
Subject: JFW_Gate_Zone_2 problem
Posted by [Zion](#) on Thu, 06 Jul 2006 17:26:14 GMT
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Right, im trying to make a gate open in a single player map that im converting to serverside. I add a zone in front of it and add the script JFW_Gate_Zone_2 and fill in the values but when i click ok out of the main dialog LE crashes.

Is their any way to make it work or is their another script that can open the gate?

Subject: Re: JFW_Gate_Zone_2 problem
Posted by [sycar](#) on Thu, 06 Jul 2006 17:51:08 GMT
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might be completely wrong here as i havent used it. but doesnt gate_zone have to be attached to the gate rather than a script zone?

just an idea
buffymaniack

Subject: Re: JFW_Gate_Zone_2 problem
Posted by [Zion](#) on Thu, 06 Jul 2006 18:06:20 GMT
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Probably but the gate was imported with the map so theres no tab to add script's too it.

Ok, i got the script to not crash LE but now i need to know its values to open the gate. its current values are:

Player_Type = 2
Time = 10.00
TimerNum = 2
ID = 151541
Animation = MANUAL

I think this is all right but i dont know.

Once again, if anyone know's how to use this script, or has another script with similar outcomes, please let me know.

Thanks in Advance, Merovingian

Subject: Re: JFW_Gate_Zone_2 problem

Posted by [Jerad2142](#) on Thu, 06 Jul 2006 20:03:53 GMT

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JFW_Gate_Zone_2 is attached to a script zone (I've had more luck with JFW_Gate_Zone), the level editor was probably crashing because of an empty script field you left blank, or if the level editor was crashing after you placed the gate it was probably because the W3d was bad. ID preset is the ID of the gate not the script zone. Animation is the animation of the gate opening (ex. jggate.jggate). This is all discussed in the read me files that come along with the scripts. JFW_Gate_Zone_2 is for vehicle style gates, while JFW_Gate_Zone is for tile style gates.

Subject: Re: JFW_Gate_Zone_2 problem

Posted by [Zion](#) on Thu, 06 Jul 2006 21:29:07 GMT

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Yes, the script was added to a zone next to the gate and the ID is the ID of the gate. I used JFW_Gate_Zone_2 because it said in the read me that JFW_Gate_Zone was not for multiplayer.

I dont understand the "Animation" value, right now its "MANUAL". The "AnimationMode" is in the same gate in the "Tiles" preset branch. Could this value be explained in more detail?

Subject: Re: JFW_Gate_Zone_2 problem

Posted by [Jerad2142](#) on Thu, 06 Jul 2006 21:59:47 GMT

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Okay ignore the fact the animation mode says manual, that has nothing to do with it. To make it work get the .w3d file name and if the animation is in the same file as the w3d file you just take the name of the file and double it (EX. jggate.w3d -> jggate.jggate) then put THIS in the JFW_Gate_Zone_2 animation preset (Also JFW_Gate_Zone works fine in multi player if you have bh.dll from my experience). But I'm pretty sure that JFW_Gate_Zone_2 is for vehicle class gates, not Tile.

Subject: Re: JFW_Gate_Zone_2 problem

Posted by [Zion](#) on Fri, 07 Jul 2006 09:53:08 GMT

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Thats a negative on it working.

Subject: Re: JFW_Gate_Zone_2 problem

Posted by [Jerad2142](#) on Fri, 07 Jul 2006 15:38:17 GMT

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You have to use the normal JFW_Gate_Zone for tile type gates, trust me I have a level with like

20 gates (All tile type).

Subject: Re: JFW_Gate_Zone_2 problem
Posted by [Zion](#) on Fri, 07 Jul 2006 23:43:47 GMT
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But this is not for a downloadable map, its serverside so no tiles can be used (w/o editing objects.ddb).

The gate was imported with the map, it wasn't added. I have tried several scripts, poking it, identifying it, i even open up westwood original lvl file to se what they done and none work. Im running out of options.
