
Subject: How to...

Posted by [Viking](#) on Sun, 19 Nov 2006 18:10:15 GMT

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How can I make a turret you can deploy like...

Ok, say you tossed a C4.

Thats how you toss a turret. It lands and opens yu with a animation then will fire on enemy targets?

Like those small machine guns in Half Life!

I am making a team fortress style level!

Subject: Re: How to...

Posted by [Viking](#) on Mon, 20 Nov 2006 01:42:34 GMT

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I am making water.

I am following this tutorial <http://renhelp.laeubi-soft.de/index.php?tut=44>

I am missing the texture "water_reflect.tga"

Can someone upload it for me?

PS:how can I make the water transparent around the edges?

How can I make the lights like texture that fades out as it gets to the end I saw it somewhere but forget...

Subject: Re: How to...

Posted by [danpaul88](#) on Mon, 20 Nov 2006 09:50:31 GMT

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I tried making C4 which you can throw and it does an action when it lands, but it didn't work properly and attaching scripts to c4 seems to make the renegade engine crash half the time...

Subject: Re: How to...

Posted by [reborn](#) on Mon, 20 Nov 2006 09:56:10 GMT

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Attatching cinematics that include timers to c4 doesn't work. You can attach a cinematic to it, but

just one without timers...

You could add an invisible object to the c4 and attach your cinematic to that. Or make the c4 kill itself and spawn another object when it does kill itself, attaching the cinematic to that instead.

This also applies to the beacons...

Subject: Re: How to...

Posted by [danpaul88](#) on Mon, 20 Nov 2006 11:51:28 GMT

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I simply attached JFW_Debug_Logfile (something like that) to test scripts with C4 and even that caused the game to crash when the C4 was about to detonate... that does not have anything to do with cinematics...

Subject: Re: How to...

Posted by [Stallion](#) on Mon, 20 Nov 2006 14:12:44 GMT

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Reborn wrote on Mon, 20 November 2006 03:56 Attaching cinematics that include timers to c4 doesn't work. You can attach a cinematic to it, but just one without timers...

You could add an invisible object to the c4 and attach your cinematic to that. Or make the c4 kill itself and spawn another object when it does kill itself, attaching the cinematic to that instead.

This also applies to the beacons...

lol, weren't you the one that made the tutorial for my shortly before mp-gaming? died?

I wish that server hadn't died, there was a lot of cool stuff there.

I'd love to see those tutorials again. Perhaps you or someone from that old group could post them around somewhere?

Subject: Re: How to...

Posted by [reborn](#) on Mon, 20 Nov 2006 14:27:44 GMT

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danpaul88 wrote on Mon, 20 November 2006 06:51 I simply attached JFW_Debug_Logfile (something like that) to test scripts with C4 and even that caused the game to crash when the C4 was about to detonate... that does not have anything to do with cinematics...

If you attach test_cinematic to the invisible object and define your cinematic text file, then attach the invisible object to the c4 then it won't crash.

The c4 and beacons are a bit weird like that...

Stallion wrote on Mon, 20 November 2006 09:12: Reborn wrote on Mon, 20 November 2006 03:56: Attaching cinematics that include timers to c4 doesn't work. You can attach a cinematic to it, but just one without timers...

You could add an invisible object to the c4 and attach your cinematic to that. Or make the c4 kill itself and spawn another object when it does kill itself, attaching the cinematic to that instead.

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Yeah that was me... I still have some of the tutorials... I might post them somewhere... Infact I have been looking for somewhere to reside permanently since MP. I want a place to launch new SS game modes too...

Subject: Re: How to...
Posted by [Stallion](#) on Mon, 20 Nov 2006 15:18:37 GMT
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(Sorry for going a bit off topic)

Even though it may not be your speed, I'm sure you'd be welcome over at n00bstories. You should stop by some time.

Subject: Re: How to...
Posted by [Jerad2142](#) on Mon, 20 Nov 2006 15:49:08 GMT
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You could also do it through beacons, just make it so you shoot the beacon, and when the orange bar at the bottom of the screen is full it would launch the beacons cinematic's which you could use to deploy a turret. Make sure the beacon projectile arcs or else it could be deployed mid air.

Subject: Re: How to...
Posted by [reborn](#) on Mon, 20 Nov 2006 16:05:08 GMT

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beacons are also a bit funny with cinematics that contain timers...

Best to attach another object to the beacon and attach the test_cinematic script to that instead. Or make the beacon kill itself when planted, then spawn another object (say a signal flare) when it dies, with the cinematic attached to the flare.. that way the beacon is indirect trigger event for the cinematic.

Subject: Re: How to...

Posted by [danpaul88](#) on Mon, 20 Nov 2006 18:11:58 GMT

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I tried that one, you can't 'throw' beacons, they always appear at your feet. C4 would be the best way to go, although I used a different method to accomplish my goal when I was having trouble with the C4 crashing renegade, which actually works better for my purposes anyway.

Subject: Re: How to...

Posted by [Viking](#) on Mon, 20 Nov 2006 22:19:00 GMT

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Beacons work because people couldn't deploy turrets on walls!

How about you deploy the beacon, then it disappears and a turret spawns there?

I could use the Nod_Tailgun thing it looks cool!

Subject: Re: How to...

Posted by [Jerad2142](#) on Mon, 20 Nov 2006 22:24:01 GMT

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The only problem with beacons is at best the sky will reset when ever you plant one (that's the best I've been able to do to keep it from going all cloudy or red)! It happens like a flash and all the clouds will be gone for a less than a second, and then they slowly go back to their original setting.

Subject: Re: How to...

Posted by [Viking](#) on Mon, 20 Nov 2006 22:30:03 GMT

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well I could put a plane with a texture of clouds above the map?

Subject: Re: How to...

Posted by [Jerad2142](#) on Mon, 20 Nov 2006 22:34:19 GMT

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Well its not that bad, you might not even notice it (or you could just turn the clouds off)!

Subject: Re: How to...

Posted by [danpaul88](#) on Mon, 20 Nov 2006 22:47:34 GMT

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Or you could temp the C4 preset and set its gravity to something like 50,000, so it HAS to drop at their feet

Subject: Re: How to...

Posted by [Jerad2142](#) on Mon, 20 Nov 2006 22:52:26 GMT

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danpaul88 wrote on Mon, 20 November 2006 15:47Or you could temp the C4 preset and set its gravity to something like 50,000, so it HAS to drop at their feet

But then you can't have any c4 in the game, and there will only be one type of turret.

Subject: Re: How to...

Posted by [danpaul88](#) on Mon, 20 Nov 2006 22:56:24 GMT

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true, but it might be a mod without C4...

I once temped the C4 for a test pkg so you could lob it all the way from your base to the enemy base, just for a laugh. Anyway...

If your doing turret spawning, you might want to consider 0 damage weapons, so when the player shoots themselves with it the Damaged event triggers a turret to spawn at their feet, and then moves them out the way, or something. That way you could have a few different weapon presets for different types of turrets.

Subject: Re: How to...

Posted by [Viking](#) on Mon, 20 Nov 2006 23:14:53 GMT

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The only way to shoot yourself is with explosives?

Subject: Re: How to...

Posted by [Jerad2142](#) on Mon, 20 Nov 2006 23:22:01 GMT

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With an explosion (like shooting a rocket at your feet), but if a beacon shoots the weapon it can hurt you.

Subject: Re: How to...

Posted by [reborn](#) on Tue, 21 Nov 2006 08:32:27 GMT

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Jerad Gray wrote on Mon, 20 November 2006 17:24The only problem with beacons is at best the sky will reset when ever you plant one (thats the best I been able to do to keep it from going all cloudy or red)! It happens like a flash and all the clouds will be gone for a less than a second, and then they slowly go back to their original setting.

Here is how you stop that using nothing but level edit and ssaow...

Go to the "Nuclear Strike" preset under object\Beacon\Nuclear Strike and hit the mod button.

Go to the "Physics Model" tab and under model name change it to "vehicles\nod_turret\v_nod_turret.w3d".

Go to the "Settings" tab and change the health to 1.0 and the HealthMax to 2.0, then change the skin type to "Blamo".

Go to the "Scripts" tab and select add from the current window.. not the one at the bottom of the preets tree.

When the "Scripts Defination" window pops up press the drop down box on the "Type" line, then scroll to "Dak_Vehichle_Regen_Dak". Then click "Ok".

Press the add button again and then choose "TFX_Replace_When_Repaired", now type in the value line "Nod_Turret_MP_Improved", and click "Ok", then click on "Ok" on the "Edit object" window.

Now go to the "Nod_Turret_MP_Improved" preset under object\vehichle\Mounted\Nod_Turret_Dec\Nod_Turret_MP\Nod_Turret_MP_Improved and hit the mod button.

Now select the "Scripts" tab and click on "add" and scroll to "JFW_Disable_Physical_collision" and

then click "Ok".

BTW Viking, I was not saying it isn't possible to add cinematics to beacons (not that what i just explained is a cinematic, because it isn't), I was saying adding a cinematic with timers to a beacon kinda f00ks things up. And danpaul was saying that it is possible, just it falls at your feet...

Subject: Re: How to...
Posted by [Viking](#) on Wed, 22 Nov 2006 04:55:28 GMT
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Can I use Nod_Talegun insted of turret?

Subject: Re: How to...
Posted by [Stallion](#) on Thu, 23 Nov 2006 10:12:14 GMT
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Reborn wrote on Tue, 21 November 2006 03:32 Jerad Gray wrote on Mon, 20 November 2006 17:24 The only problem with beacons is at best the sky will reset when ever you plant one (thats the best I been able to do to keep it from going all cloudy or red)! It happens like a flash and all the clouds will be gone for a less than a second, and then they slowly go back to their original setting.

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I remember this from the tutorial you made for me. Once again thanks.

Also, to add to that:
in the same place that you added the other scripts also add "RA_ObjectDeath_OnDeath" with the name as preset and the value as "vehicles\nod turret\v_nod_turret.w3d" or when the turret dies it will leave a nasty solid base behind that will cause a big hassel.

Subject: Re: How to...
Posted by [Jerad2142](#) on Thu, 23 Nov 2006 20:12:03 GMT
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Of course then the sky will turn red.

Subject: Re: How to...
Posted by [Veyrdite](#) on Sat, 25 Nov 2006 03:10:44 GMT
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make the turrets settings for "cinematic collision" to push and make the turret rise from the ground.
thats one problem fixed-no stuck charachters