
Subject: Re: Special features for mods...

Posted by [Jerad2142](#) on Fri, 12 Dec 2008 19:38:37 GMT

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Saberhawk wrote on Thu, 11 December 2008 22:46Jerad Gray wrote on Thu, 11 December 2008 20:52Saberhawk wrote on Tue, 09 December 2008 10:43Jerad Gray wrote on Tue, 09 December 2008 10:24Cabal8616 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.

Or you could swap the physics type out. Or any number of other methods actually, but Reborn requires amphibious vehicles that aren't exactly all hover vehicles

You can't just swap the physics types out under the CURRENT scripts.dll to my knowledge Saberhawk... Or is there something that I have overlooked in my many browsing of scripts.dll?

Also when it gets down too it, you just make two script zones, one lower then the other, so one vehicle would be hovering in the air while one would be sitting a little ways in the water, also making it look like it was hovering.

Definitely something you overlooked.

As for script zones, they weren't rigid bodies last I checked

Script zones can be set to send customs to the enterer silly, those customs are then used to create objects below the vehicle.

Is_VTOLVehicle - just returns 1 if the object is a VTOL.

Get_Physics - Just a return for the physics type.

But, as far as I can see there is no way to just set an objects physics type... So if you did know of how to do it I would highly appreciate it if you would help us not to waist OUR time looking for it and just tell us what it is called.

Please.
