
Subject: Re: scripts.dll 3.0 WIP update

Posted by [BogdanV](#) on Sat, 16 Sep 2006 17:44:30 GMT

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Starting from my first days of modding Renegade, I was always going on trying to push the engine to it's limits in simulating phisical interaction between the game's entities. I never had a vast array of tools, things to help me out, what was given in the standard LE is all I've got. For most of my job, I never used scripts and come to the conclusion that without any modification, the W3d engine version used in Renegade has a vast array of possibilities. You only have to know what you want and try to obtain it with what you've got, with little or no help at all. Throughout my experiments, some of them I'd like to mention :

- interactive props (decorations that move when pushed, ie: boxes)
- "emulated" buildings that can be deployed via a MCV(still limited in capabilities - WIP)
- extended phisics simulations using tiles
- real working surveillance cameras

Now, I'm trying to make some models in special circumstances behave like vehicles but can be accesed inside (walked through), think of BF's ships - you can drive them and walk on them.

Sadly, for this last part, I've got everything working fine (mostly), but I need a quite simple script (I think simple since I'm a C++/C# learner, so I don't know too much relating to this)

The script I'm desperatly needing may be of the following type (depending on which is easier to make):

- "poke and play anim" - type of script
- "custom play anim" - type of script
- "play anim" script with the following parrameters :
 - * id of the preset to play the anim on
 - * animation : w3d anim to play (ie: model.anim, anim.anim)

If there are still uncertainties relating to the truth behind what I've said, just say and I'll upload some in-game recordings of what I've already said. I'm not a n00b asking just to say something and I didn't intended to praise myself with what I've written in this post. I just want to assure that if such a script will be made, I know how to use it and how to exploit it to it's maximum capacity. A script that is not dedicated to a certain thing has a higher longevity than one dedicated to a certain fact. It has a higher longevity because it offers you more possibilities in what to use it, giving you a higher degree of liberty in actions. I'm puting all my hope in this request and I hope that I won't be ignored without even being informed that it isn't possible for a certain reason. I am open to any information what so ever, so I won't accept recieving no answer relating my request. As I said before, I don't want to praise myself, I'm certainly not a n00b and I didn't wanted to offend anyone and I don't want to be unpolite, so please, any answer what so ever will be accepted. Sorry for such a long post.
