
Subject: Question:

Posted by [ghost](#) on Sun, 04 Jun 2006 00:10:23 GMT

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I only need 2 more things that will make my mod complete.

I have 2 problems.

First: Which script could i use to make a gdi-transport fly by and drop off an object.

Second: I was making a deployable turret/gdi-tower and i notice that they are placed underground. How would i make them be placed above ground???

Subject: Re: Question:

Posted by [ghost](#) on Sun, 04 Jun 2006 19:27:27 GMT

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I still keep getting the gdi towers spawned underground. But the turret it fine.. Can someone help?

Subject: Re: Question:

Posted by [JeepRubi](#) on Sun, 04 Jun 2006 20:57:53 GMT

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Move it aboveground. (hold shift them move your mouse)

Subject: Re: Question:

Posted by [ghost](#) on Mon, 05 Jun 2006 01:04:13 GMT

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No i mean when i plant the beacon. It spawns a turret. Only the turret spawns underground.

Subject: Re: Question:

Posted by [Spetz5](#) on Mon, 05 Jun 2006 20:27:56 GMT

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The guardtower is built differently. Its top half is actualy at the 0 hightlevel. therefore when it is placed, you only see the top. inorder to fix this, you must change the guardtower through renx

Subject: Re: Question:

Posted by [JeepRubi](#) on Mon, 05 Jun 2006 23:12:09 GMT

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Exept you can not do this if you are wanting to do it server side.

Subject: Re: Question:
Posted by [ghost](#) on Tue, 06 Jun 2006 01:45:16 GMT
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Well when i placed the beacon the turret spawns on my body...
Is there a script to delay this?

Subject: Re: Question:
Posted by [Stallion](#) on Tue, 06 Jun 2006 02:45:53 GMT
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What script are you currently using?

Subject: Re: Question:
Posted by [reborn](#) on Tue, 06 Jun 2006 06:45:47 GMT
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- 1) test_cinematic and then define your own cinematic.txt file, then write your cinematic and put it in the data folder.
 - 2) In the scripts.dll set a float value for the GDI turrets if you want them to spawn more above the ground. This means you don't have to play in renx and it's all done serverside.
-

Subject: Re: Question:
Posted by [Stallion](#) on Wed, 07 Jun 2006 00:34:36 GMT
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I'm not sure if this will work here but from what i've seen in level editor some scripts have vectors in them, perhaps an offset will fix this. (I believe z is for height).

Subject: Re: Question:
Posted by [reborn](#) on Wed, 07 Jun 2006 06:53:17 GMT
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setting a float value in the scripts.dll for the GDI tower preset will work for sure, I have tried and tested it.

Subject: Re: Question:
Posted by [thrash300](#) on Wed, 07 Jun 2006 19:00:33 GMT
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ghost wrote on Sat, 03 June 2006 17:10I only need 2 more things that will make my mod complete.

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Hey, would you share your MOD, when your finished with it?

I want to try that one out!

Subject: Re: Question:
Posted by [thrash300](#) on Wed, 07 Jun 2006 19:01:54 GMT
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ghost wrote on Sat, 03 June 2006 17:10I only need 2 more things that will make my mod complete.

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Subject: Re: Question:
Posted by [theplague](#) on Wed, 07 Jun 2006 22:28:45 GMT
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Make this a script and this code goes in the 'created' section, attach this script to your towers either by leveledit or detecting it using object hook:Vector3 pos = Commands->Get_Posision(obj); pos.Z += 5; // Play around with this number until you get the right height Commands->Set_Position(obj, pos); // Done

Object Hook Detection:if (stricmp(Commands->Get_Preset_Name(obj),"preset of tower")) Attach_Script_Once(obj,"script name","");

Subject: Re: Question:
Posted by [ghost](#) on Wed, 07 Jun 2006 23:24:15 GMT
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thrash300 wrote on Wed, 07 June 2006 12:00ghost wrote on Sat, 03 June 2006 17:10I only need 2 more things that will make my mod complete.
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Hey, would you share your MOD, when your finished with it?

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My mod just doesnt have this... Its proboly the only crazyaow server in renegade... Fully customized (similar to turboaow) maps, And mod all made by me. I just wanted too add this little feature since everyone tells me it would be cool...

But i got it working to thanks -_-

Subject: Re: Question:
Posted by [Viking](#) on Thu, 08 Jun 2006 13:07:00 GMT
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THEAT SOUNDS COOL A TURRET BECON!

Subject: Re: Question:
Posted by [warranto](#) on Thu, 08 Jun 2006 15:53:34 GMT
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Now all you need is a deployable everything-else, complete with spawn points attached to it.

It would give a new meaning to "beacon rushing".

Subject: Re: Question:
Posted by [JeepRubi](#) on Thu, 08 Jun 2006 20:36:11 GMT
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Tank in a becon, you deploy it and drive away.

Subject: Re: Question:

Posted by [IronWarrior](#) on Thu, 08 Jun 2006 23:30:19 GMT

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idjit626 wrote on Thu, 08 June 2006 08:07THEAT SOUNDS COOL A TURRET BECON!

I and many of my friends, have been doing that for months in hyperaow...

Subject: Re: Question:

Posted by [ghost](#) on Thu, 08 Jun 2006 23:40:18 GMT

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But hyperaow sucked

Ill be releasing my verison soon.
