
Subject: I need script ideas

Posted by [Anonymous](#) on Sun, 05 Jan 2003 03:25:00 GMT

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If anyone has script ideas, now is the time to suggest them.

Subject: I need script ideas

Posted by [Anonymous](#) on Sun, 05 Jan 2003 03:36:00 GMT

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I already gave you my crate suggestions If I think of anything else, I'll let you know.

Subject: I need script ideas

Posted by [Anonymous](#) on Sun, 05 Jan 2003 07:01:00 GMT

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How about a script that stops vehicles from blowing up when they flip over or turn on their side?

Subject: I need script ideas

Posted by [Anonymous](#) on Sun, 05 Jan 2003 07:31:00 GMT

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can u make one so that trees sway if there's wind. Spose u need animation for that eh but still if there is one ppl could do the animation themselves

Subject: I need script ideas

Posted by [Anonymous](#) on Sun, 05 Jan 2003 10:19:00 GMT

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I highly doubt this is possible to implement in a script, but could you create a script that would be attached to a scriptzone wherein the player would be be blasted X meters into the air? If not, could you enter the zone and be given the ability to jump that high until you left? It would help me a great deal on porting the Q3A level. Thanks. [January 05, 2003, 10:23: Message edited by: SomeRhino]

Subject: I need script ideas

Posted by [Anonymous](#) on Sun, 05 Jan 2003 13:50:00 GMT

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quote:Originally posted by SomeRhino:I highly doubt this is possible to implement in a script, but

could you create a script that would be attached to a scriptzone wherein the player would be be blasted X meters into the air? If not, could you enter the zone and be given the ability to jump that high until you left? It would help me a great deal on porting the Q3A level. Thanks. Find the author of the "SureShot" sniper mod. In that mod everyone could jump super high...It was like playing low-grav instagib.

Subject: I need script ideas

Posted by [Anonymous](#) on Sun, 05 Jan 2003 13:55:00 GMT

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quote:Originally posted by Blazer: quote:Originally posted by SomeRhino:I highly doubt this is possible to implement in a script, but could you create a script that would be attached to a scriptzone wherein the player would be be blasted X meters into the air? If not, could you enter the zone and be given the ability to jump that high until you left? It would help me a great deal on porting the Q3A level. Thanks. Find the author of the "SureShot" sniper mod. In that mod everyone could jump super high...It was like playing low-grav instagib. Crimson still had it installed...here are some snippets from the readme file:code:[14:56] [Crimson]: Sure Shot[14:56] [Crimson]: Created by: Skint[14:56] [Crimson]: Purchase terminals modeled and animated by Bumpaneer[14:56] [Crimson]: Websites: <http://www.cnczone.net>[14:56] [Crimson]: <http://cncex.com/>[14:56] [Crimson]: Install Info: Extract the contents of the zip file into your Renegade/Data folder[14:56] [Crimson]: Host or join a game running the "Sure Shot" mod pkg[14:56] [Crimson]: Features: "Super Soldier" Snipers, this is what you spawn as. They can jump higher, levitate briefly, breathe underwater and take no damage when falling from great heights.[14:56] [Crimson]: Purchase terminals will only allow for refill of the sniper character.[14:56] [Crimson]: with weapon spawns off, it's sniper rifles only. Leave 'em on for a MAD team deathmatch.[14:56] [Crimson]: Three maps included, rounds 2&3 have sniper sedan spawns near the starting positions.[14:56] [Crimson]: No changes have been made to weapon accuracy, the name "Sure Shot" refers to how good you have to aim[14:56] [Crimson]: to hit an opponent with these enhanced abilities.[14:56] [Crimson]: Contact me with any bugs or suggestions: skint26@hotmail.com[14:56] [Crimson]: Thanks are in order to...[14:56] [Crimson]: [14:56] [Crimson]: Bumpaneer for making his purchase terminals available for everyone to use in their maps, and[14:56] [Crimson]: the tutorial on how to implement them.
-><http://www.renegademods.info/browse.cfm?getdir=Bumpaneer>[14:56] [Crimson]: Shaderlab for the textures -> <http://www.shaderlab.com/>[14:56] [Crimson]: The CnC Zone Forum peeps for the support and help with testing[14:56] [Crimson]: All the sites that host my map

Subject: I need script ideas

Posted by [Anonymous](#) on Sun, 05 Jan 2003 20:43:00 GMT

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Thanks, Blazer. I know a few more things I can use on this project now. But as for the jump zone, I'd need it to be set so that you can only jump high in a certain area, or be auto-jumped upon zone entry.

Subject: I need script ideas

Posted by [Anonymous](#) on Sun, 05 Jan 2003 23:11:00 GMT

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I can do an auto-jump script, thats easy.Basicly, on zone entry, the script adds to the z position of the object (or is it subtracts from, I forget and that should make it doable.Script on to-do list

Subject: I need script ideas

Posted by [Anonymous](#) on Sun, 05 Jan 2003 23:15:00 GMT

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Trying to duplicate the bounce-pads of Q3A?

Subject: I need script ideas

Posted by [Anonymous](#) on Sun, 05 Jan 2003 23:53:00 GMT

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Make parachutes work.

Subject: I need script ideas

Posted by [Anonymous](#) on Mon, 06 Jan 2003 01:28:00 GMT

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Good Idea SGT.May but its just too hard.Making a parachute that works is too hard

Subject: I need script ideas

Posted by [Anonymous](#) on Mon, 06 Jan 2003 05:34:00 GMT

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quote:Originally posted by Blazer:Trying to duplicate the bounce-pads of Q3A?Right.

Subject: I need script ideas

Posted by [Anonymous](#) on Mon, 06 Jan 2003 05:35:00 GMT

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quote:Originally posted by Jonathan Wilson:I can do an auto-jump script, thats easy.Basicly, on zone entry, the script adds to the z position of the object (or is it subtracts from, I forget and that should make it doable.Script on to-do list Good to know, thanks again Jonathan!

Subject: I need script ideas

Posted by [Anonymous](#) on Mon, 06 Jan 2003 09:23:00 GMT

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land mines.

Subject: I need script ideas

Posted by [Anonymous](#) on Mon, 06 Jan 2003 09:41:00 GMT

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Lightning. Tiberium storms. Tiberium fiends. Crashed vehicles. Explosive Blue Tiberium. Heat waves on desert areas. Tiberium plants. Vienhole monsters. Mutant housing. Daylight to Nighttime animation. Blizzard conditions. Weather.

Subject: I need script ideas

Posted by [Anonymous](#) on Mon, 06 Jan 2003 09:46:00 GMT

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Jonathan.....there is already a paradrop animation in the game.....i'll take a look at it and see if it can be used or not.i'll get back to you on that....Eric.

Subject: I need script ideas

Posted by [Anonymous](#) on Mon, 06 Jan 2003 12:15:00 GMT

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I am not sure a working parachute can be made. The biggest problem is that you fall too fast and that would make it look unreleastic. There are other problems as well that would make it hard.If you really wanted, I could make a script that would work with M00_No_Falling_Damage_DME but would make the parachute model appear on the player somehow.Other than that, I dont know what else I can do. [January 06, 2003, 00:26: Message edited by: Jonathan Wilson]

Subject: I need script ideas

Posted by [Anonymous](#) on Mon, 06 Jan 2003 12:46:00 GMT

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parachute script ideascript attaches to any vehicle but is only usefull in vtol class air vehicles.script listens for player to exit vehicle.player exits.....spawn parachute animationset camera to parachute....listen for collision detectioncollision detected....kill parachute guy animation and spawn player at last position before collision.I think you could do that.....i got faith in ya Eric

Subject: I need script ideas

Posted by [Anonymous](#) on Mon, 06 Jan 2003 15:49:00 GMT

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Its not the parachute animation thats the problem.Just trust me, parachutes are NOT possible OK.

Subject: I need script ideas

Posted by [Anonymous](#) on Mon, 06 Jan 2003 18:11:00 GMT

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I got one how about a paradrop plane that someoen buys and some how when you exit it you fall and take no damage and it would be a badass idea in walls or something. I mean one minute your sitting in your base and the next you see 2 planes fly in and teh entire nod army just falls from the sky.

Subject: I need script ideas

Posted by [Anonymous](#) on Tue, 07 Jan 2003 13:20:00 GMT

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A script that let us capture the enemy team's buldings! =)
