

PANZER IV AUF F2 DEVELOPER PACK INSTRUCTIONS

This pack contains :

- 1 Panzer IV static, for exhibition or decoration (sim cost: 53 prims)
- 1 Panzer IV Drivable (able to drive but unable to combat, 87 prims)
- Components of the Panzer IV (base, chassis, turret, cannon, 87 prims)
- Panzer IV Accessories Pack (scripts, animations, sounds)
- A notecard

1 Overview

That Panzer is realsize + 11% due to camera reason and contains 87 prims repartited in the base, the chassis, the turret and the cannon. Its weapons are composed of 1 cannon and 3 MG42 machine guns.

Root prims, or master prim are figured in yellow color, the children are figured in blue color.

Well scripted, that tank really can be a nightmare to your enemies ! So good luck and i wish you all the joy to script it that i had to build it.

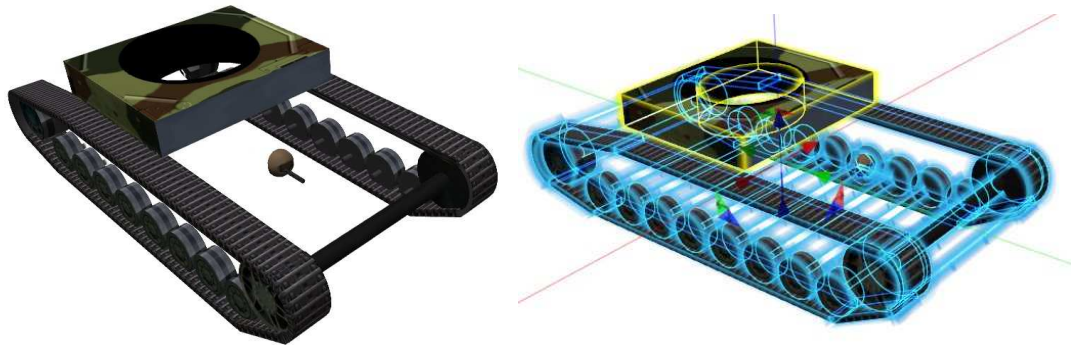


2 Panzer IV components

2.1 The base (25 prims)

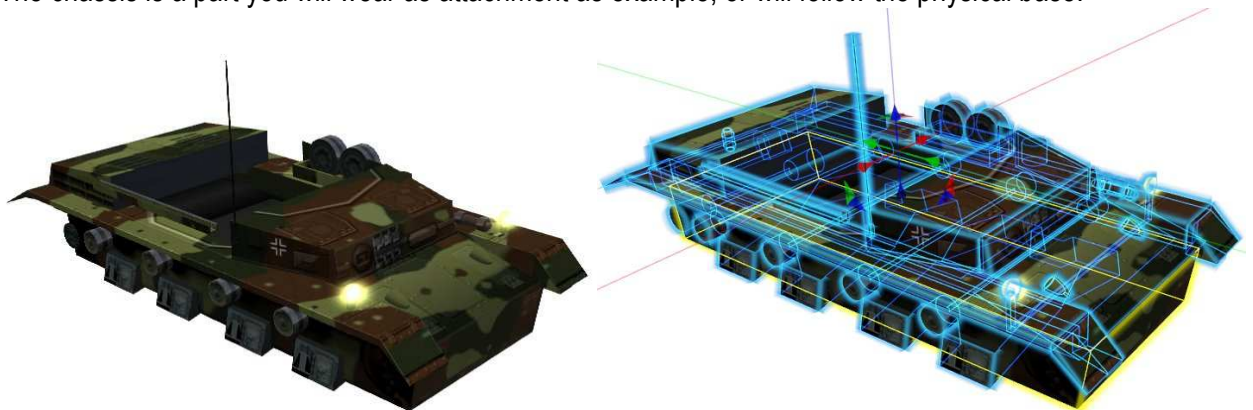
The base is the part that will be rezzed on the ground. It contains **25 prims** and so can be scripted with a physic vehicle script. You can use the prims you want to set seats, excepted the moving parts (like the wheels). The base also contains one of the three MG42 machine gun.

WARNING: The wheels are made of **TUBE prims**, not cylinders (important to considere for wheel rotations or texture annimations when driving).



2.2 The chassis (38 prims)

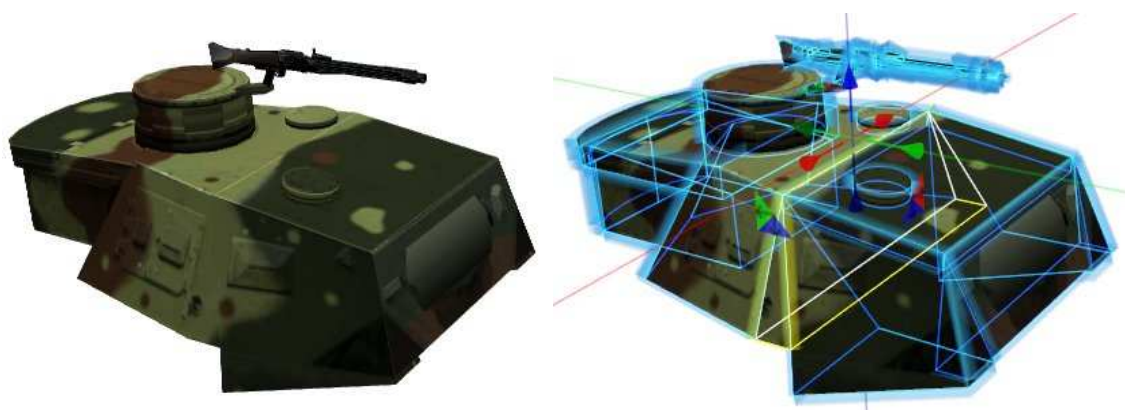
The chassis is a part you will wear as attachment as example, or will follow the physical base.



2.3 The turret (15 prims)

The turret is one of the components that need some rotations scripting. It has to turn left and right, using movelook or the arrows. It also contain a MG42 on the top (you still can link that one to another part if you have to). The root prim is on the center of the piece to help to the rotation.

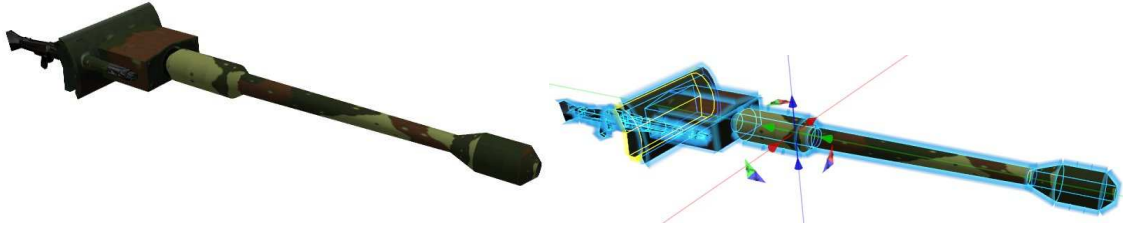
WARNING : The cannon is not centered with the turret, it is a bit on the right of it. A mark has been put in the front turret. You also can use another copy of the tank for references.



2.4 The cannon (9 Prims)

The cannon is the other component that need to care about rotations. It has to follow the turret rotation and be able to rotate itself vertically. (not too up and not too down). The root prim is on the good position to Rotate the piece vertically.

With the cannon, it also contains a MG42 machine gun, next to it.



3 The Accessories Pack

It contains some component that you could need, like sounds, helper scripts, or poses. Following what i find usefull, the pack may contain other items than the ones i will list below:

3.1 Scripts

- **Car front wheel** : provide smoke from the prim containing it (so evite to put it everywhere!) it also can be working with a sound (like tank wheel noise) that need to be placed in the same prim. By default the sound used is "chenille2". To remove the sound, and evite a script error notification, disable that line:
`llLoopSound("chenille2",1.0);` (on line 42)
- **Coaxial gun sound.**: in the machine gun pack, provide the MG42 sound. By default the sound linked with is "109-MG".
- **Helper sit target**: a very usefull script to set the position of a seater (you also can drop in the animation you want to use to be certain of the result)
- **Link number finder**: usefull to know the link number of a prim (in case of use of llMessageLinked)
- **Panzer IV – VICE**: That is the main vehicule script, placed in the root prim of the base component. Built with VICE combat system, but desactivated. You of course will have to modify it a lot or script a new one to have a working tank with the combat system you need.
- **Rear wheel**: a script rotating texture on a cylinder when the tank is driving. (as the tank use Tube prims and not cylinder, you probably wont use it, but in case...). To work it listen a command from the Panzer IV – VICE script.
- **Rear wheel Torus**: similar to the rear wheel script but working with Tube prims. Textures can react badly when used. So maybe will you prefere a rotation prim instead of a texture animation.
- **weapon mouselook**: that script is a sensor used by the weapon to follow mouselook view.

3.2 Sounds

- **Chenille2** : tank wheels sound
- **demarrage camion** : Start sound
- **Truck** : Diesel engine sound (not used in the drivable version)
- **Truck idle**: Idle engine sound (used in the drivable version)
- **109-MG** : Machine gun sound

3.3 Animation(pose)

- pilot seat4: Basicaly a pose for speedcar, but working fine on tanks too
- Gunner : to use for exemple on the tank turret to use the machine gun on top

If you liked that developer package, you will like the others of my WW2 collection:

The Panzer IV Wilberwind, a 4 cannons AA



The Panzer IV Tiger II, King Tiger:

