
Subject: My Script 2.0 contributions

Posted by [TheKGBspy](#) on Sun, 03 Oct 2004 08:08:33 GMT

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i posted another topic on one of the script that will be released in 2.0.

<http://www.renforums.com/viewtopic.php?t=12337>

lots of mod will use that feature such as Ra2:Vengeance, Reborn, FOF(Fist of Faith), Ren alert (even if they have their own code... still the same feature..)

there is some more that will be released such as my deploy script. There was a previous version made by reborn wich was buggy, then i did another version while the version i am realising was done. This version didnt fixed all the bug while the one i will release soon is 99.9% bug free if well setted. the 0.01% is about bug created by bad setting or model settings.

here is some picutures:

<http://drireign.ath.cx/TheKGBspy/Screenshots/ScreenShot81.jpg>

<http://drireign.ath.cx/TheKGBspy/Screenshots/ScreenShot82.jpg>

<http://drireign.ath.cx/TheKGBspy/Screenshots/ScreenShot83.jpg>

<http://drireign.ath.cx/TheKGBspy/Screenshots/ScreenShot84.jpg>

<http://drireign.ath.cx/TheKGBspy/Screenshots/ScreenShot86.jpg>

This version allow the falowing:

- Action cursor
- can deploy on the most un-even terrain without getting stuck
- deploy without getting killed
- cancel deploy

this script is alive since april. for script2.0 i wanted to release some of my neat scripts to the community.

there is some others:

- Lock vehicle script (allowo the driver to lock the vehicle when exiting. only last driver can unlock it
- special ai script for FOF

i might add more soon... it depend the time alowed and me.

oh and plz dont mind about the models i know it isnt "perfect", this model will be redone like all other vehicle i am redoing...

Subject: My Script 2.0 contributions

Posted by [laeubi](#) on Sun, 03 Oct 2004 08:27:52 GMT

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Great

Subject: Re: My Script 2.0 contributions

Posted by [Nightcrawler](#) on Sun, 03 Oct 2004 08:28:16 GMT

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There is one thing i wonder, when i tested that with the pkg file you send me, the character got automaticly out of the vehicle while deploying. Is that fixed?

Subject: My Script 2.0 contributions

Posted by [Sir Kane](#) on Sun, 03 Oct 2004 08:32:36 GMT

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Is it still required to fire at it in order to deploy it or does it work different now?

Subject: My Script 2.0 contributions

Posted by [Dan](#) on Sun, 03 Oct 2004 09:47:51 GMT

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Would be nice to see it deploy at the press of another button on the keyboard, rather than firing. Leaves more options for weapons.

Subject: My Script 2.0 contributions

Posted by [Panther](#) on Sun, 03 Oct 2004 11:40:08 GMT

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Silent Kanels it still required to fire at it in order to deploy it or does it work different now?

You don't need to fire. In the version I used, you clicked a few times [i think it was right mouse, then the deploy symbol shows up, then click left mouse to confirm the deploy. Then you're ejected from it and you have to get back in.] and it deployed. Was very nice.

Subject: My Script 2.0 contributions

Posted by [zunnie](#) on Sun, 03 Oct 2004 12:46:52 GMT

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That sounds cool

Could be usefull for Artilleries (but not limited to) as in real they would have to be moved to a suitable location and deployed (usually) as well o.O

Nice work dude

[zunnie]

Subject: My Script 2.0 contributions
Posted by [YSLMuffins](#) on Sun, 03 Oct 2004 23:37:08 GMT
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This looks spectacular--will you have to exit from the vehicle when you deploy, however?

Subject: My Script 2.0 contributions
Posted by [Panther](#) on Sun, 03 Oct 2004 23:39:43 GMT
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In the version I played, you exited from the vehicle WHEN you deployed-- you never had to shoot it or anything like that.

Subject: My Script 2.0 contributions
Posted by [TheKGBspy](#) on Mon, 04 Oct 2004 03:09:29 GMT
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ok first: do i need to "Fire" to deploy? yes it use the same old logic.. until there is an easy way to detect keypress then do Action X wich will deploy the vehicle.

Nightcrawler the pkg u got was a very old version.. dont mind anymore about it since now. the player dont get auto kicked anymore.

and yes u need to exit the vehicle... or else i wouldnt need to ask people to exit the vehicle in order to deploy it. until there is a way to change an objet physic in real time (wich i doubt is possible) or send the driver ID to the new vehicle (sort of driver transfer) then it will work that way. when scripts 2.0 will be released i will modify it so it does work like i did (actualy test new possible way)

btw thank for all your comments

Subject: My Script 2.0 contributions
Posted by [YSLMuffins](#) on Mon, 04 Oct 2004 21:09:38 GMT
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Hmm, it seems like it will put you in an exceptionally vulnerable position if you have to exit the vehicle in order to deploy it...

Subject: My Script 2.0 contributions
Posted by [Renardin6](#) on Mon, 04 Oct 2004 22:57:54 GMT
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One of the Reborn & RA:2 Vengeance secrets going public. Very good. It's good to help the community.

Subject: My Script 2.0 contributions

Posted by [TheKGBspy](#) on Tue, 05 Oct 2004 01:18:36 GMT

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YSLMuffinsHmm, it seems like it will put you in an exceptionally vulnerable position if you have to exit the vehicle in order to deploy it...

when 2.0 will be released.. it will be fixed. i just need one command and bang its will be fine

The chopper will be locked to the driver.. so only the driver can get back in, and the driver will be invulnerable for a small amount of time; just enough time to get back in the chopper without any problem

but TY to have raised that point.
