Subject: Has anyone used a working SAM site on a MP map before?
Posted by Anonymous on Fri, 10 Jan 2003 18:40:00 GMT
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here is something that may help: (i believe this is from PlantShaun (?))(a lot of space dust on my files   )Firstly:Load up LevelEdit and select a map that you would like to add the controllable samsite to.Look at your right hand display box you will see a list of things that you can put into your map click on: Object >> Vehicle >> Mounted >> Nod_Sam_Site >> Select m04_large_sam_site and click Mod at the bottom of this display box.Rename it anything you want preferably something you can quickly recognize for easy reference, Click on Physics Model and ensure the physics model is set to : DecorationPhys.Now click on the tab at the top of the window "settings" Look at the health & health max you can set this to how many hit points you want the sam site to have e.g. mine is 200 & 200.Scroll down until you see a Box with "Occupants visible" next to it make sure this is not ticked.Scroll down a little more to number of seats and set this to 1, if you want more that one person inside the samsite at more that one time set this to how many people at maximum you would like in the samsite at the same time.Now go to the final tab called "Transitions" and click at the bottom of the window "add" if it brings up a new box which has the graphics not displayed properly simply close this window move the previous window to the right hand screen so you can still click add (if your graphics are displayed properly don't bother with this).Where it says "Trigger" set this to "Vehicle_Enter" now the tricky part using the controls displayed on the window move the box to completely surround the samsite in a box and move the character havoc level with the very bottom of the samsite so where the bottom of the samsite is it is adjacent to havoc's feet. Make sure the blue box covers all 3 dimensions of the samsite, and click ok.Now do the previous step on where the previous trigger was "Vehcile_enter" change it to "Vehicle_exit" and do the exact same thing with the blue box and the character, now click ok twice to bring you to the normal LevelEdit view.Where your customized samsite is on the right hand display click make and it will make you your samsite which is controllable and you have made your controllable same site (well done!)To export your map:Click export map locate your Renegade data directory and click save, if you are having trouble doing it this way use RenegadeEx and look in your Levels directory which is in your LevelEdit Mod package directory, make a .pkg file and drop and drag the files from your Levels folder to your .pkg file in RenegadeEx, save it in your Renegade\Data folder and you have made your mod & package.____i would imagine you would add the base defense sctipt (like the turrets) to make them shoot on auto.. (?) - will have to do a proof on this now too...(busy week in Mexico)