user-defined properties or linking to another object are required.

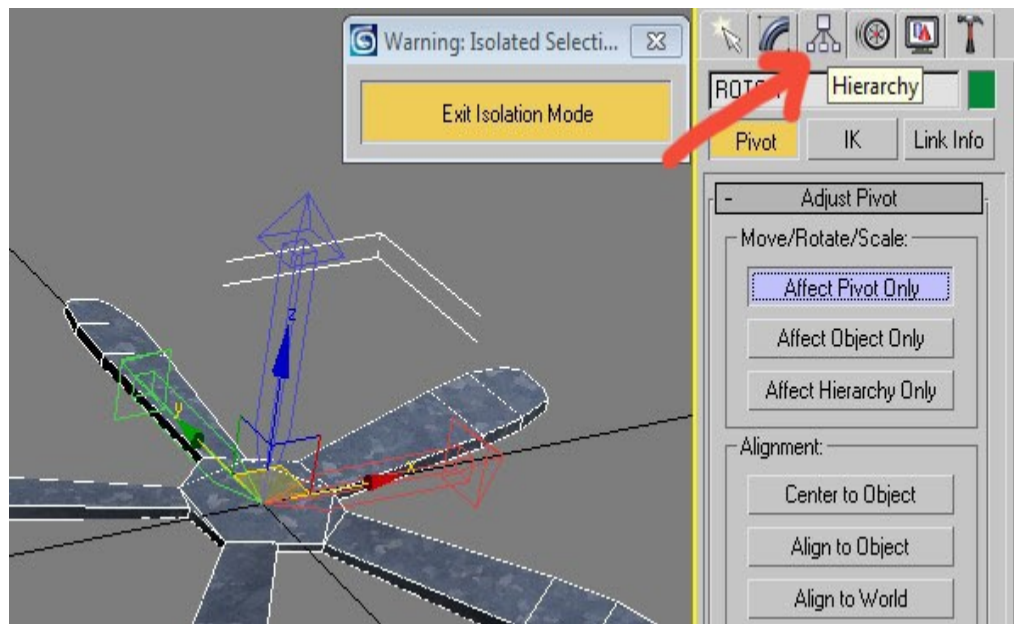


I have to remind you that the rotation only works for the graphical model, not the physical collision. So I used a collision object for players with "!" before the name (see collision - instructions in the game editor) and I used the collision material FX - barbed wire, slow death. No texture.

Don't forget Reset XForm,
then Collapse it
(Utilities – small hammer)



And of course, don't forget to center the axis of rotation.
Hierarchy - Affect Pivot Only,
then move the pivot to the center or choose Center to Object.



How it looks in ptero-editor:



(Magenta color is collision subobject !_COLLISION)

In the script, I used the name of the sub-entity that I want to rotate - ROTOR.
I set the rotation around the Z axis.

```
Author:
    Jani Alanen (aka Don Turtuma @ http://www.vietcong-coop.net)

Description:
Dynamic object script for rotating a sub-object.

Usage:
    - Set NOD_NAME to as the name of the sub-object you want to rotate
    - Set rotation speed for each axis
    - The default values rotate Patton's (tank) turret clockwise, so you can
      easily test the script

Created:
    18.9.2004
    + script created

Modified:

*/
#include <inc\sc_global.h>
// Name of the object to rotate
#define NOD_NAME "ROTOR"
// Rotation speed for each axis
// Values:
// 0.0f = no rotation
// Positive values for clockwise and negative values for counterclockwise
// rotation
#define ROTATE_X_SPEED 0.0f
#define ROTATE_Y_SPEED 0.0f
#define ROTATE_Z_SPEED 3.0f

s_SC_NOD_transform OriginalTransform;
void *nod;

int scriptMain(s_SC_OBJ_info *info) {
```

2023

= GONZO =