
Subject: check this out

Posted by [jonwil](#) on Tue, 20 Jul 2004 08:53:43 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1161407109>

notice that I am a GDI player yet I am a nod shotgunner. Its not photoshopped, this is the new engine stuff I am working on.

Works great even over the network, no issues, weapons/hud/everything update just fine.

This will be callable through a new script command, Change_Character which takes a GameObject representing the character to change and a char * representing the preset to change. Should the definition corresponding to the passed in string be unable to be found, if the definition is not a Soldier definition (with a class ID of 0x3001 or if the passed in GameObject does not represent a SoldierGameObj, no change will happen.

This is one of quite a few new things being worked on right now for the scripts.dll...

Subject: check this out

Posted by [Mad Ivan](#) on Tue, 20 Jul 2004 08:56:32 GMT

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Is it possible to make it so the character turns in the unit he "fires" at?

Subject: check this out

Posted by [jonwil](#) on Tue, 20 Jul 2004 09:08:56 GMT

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no.

Subject: check this out

Posted by [xptek_disabled](#) on Tue, 20 Jul 2004 09:13:13 GMT

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Great job jonwil.

Subject: check this out

Posted by [Sir Kane](#) on Tue, 20 Jul 2004 10:58:46 GMT

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Yes, it's possible to turn into the character he fires at.

Subject: check this out
Posted by [Mad Ivan](#) on Tue, 20 Jul 2004 11:09:21 GMT
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Interesting.

If it is possible, placing a dummy weapon on a character will re-create the Red Alert 2 Spy Effect, where he could change in any infantry.

Subject: check this out
Posted by [Aimbots](#) on Tue, 20 Jul 2004 11:21:57 GMT
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Mad Ivan Interesting.

If it is possible, placing a dummy weapon on a character will re-create the Red Alert 2 Spy Effect, where he could change in any infantry.

that sounds intersting...
nice work jonwil...

Subject: check this out
Posted by [Sir Kane](#) on Tue, 20 Jul 2004 11:27:27 GMT
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It would probably work with set_model and set_animation.

Subject: check this out
Posted by [Tidu](#) on Tue, 20 Jul 2004 16:58:51 GMT
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Maybe this can be used to say, change character to disguise yourself and sneak into the enemy base. If you are a nod character on the gdi team, you're still targeted as an enemy by nod, right?

Subject: check this out
Posted by [Sir Kane](#) on Tue, 20 Jul 2004 18:01:05 GMT
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Yes, just like you would see all spys as target when you moved the mouse over them in Red Alert 1 and 2.

Subject: check this out

Posted by [z310](#) on Tue, 20 Jul 2004 18:05:19 GMT

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so your putting it when you kill som1 you go to his dead body and take his clothes? like wolfenstein (BTE THAT WOULD ROCK)

Subject: check this out

Posted by [Renx](#) on Tue, 20 Jul 2004 18:56:49 GMT

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hmm

Is it just the character, or can you change your color on the radar, and the name tag color as well?

Subject: check this out

Posted by [xptek_disabled](#) on Tue, 20 Jul 2004 21:42:24 GMT

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lol at SK's signature

Jonwil > SK

Subject: check this out

Posted by [jonwil](#) on Tue, 20 Jul 2004 22:38:09 GMT

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all that changes is the character.

One use could be in a deathmatch game where you only want a limited number of characters. Or anywhere where you want to make it possible to buy a character or change what you look like.

Subject: check this out

Posted by [NeoX](#) on Tue, 20 Jul 2004 23:03:56 GMT

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Very cool keep iy up man!

Subject: check this out

Posted by [Vitaminous](#) on Tue, 20 Jul 2004 23:24:55 GMT

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How can Jonwil be better than himself, NeoX?

If he's better than the whole team together, (which may I remind you includes Crimson and Blazer (<http://www.renforums.com/groupcp.php?g=2066>)) and if he's part of that team, that would mean that he's better than himself, which makes no sense at all!

Subject: check this out

Posted by [NeoX](#) on Wed, 21 Jul 2004 01:08:49 GMT

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O it means He is BHS so far truly ive only seen him take an active part in the community and if it wasnt for him there would be no renguard cause it took them a year to make it beacause they just sat there, End.

Subject: check this out

Posted by [YSLMuffins](#) on Wed, 21 Jul 2004 02:03:50 GMT

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I don't see why there has to be all this animosity between SK and jonwil. From my impressions, SK does stuff for the server side and jonwil does stuff for the client side. They're both part of BHS, so what's the problem?

Subject: check this out

Posted by [NeoX](#) on Wed, 21 Jul 2004 02:49:46 GMT

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I didnt say shit about SK....

Subject: check this out

Posted by [xptek_disabled](#) on Wed, 21 Jul 2004 03:01:49 GMT

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YSLMuffinsI don't see why there has to be all this animosity between SK and jonwil. From my impressions, SK does stuff for the server side and jonwil does stuff for the client side. They're both part of BHS, so what's the problem?

Jonwil actually helps people. That's the main difference.

Subject: check this out

Posted by [NeoX](#) on Wed, 21 Jul 2004 03:19:33 GMT

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Thats true.

Subject: check this out

Posted by [Alkaline](#) on Wed, 21 Jul 2004 16:35:31 GMT

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FanMaps CrazyCTF has something like this. If you are on gdi and buy a engie you will spawn as a nod engie with a PIC that shoots Oblisk shoots similiarly the shotgun trooper has a AGT missle launcher.

Not to mention the sbh has low bravity and can jump pretty high, all the hero chars for both sides have been swapped, so if your on nod and buy a sakura you actually spawn as havoc.

Subject: check this out

Posted by [xptek_disabled](#) on Wed, 21 Jul 2004 16:38:02 GMT

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They did that by modifying the purchase settings.

Subject: check this out

Posted by [YSLMuffins](#) on Wed, 21 Jul 2004 16:47:23 GMT

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AlkalineFanMaps CrazyCTF has something like this. If you are on gdi and buy a engie you will spawn as a nod engie with a PIC that shoots Oblisk shoots similiarly the shotgun trooper has a AGT missle launcher.

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That sounds stupid, lol...

Subject: check this out

Posted by [Ferhago](#) on Thu, 22 Jul 2004 00:08:03 GMT

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OBLISK SHOOTS OMGFG!!!!111

Subject: check this out
Posted by [Alkaline](#) on Thu, 22 Jul 2004 00:12:30 GMT
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YSLMuffinsAlkalineFanMaps CrazyCTF has something like this. If you are on gdi and buy a engie you will spawn as a nod engie with a PIC that shoots Oblisk shoots similiarly the shotgun trooper has a AGT missile launcher.

Not to mention the sbh has low bravity and can jump pretty high, all the hero chars for both sides have been swapped, so if your on nod and buy a sakura you actually spawn as havoc.

That sounds stupid, lol...

its actually pretty fun and plays the role of its name, "crazy"

anyway I think everyone should check it out just to fool around in it.

Subject: check this out
Posted by [icedog90](#) on Fri, 23 Jul 2004 07:47:33 GMT
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FerhagoOBLISK SHOOTS OMGFG!!!!111

+

End quote.

Subject: check this out
Posted by [flyingfox](#) on Fri, 23 Jul 2004 12:18:02 GMT
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I found that CTF mod to be frustrating. It was too easy to get hit by an "Obelisk gun", making for unbalanced gameplay. Some of the weapon combinations were so powerful that it was useless to use anything less than what you had to to defeat them.

Subject: check this out
Posted by [YSLMuffins](#) on Sat, 24 Jul 2004 02:21:45 GMT
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The Obelisk laser does splash damage too...
