Subject: Re: Special features for mods...
Posted by Jerad2142 on Tue, 09 Dec 2008 16:24:58 GMT
View Forum Message <> Reply to Message

Cabal8616 wrote on Mon, 08 December 2008 14:27I'm pretty sure amphibious vehicles would have to be specially scripted either way, not really related to TT.

I say it be done in a way that makes it become a VTOL when it hits the water, but there's a small little roof of sorts above the water and below it.
Easiest way to do the amphibious vehicles (I have already tried creating an object under the vehicle with scripts to make it drive on, and although it worked great, it shits itself on client side, as for whatever reason the doesn't keep the attached object in line well enough to keep it from looking like the client is falling on their end) is flop a script zone in the water. When the vehicle hits the water zone replace it with an air craft preset that has the same model and no ability to move up or down. Then attach it to the origin of the other object before destroying the original object so they have the same rotation x, y, and z. At the same time, make sure to get all the players in the vehicle so you can force them back into the new vehicle. Once the vehicle hits the shore on the other side it will be forced upward by the terrain, make the script zone send a custom once you leave it, this custom could then be used to change the vehicle back into its normal form. Also make sure to transfer, health and armor, and if the vehicle has it, the current ammo amount on its weapon. The only problem with this is that the vehicle will lose its speed when it enters the water.

As for the infantry, just make it so when you press a key it creates an object at your position that takes your model, sets its health and armor to match yours, take your weapon as well, and then forces you to enter it. Then all you have to do is animate the model, and make sure that when the character gets out, or it is destroyed that it kills you, or transfers its health and replaces yours, then destroying itself. There are really no disadvantages to this method; actually, there are only advantages, as you would then be able to animate it without making the character fall to the ground.