
Subject: Gates?

Posted by [Anonymous](#) on Wed, 13 Nov 2002 18:39:00 GMT

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Is it possible to get the gates to work in multiplay?

Subject: Gates?

Posted by [Anonymous](#) on Wed, 13 Nov 2002 18:52:00 GMT

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I don't see why not, I personally have no idea how to make them though...

Subject: Gates?

Posted by [Anonymous](#) on Wed, 13 Nov 2002 19:02:00 GMT

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I either want 1 of two things....1) You have to press a button to open it, and it closes automaticly.2) You drive your vehicle into a area in front of it and it opens.and of course when its destroyed it is in the open position.

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Posted by [Anonymous](#) on Wed, 13 Nov 2002 19:05:00 GMT

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Well, you can have it open by shooting it, or have it open automatically like when you walk through a door, I am not sure if the scriptzone would react to a tank though... Having it open when destroyed is easy, just make a big hole in it for the destroyed state.Oh yeah, just remembered that if you have it open by shooting it, it does not close, not to mention that is just a destroyed state thing... So scratch that... [November 13, 2002, 19:06: Message edited by: ApacheRSG]

Subject: Gates?

Posted by [Anonymous](#) on Wed, 13 Nov 2002 19:23:00 GMT

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Yes you can, in the map village beta (or whatever) they had gates infront of each base that worked perfectly like they did in single player.

Subject: Gates?

Posted by [Anonymous](#) on Wed, 13 Nov 2002 19:30:00 GMT

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Animate the gate, and export only the frames used in the animation as a heirarchical animated model. Now, import it as a tile object in Level Edit, and set it up as a doorphys and be sure to check the OpensForVehicle box.

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Posted by [Anonymous](#) on Wed, 13 Nov 2002 19:41:00 GMT

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Hmm, I learn't how to make a door tonight

Subject: Gates?

Posted by [Anonymous](#) on Thu, 14 Nov 2002 04:33:00 GMT

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i dunno how to animate anything

Subject: Gates?

Posted by [Anonymous](#) on Thu, 14 Nov 2002 06:44:00 GMT

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Yes - it is possible --- it's in the SP portion? Anyway --- when you make the animation - be sure that the first frame is of the gate in the closed position - and the last frame is in the open position --(if you want to know how to animate - goto the link in my signature - it will show you what to do) For destruction effects -- follow this advice from Greg: quote: First, Collision mode PUSH only really works with meshes that *ONLY TRANSLATE*. This might seem like a big limitation at first but consider this: Make all of those complex moving meshes in your bridge non-physically-collideable, then put a hided box mesh in there that is physically collideable. Make your hidden mesh translate downward when the bridge destroyed. There is a lot one could do with clever combinations of visible meshes that animate in cool ways but are not physically collideable with *few* hidden meshes that *only translate*. As for the effect on the engine, if you don't overload the rendering by making hundreds of little separate meshes (this is just a standard rule for anything you build though) and you dont have too many meshes that are collideable *and* animating, then it should work great he talks about the bridge animation - but it is applicable to any animation that you blow up

Subject: Gates?

Posted by [Anonymous](#) on Thu, 14 Nov 2002 09:26:00 GMT

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this is a usefull discusion i learned how to make door as well thank you

Subject: Gates?

Posted by [Anonymous](#) on Thu, 14 Nov 2002 14:32:00 GMT

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anybody gots link to animation tutorial?

Subject: Gates?

Posted by [Anonymous](#) on Thu, 14 Nov 2002 15:13:00 GMT

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I am pretty good at animating stuff if you want me to take a shot at it, just email me the file at russell_ziegler@hotmail.com and I will see what I can do with it.

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Posted by [Anonymous](#) on Thu, 14 Nov 2002 15:15:00 GMT

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me too....good topic DeafWaspand thanks for the valueable input guys.....this is definately a quality post Eric.

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Posted by [Anonymous](#) on Thu, 14 Nov 2002 15:33:00 GMT

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see ur other topic Sgt May.. check ur email too

Subject: Gates?

Posted by [Anonymous](#) on Thu, 14 Nov 2002 15:37:00 GMT

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quote:Originally posted by DeafWasp:anybody gots link to animation tutorial?check my signature -- VVVVVVhttp://www.bright.net/~thelair/TAD.htm and bumpaneer's tutorialhttp://members.aol.com/bumpaneer/ [November 14, 2002, 15:41: Message edited by: StoneRook]
