

The tracking autogun is now set up. To put one in a level, you need to do the following things:-

Per level:-

Go to 'tools' -> 'scripts' , then select 'New' when the script box appears. Select the 'File' radio button, then click the '...' button next to it. Select z:\nextgen\scripts\obj\prague2\autogun.sma. Then close the script box (don't click OK - you'll end up in a world of pain...). This will include the autogun script in the level.

Per gun:-

Select the gun in worldedit (having made sure it's dynamic etc., class 'autogun' in Maya), and bring up the attribute editor. In the script box select 'autogun.sma' (you set this up earlier)... Now close the attribute editor, then open it again (this binds the script), and select 'Edit Event Bindings'. Click the tick box that says 'Use', and type 'OnAnimEvent0' into the text box that becomes enabled. Then bind this obscure thing you have typed to 'NM\_ANIMEVENT0'. This is exactly the same as a regular event binding, except instead of calling an event group, it calls a function (OnAnimEvent0) in the gun's script.

Er, thats it....