



Tutorial: How to Make a Bomber in **FarCry**

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Introduction

Hopefully by now you would have followed my previous Tutorial in how to fly.

Assuming that all was well, this tutorial will give you the basic concept of how to make an Air Bomber. The bomb weapon launcher on the model in 3D Max MUST be below the aircraft; otherwise you will effectively blow yourself up. The bomb will fall from your craft with only a slight forward momentum and drop at the speed of gravity (-9.8).

This method is not perfect and need cleaning up a little, but I haven't got the time, so hopefully someone else may do it one day.

First, you need this file (not pasting code in anymore due to the PDF copy issue)

<http://www.farcrymaps.pwp.blueyonder.co.uk/manual/bomber.rar>

Now follow the instructions below. Hopefully by now you will now how to edit scripts. If not, then I would suggest being very careful and back up scripts before you edit them. If you're still unsure, then ask someone.

UNZIP RAR File

First off, unpack the rar file and place all 3 lua files in the Scripts/Default/Entities/Weapons Folder.

Place the .cgf file in your Aircraft Directory in Objects/Vehicle/xxxx

I will assume that you will be change the names from IGxxx to other names.

ClassRegistry.lua

In the Projectiles Section Add the highlighted line only

```
 {"Projectile","VehicleRocket",63,"Weapons/VehicleRocket.lua"},  
 {"Projectile","IGBomb",235,"Weapons/IGBomb.lua"},
```

```
-- players
```

WEAPONSYSYTEM.LUA

In the WeaponClassesEx Section Add the highlighted lines only

```
 MutantMG = {  
     id = 35,  
     script = "Weapons/MutantMG.lua",  
 },  
 IGBomberWeapon = {  
     id = 36,  
     script = "Weapons/IGBomberWeapon.lua",  
 },  
 }
```

At the end of Projectiles Section add the highlighted lines only

-- THIS NEEDS TO POINT TO YOUR AIRCRAFT FOLDER IN OBJECTS/VEHICLE/XXX

```
 VehicleRocket={  
     model="objects/weapons/Rockets/rocket.cgf",  
 },  
 IGBomb={  
     model="objects/Vehicles/IGBomber/missile.cgf",  
 },  
 };
```

WeaponsParams.lua add the highlighted line

```
MaxAmmo =  
{  
    Battery=100,  
    Pistol=150,  
    SMG=300,  
    Assault=300,  
    Sniper=30,  
    Minigun=100,  
    Shotgun=50,  
    MortarShells=10,  
    Grenades=6,  
    HandGrenade=6,  
    Rock=6,  
    FlashbangGrenade=6,  
    GlowStick=6,  
    SmokeGrenade=6,  
    FlareGrenade=6,  
    Rocket=10,  
    OICWGrenade=10,  
    AG36Grenade=10,  
    StickyExplosive=5,  
    HealthPack=6,  
    VehicleMG=500,  
    VehicleRocket=20,  
    Stamina=9999999,  
    IGBomb=12  
}
```

IN YOUR AIRCRAFT xxxx.lua file

In the function IGBomber:InitWeapon() Section Edit this line

```
-- MAKE SURE THE WEAPON TYPE IS POINTING TO YOUR WEAPON  
-- CLASS NAME.
```

```
self.cnt:SetWeaponName("IGBomberWeapon", "");
```

If you are going to change the names of the bombs/weapon etc, you must make sure it is consistent throughout all of your scripts.

In theory that should be it. Your craft should now drop bombs on the buildings/people below. If it doesn't work for you, I would suggest following the Weapons Tutorial on CryMod and adjust its method to suite this manual. If you are a modder already, you will know what to adjust to get it working for you and probably wont be reading this!

You may wish to either use bits of the code in the lua files or adjust them to suite your needs.

Thanks

Clivey