Subject: Multiplayer Reinforcements
Posted by Burn on Thu, 03 Mar 2005 22:07:54 GMT
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You're of course familiar with the Nod reinforcements in single player, right? Transport helicopters come close to the ground and the men jump out on a rope.

I'd like to make this same thing, but for multiplayer. I'm sure it involves a cinematic and a script.

Can anyone give me a link to a tutorial that says anything related to this? Or, if anyone has the time can they explain to me how to do this?

I think this would just be a neat effect...

Anyone? Anyone?

Subject: Multiplayer Reinforcements
Posted by Naamloos on Thu, 03 Mar 2005 22:24:45 GMT
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I did this with GDI a long time back. It's 1 of the animations but don't ask what it was named...

1 warning though, after "placing" a animation you can't remove it...

Subject: Multiplayer Reinforcements
Posted by Burn on Thu, 03 Mar 2005 22:50:36 GMT
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Well if I saved my map then placed down the animation, I could still go back to my saved file again and it wouldn't be there, right?

Thanks for putting me on the right track.

EDIT: Hmm... Does "Chinook Troop Drop - Spawner" ring any bells? It's a Dave's Arrow...

Subject: Multiplayer Reinforcements
Posted by CnCsoldier08 on Fri, 04 Mar 2005 04:10:04 GMT
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Or you could, Gasp, go to renhelp and follow the 'Using Text Cinematics' tutorial, which tells you exactly what to do.

Subject: Multiplayer Reinforcements
Posted by Naamloos on Fri, 04 Mar 2005 13:53:13 GMT
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Oh, i don't know if i placed you on the right track...

Subject: Multiplayer Reinforcements
Posted by vloktboky on Sat, 05 Mar 2005 18:27:32 GMT
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That soldier drop is a cinematic. The soldiers it drops are specified in the cinematic's .txt file. I have a few that still exists in my Renegade Work's folder:

x5i_troopdrop3.txt
x5i_troopdrop7.txt
x7d_chtroopdrop3.txt

These, as well as others that most likely exists right next to them, are all found in your always.ddb file.

You can kill a cinematic. All you have to do is destroy the object it is attached to. If you place a Dave's Arrow in your map, attach the cinematic to it using the Test_Cinematic script (or something similar to that), then just destroy the Dave's Arrow at the end of your cinematic using the Dave's Arrow's ID, in theory. I'm not fluent in cinematic scripting.

Subject: Multiplayer Reinforcements
Posted by LucefieD on Sun, 06 Mar 2005 14:13:48 GMT
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I made a multiplayer map based on the dead 6 rescue lvl(actually it was the lvl) but anyway I put a radio on the map and made it so everytime you poked it gdi reinforcements came down. I also toyed with poking the officer and they come I also remember I put Locke in the church and the obective was to kill him, I put an engineer repair script on him

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Subject: Multiplayer Reinforcements
Posted by Burn on Sun, 06 Mar 2005 15:59:52 GMT
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ramjet57put a radio on the map and made it so everytime you poked it gdi reinforcements came down. I also toyed with poking the officer and they come

Lol, that's exactly what I did.

The only problem I found with that is they can keep poking them and a lot of reinforcements will

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come at once. I couldn't really find a way to make it able to only come once in a while.

I though of different ways I could do that. Such as, it would be an option at the purchase terminal. Purchasing reinforcements would cost $1000, and each player doesn't always have $1000 to throw away, so that's a form of limitation.

But still haven't really tested that yet.

Subject: Multiplayer Reinforcements
Posted by LucefieD on Sun, 06 Mar 2005 20:34:51 GMT
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well you could get the reinforecments once using a daves arrow like someone said above. Maybe you can set the reinforcements to a timer?

Subject: Multiplayer Reinforcements
Posted by Burn on Sun, 06 Mar 2005 20:38:47 GMT
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Yeah, I've been looking for a way to time it differently.

I tried attaching the "test_cinematic" script to a character, and he spawns every 45 seconds with a 15 second variation. When he spawns, the reinforcement cinematic plays where he spawned, unfortunately, and no soldiers come out either.

Even when I attached the cinematic for when the players start the game, the soldiers spread their legs out and kind of humped their way down the rope, weren't holding on to anything either. I found it quite comical.