Subject: Deploy a tailgun/turret
Posted by CodedRiceCracker on Fri, 14 Jul 2006 21:35:23 GMT
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Hello there,

I recently took the first steps into ren modding.
I remember a server sided mod where beacons could deploy turrets. Realism aside, it gave a nice new twist to gameplay.
Now is my question quite obvious, how do i recreate this with the given options in leveledit? My attempts failed. It doesn't neccesarily have to be a server sided mod.

Yes, i've used the search button to find the awnser, but all topics about this subject had a dead end.

help appreciated

Subject: Re: Deploy a tailgun/turret
Posted by bisen11 on Sat, 15 Jul 2006 03:44:11 GMT
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http://www.renegadecentral.com/tutorials.htm

Follow My beacon drop tutorial.

Use this in the text cinematic file.

-400 Create_Real_Object, 4, "Nod_Turret_MP_Improved"
-400   Attach_Script,   4, "M05_Nod_Gun_Emplacement"

You can change Nod_Turret_MP_Improved to the preset name of the turret you want. And you can get rid of -400   Attach_Script,   4, "M05_Nod_Gun_Emplacement" if you already attached scripts to the turret to make it attack. Or if you don't want it to attack on its own then also get rid of it.

Subject: Re: Deploy a tailgun/turret
Posted by IronWarrior on Sat, 15 Jul 2006 06:26:27 GMT
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Visit this link http://forum.mp-gaming.net/index.php?showtopic=15244&st= 0

This shows you step by step on how to do it with screen shots.

Subject: Re: Deploy a tailgun/turret
Posted by CodedRiceCracker on Sat, 15 Jul 2006 09:18:07 GMT
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thanks guys. just what i was looking for

last few questions:
i got the part where -400 has something to do with timings. Is there a way to easily calculate from seconds to this?

secondly, does M05_Nod_Gun_Emplacement have the same effect as M00_Base_Defence?

At the settings of an object, what does weapon error do exactly?
5.000 for example.

Subject: Re: Deploy a tailgun/turret
Posted by IronWarrior on Sat, 15 Jul 2006 10:40:47 GMT
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CodedRiceCracker wrote on Sat, 15 July 2006 04:18thanks guys. just what i was looking for

last few questions:
i got the part where -400 has something to do with timings. Is there a way to easily calculate from seconds to this?

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At the settings of an object, what does weapon error do exactly?
5.000 for example.

Hmm dont know, I dont use them scripts, I prefer to use M10_Tank_Turret on any turrets/guns

Subject: Re: Deploy a tailgun/turret
Posted by bisen11 on Sat, 15 Jul 2006 16:27:10 GMT
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CodedRiceCracker wrote on Sat, 15 July 2006 05:18thanks guys. just what i was looking for

last few questions:
i got the part where -400 has something to do with timings. Is there a way to easily calculate from seconds to this?

secondly, does M05_Nod_Gun_Emplacement have the same effect as M00_Base_Defence?

At the settings of an object, what does weapon error do exactly?
5.000 for example.

M00_Base_Defence would probably work a little better. I'm not sure of the exact time the numbers are. I ussualy just test it in a cnc_c130drop first until i get good timing.

As for the weapon error I think it's the accuracy but I'm not posotive.

Subject: Re: Deploy a tailgun/turret
Posted by Zion on Sat, 15 Jul 2006 22:42:12 GMT
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"M00_Base_Defence" doesnt exist in the latest scripts version, however, "JFW_Base_Defence" does exactally the same thing.

Subject: Re: Deploy a tailgun/turret
Posted by Oblivion165 on Sun, 16 Jul 2006 05:54:16 GMT
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Merovingian wrote on Sat, 15 July 2006 18:42"M00_Base_Defence" doesnt exist in the latest scripts version, however, "JFW_Base_Defence" does exactally the same thing.
What?? Were taking out scripts now? I assume Jon put a pointer in there to load the JFW couterpart. Otherwise, messy sea's a head.