Subject: Death Star Stuff/Question
Posted by Oblivion165 on Wed, 12 May 2004 21:22:51 GMT
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Decided to start a new topic instead of flooding the other one.

Ok so here goes. I plan to make a Transparent box above the trench, spanning out to the side quite a bit, and inside the box im going to have REAL Battles going on, Tie and X-Wing AI. Since Ai doesnt give points to the team it can just spawn the AI to the sides and they will naturally fly around and kill one another. I have to keep them contained though, because i dont want them interfeering with Human play.

I will probably need to use waypaths to make sure they dont get stuck on the box walls or something.

Also those big turrets will be involved with the AI.

So the question is, will these AI be able to be maintained over internet play? i havent seen Ai on a server.

I should probably know this by now but i dont really play online even though i have 700k Cable internet.

Subject: Death Star Stuff/Question
Posted by Cpo64 on Wed, 12 May 2004 23:20:30 GMT
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Problay would work best as a scripted animation.

Subject: Death Star Stuff/Question
Posted by Oblivion165 on Thu, 13 May 2004 01:36:07 GMT
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eww, that would be hard or something

Subject: Death Star Stuff/Question
Posted by Spice on Thu, 13 May 2004 01:39:44 GMT
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Not really just Just have someone make you the script and set which models you want to follow the waypoints.

Subject: Death Star Stuff/Question
Posted by Oblivion165 on Thu, 13 May 2004 01:44:04 GMT
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well thats easy, but what he wanted me to do

Subject: Death Star Stuff/Question
Posted by Oblivion165 on Thu, 13 May 2004 04:34:20 GMT
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OK its just about done, i just need their models.

I made it for Aircraft and infantry. No tanks or anything like that, its much to bumpy of a ride for tanks, and if lagged you run into block every five seconds.

But for the love of god, i dont know why some of you wanted infantry accessible stuff, its a six minute walk on foot.

and what script applies damage to people that touch it?

Subject: Death Star Stuff/Question
Posted by Cpo64 on Thu, 13 May 2004 04:46:25 GMT
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You use a Damage Zone to apply damage, tho I think there is a script that applys X damage on entry/exit, I don't remember its name tho.

There is also a script that prevents you from exiting your vehicle while in a zone that the script is applyed to, I would recommend putting this in areas where people shouldn't be able to get out, like in space, ^_^

Subject: Death Star Stuff/Question
Posted by Oblivion165 on Fri, 14 May 2004 03:00:49 GMT
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i changed the way of play now so i dont need that script. Now i just need to get vechicles from getting stuck in shields

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Subject: Death Star Stuff/Question
Posted by Cpo64 on Fri, 14 May 2004 06:55:32 GMT
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they are getting stuck in your shields?

If you have Vehicle/Physical Collison set, you need to make sure the normals are faceing the direction that the vehilce will coilide with them on.

Subject: Death Star Stuff/Question
Posted by Spice on Fri, 14 May 2004 08:46:38 GMT
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Simply fix. Make the barrier for the dock so only vechs can pass through.. W00t

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Subject: Death Star Stuff/Question
Posted by Oblivion165 on Fri, 14 May 2004 18:34:42 GMT
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well i need it to block vechicles now....but my helicopter gets stuck in it everytime.

Subject: Death Star Stuff/Question
Posted by Spice on Fri, 14 May 2004 19:07:37 GMT
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Make a barrier that you can see. Give it a transparent blue color. Make it like the force filed so the air stays in the base. make it so everything can go through it except infantry. Problem solved. You dont have to make infantry tunnels or anything. Pure space combat. X-wing vs tie fighter , the way it was meant to be.

Subject: Death Star Stuff/Question
Posted by Oblivion165 on Fri, 14 May 2004 19:34:08 GMT
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the way i have it right now i think it the best, my brother and i played it over our lan, and it works great for combat and such, but it you let you vehicle touch it, it gets stuck, i havent tried much to imporove it yet, but it has good play, this allows you to play in the vast area above the trench aswell.

Subject: Death Star Stuff/Question
Posted by Cpo64 on Fri, 14 May 2004 19:46:39 GMT
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did you read my post???

or just not understand it?

You need to have the plane faceing the direction the vehicle will colide on.

Subject: Death Star Stuff/Question
Posted by Oblivion165 on Fri, 14 May 2004 19:55:36 GMT
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i missed it entirely, thank you that helps alot

Subject: Death Star Stuff/Question
Posted by Spice on Sat, 15 May 2004 04:17:24 GMT
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I hade that same problem   CPO helped me though