

[GR]Kenny

Hello and welcome to this tutorial about “env_smokestack”

First ill start by giving you a basic env_smokestack script



```
ent_create env_smokestack
```

```
ent_fire env_smokestack addoutput "classname test" //basic stuff just change the name for it every time or your  
//scripts will interfere with each other
```

```
ent_fire env_smokestack addoutput "targetname test" // ↑
```

```
ent_fire test addoutput "basespread 80" //how large it is at the base
```

```
ent_fire test addoutput "speed 200" //the speed
```

```
ent_fire test addoutput "startsize 8" //how big it starts out as
```

```
ent_fire test addoutput "SpreadSpeed 1" //hard to explain but its pretty much how fast it spreads
```

```
ent_fire test addoutput "endsize 0" //the end size
```

```
ent_fire test addoutput "Rate 250" //the rate
```

```
ent_fire test addoutput "Jetlength 400" //this one im not completely sure but its either how far it is up  
//or outward
```

```
ent_fire test addoutput "windspeed 3" //
```

```
ent_fire test addoutput "smokematerial sprites/strider_blackball.vmt" //The texture
```

```
ent_fire test addoutput "twist 175" //the rate of the spin
```

```
ent_fire test addoutput "rendercolor 120 240 42" //The color (RGB)
```

```
ent_fire test Turnon //turns it on
```

If you wanted to get even more advanced you could add a logic timer and such but for now lets keep it simple.

Btw the //means everything it that line after it doesn't do anything

Now just use this is just a basic env_smokestack but this is what the code looks like, also to save this open notepad or notepad++ (if you have it) and paste this into (this is for learning purposes but really you'll need this code anyway) it and then press the file tab and hit save as name it tornado1 (if you make the mistake of putting a space in it, it wont execute) (at least for me it wont) since your probably going to experiment with this.

IMPORTANT: instead of saving it as a .txt hit that little menu and select save as... and then at the end of it add .cfg this will make it a config file, also to install put in "C:\Program Files (x86) or program files or where ever you put it\Steam\steamapps\your steam name \half-life 2 deathmatch\hl2\cfg" and to get to this click you're "my computer" icon or if you don't hav the icon hit start and go to my computer and then select the drive its in.

Now if this worked correctly you should now be able to make tornado's in-game

Just mess with this script to make them some things ill do is if you can make certain shapes with it I will give you a prize, for this tutorial try and make a sphere ☺ btw FPSbannana has viruses on it...Im serious.

Have Fun! >:D don't spam also!

(p.s.) you can make multiple tornados in one script that are different sizes to get a good effect, just remember...DON'T USE THE SAME NAME OR ITLL FUCK UP!