Subject: wreckages
Posted by reborn on Thu, 16 Jun 2005 11:40:13 GMT
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In SSAOW you have created a cool feature that allows you to repair a "destroyed" vehichle that has been spawned on death from a normal vehichle. Once repaired it replaces the model with the normal vehichle model.
I think this is a nice feature and have been experimenting myself. (have you seen the transport helicopters co-called detroyed vehichle :/ lol). Well anyway.. I was wondering whether you guys found a way to add the apache and orca too? I can replicate the same result that you have made with the vehichles exactly. However the "destroyed" Apache and Orca models when spawned on death just plonk there fat asses in the air and stay there, they don't fall... I have tried several things to avoid this... however i can't
I am guessing that you could edit the scripts to make that model spawn lower on the y axis, however you cant really put a rough cord value there as the vehichle might be flying high or low and have it end up spawning half in the ground... or lower.
Do you know of a way to make the "destroyed" vehichle fall to the ground when it is spawned purely as an objects.aow mod? and if so would you tell me please?   would be nice to have this feature.

Also for further realeases of SSAOW why not have this feature for all vehichles? i know there isn't a "destroyed" vehichle for all objects, however you could temp the vehichle and mod it to not allow transition and have 0 seats or something. Then have this object as the "destroyed" one and reparing that spawns a normal one back... Just a suggestion, would be nice to have the ability on all vehichles... Just a suggestion.

Subject: Re: wreckages
Posted by dead6re on Thu, 16 Jun 2005 12:30:59 GMT
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Turn the flying feature of the veh off so it falls to the ground would be my idea. I can't remember how to change the fly, ill check at home.

Subject: Re: wreckages
Posted by zunnie on Mon, 27 Jun 2005 14:28:43 GMT
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"temp the vehichle and mod it to not allow transition "

This wouldnt work in a serverside mod. The temped preset would
not exist on clients, they will get booted from the server once
the temped preset tries to spawn.

Subject: Re: wreckages
Posted by danpaul88 on Tue, 28 Jun 2005 22:30:18 GMT
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unless they also had a modified always.dat, and RG wouldnt like that

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Subject: Re: wreckages
Posted by reborn on Sat, 02 Jul 2005 15:07:42 GMT
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Quote:"temp the vehichle and mod it to not allow transition "

This wouldnt work in a serverside mod. The temped preset would
not exist on clients, they will get booted from the server once
the temped preset tries to spawn.

Your right, i just tried it.

However you can use a model of the vehichle that isn't used, like the ai ones.   So it is possible for
all vehichles to have wreckages.

Subject: Re: wreckages
Posted by Whitedragon on Sun, 03 Jul 2005 01:48:01 GMT
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Giving VTOL physics to a decoration phys object(like shells) makes clients randomly crash for
some reason.

Subject: Re: wreckages
Posted by reborn on Tue, 05 Jul 2005 21:54:03 GMT
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I can't believe some of the most knowledgable minds on the renegade scene that are still
knocking about have seen and replied on this topic and not one of us can think of a way to make
the bloody heli wreckage fall to the ground instead of being stuck in mid air lol

surely there must be a way.. ?

Subject: Re: wreckages
Posted by Whitedragon on Tue, 05 Jul 2005 22:21:27 GMT
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I never said i didnt know how to do it.

Well in that case then I would appreciate you telling me how to do it..

If not then no worries, but i want to add this to our servers, so if you would be so kind to enlighten me i would be grateful