

Juggernaut Test Map

By Jon Irons

With many thanks to Darren Watts for his help in testing.

Introduction

Welcome to my latest experiment in Lua scripting, a level called "Juggernauts Are your Friends." The concept is one that is common in modern games like Halo and Half-Life 2: take a ride on a vehicle and man a station there. In this case, you get to ride a Juggernaut/Tank and man either a gun turret on its spine or a repair station on its belly. Yes, that's right. I couldn't believe it when it worked, even though I made it!

About this map

The map included is a peek at the workings of this Lua script. It is for one player, although the test versions I used online were co-op. There are a few reasons I've made it single player, but I'll keep those to myself. As I was saying, the map is basically target practice, as well as repair practice. You begin in a large square area with a Juggernaut Major in the center. This guy is ***your very own Juggernaut*** and should be treated with care. He can't fight; he depends on you for survival. All you have to do is run up to him to get teleported inside, and it's all fun and games from there. You can keep an eye on your Juggernaut's health at any time; what was formerly the oxygen bar now represents his armor level. Take care to repair him every now and then; if you're inside (including on the turret) when he goes down, you're dead meat.

How to do it

It's not too complicated. But rather than try to describe it here, I've included three tutorial films for you to look at. The first one, "1.getting.started," shows you how to get into the Juggernaut, what you'll find in there, and how to get out. Film two, "2.the.turret," is simple, and probably the best part: you get to see how the turret works. Here are a few things you need to know:

1. If you run out of ammunition, you go back inside the Juggernaut.
2. You can go back inside at any time by pressing the secondary trigger.

Simple, eh? The last film is similar to the turret film, but, with a name like "3.repair.station," you know it instead involves the care and feeding of your Juggernaut. The two above rules for the turret also apply to the repair station.

Some questions you're probably asking:

Q: Hey cool! Why can't I steer this guy, though?

A: Because Lua control of monsters is very difficult. I'll work on it, but I can't guarantee anything.

Q: So, what are you going to do with this technology?

A: I'm working on a real map, a co-operative map (or even a scenario), so sit tight and wait for me to announce that.

Q: I like this stuff. Can I use it for something of my own?

A: Ask me about it. I'll probably say yes, and I might even help you to adapt the script a little. In addition to asking, I request that you make some note of who made the script. And you know what? I need maps anyway.

Q: Huh? What do you mean? Aren't you designing a scenario?

A: I am, but I'm a scripter, not a mapper. I like to write, too, but in Marathon, the map can be as important as the story. If you are a good mapper, feel free to contact me and we can brainstorm.

Q: What about other play modes like EMFH or even CTF?

A: I'm still implementing multiple Juggernaut support. But when it's been mostly perfected, I'll get to work on adjusting it for said modes.

Q: I'm a huge [fan/critic/dork/mapper]. How can I contact you?

A: E-mail works well; send me a line at jonirons@gmail.com. I'm also a mod on the Aleph One channel on IRC ([#alephone](#) on [irc.freenode.net](#)). Furthermore, I'm known as "irons" on the [Forerunners.org](#) Hotline server and on the metaserver. As always, Fileball's ratings and review systems are good forms of feedback as well.

Q: Can you shut up and let me play?

A: Yep! Enjoy!

--Jon Irons, 18 January 2006

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