
Subject: More script ideas

Posted by [Deactivated](#) on Fri, 27 Aug 2004 09:51:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

jonwil

1. FallingSoldierSound cant be done.

2. CaptureOnPoke I can do but building capture requires a lot more than just this (plus the method I have to change the team of an object wont work on building controllers and also the fact that building capture doesnt fit with renegade)

3. For FadingFlash, I dont have a clue how to do it.

the screen fade stuff is per-player so there has to be a way to detect which players should get the effect and which shouldnt.

1. Maybe you should take a look at KGBSpy's Vehicle falling script?

ZValueBeforeStartFallingMode:int; This is basicly the distance in units on the Z axis, its needed to put the vehicle in the falling mode.

ImpactExplosion_Preset:string; Used to impact ambient tank, or the falling tank and allow a "clonk" sound on impact.

Warhead:string; Warhead used to damage vehicles.

DamageMultiplier=10:int; Used as a Damage multiplier

Time=1:float; How accurate is the scripts(x<1 mean more accurate)

TimerNumber:int; Set an unique # if the object as more than one script using a timer.

2. It can be used for other things as well, like converting neutral units to your side.

3. The effect should be global, meaning everyone's screens should flash.

And oh yeah, I got an another idea:

ProgressiveDamageAnim

Animates the vehicle when it is damaged to certain level.

This could be used to create semi-realtime vehicle damage. Parts can fall off (other than glass), vehicle body gets battered (use WWSkin for this) and such.

You should be able to specify what animation frames are for what damage level.
