
Subject: parachute spawn

Posted by [Veyrdite](#) on Sat, 27 Jan 2007 06:43:29 GMT

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how can i get the player to parachute down to the level in a map?
from the c130 if possible, like the troops officers call down

edit: also,how do you get bots to start hidden or something, and appear when you walk into a script zone?

Subject: Re: parachute spawn

Posted by [zunnie](#) on Sat, 27 Jan 2007 09:16:35 GMT

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Not sure about the parachute..

Temp a botspawner and under settings make it "StartsDisabled".

Create a script_zone_star somewhere and attach the script:

GTH_Enable_Spawner_On_Enter

SpawnerID: The ID of the botspawner on your map

Playertype: What team to trigger on (0=nod 1=gdi 2=any)

Enable: 0=disable 1=enable

When players enter the zone the bot will be enabled and will then spawn.

Subject: Re: parachute spawn

Posted by [Jerad2142](#) on Sat, 27 Jan 2007 17:33:32 GMT

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You have to do the parachute thing with beacons and cinematics, when I get home I will post a cinematic that drops bots. What type of bots do you want them to be and what team? I will get the cinematics set up for you. And if you don't know how to set up the beacons I will explain that to.

Subject: Re: parachute spawn

Posted by [zunnie](#) on Sat, 27 Jan 2007 18:08:11 GMT

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I thought he means to have players drop with parachutes.
Here you can find a few cinematics that were taken/modified from westwood and vehicle drops from ssaow which can be used in the same manner:

Subject: Re: parachute spawn

Posted by [Veyrdite](#) on Sat, 27 Jan 2007 21:53:17 GMT

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i do mean when the player spawns he parachutes down
which ones do i use and how do i use them

Subject: Re: parachute spawn

Posted by [OWA](#) on Sun, 28 Jan 2007 02:09:27 GMT

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I know of no way to parachute a player down from a plane without the Apocalypse Rising script that is being developed by danpaul88. It will be released. You'll just have to wait.

Subject: Re: parachute spawn

Posted by [Jerad2142](#) on Sun, 28 Jan 2007 02:26:32 GMT

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Hah, I love this part, telling people alternative ways to do things. Okay if this is a .pkg file it it pretty simple, all you have to do is set it up so when a key is pressed it buys a charter (that looks exactly the same) which has a lower gravity scale and a parachute attached using a turret script. Then cover the ground with a script zone that sends a custom to the enter of a certain preset, which buys buys the original charter back. Of course it would be better using scripting.

Subject: Re: parachute spawn

Posted by [Veyrdite](#) on Sun, 28 Jan 2007 02:57:31 GMT

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Quote: set it up

i am useless unless its explained from scratch
id prefer it to be mix though.

made a disabled spawner for the hummer, did the script, works. i added m08_mobile_vehicle as well. one prob, it doesn't shoot.

Subject: Re: parachute spawn

Posted by [Veyrdite](#) on Sun, 28 Jan 2007 03:22:29 GMT

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oh great, le crashes every time i try and load the level now. no backups. it crashes at blutiberium.w3d (which i tried putting on my map, but it was invisible). my computer loves me

Subject: Re: parachute spawn

Posted by [Veyrdite](#) on Sun, 28 Jan 2007 04:11:47 GMT

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help. please help.

whoah, all but one of the posts in this topic is edited

Subject: Re: parachute spawn

Posted by [Jerad2142](#) on Sun, 28 Jan 2007 05:08:45 GMT

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Does it crash all the way out of le?

Subject: Re: parachute spawn

Posted by [Veyrdite](#) on Sun, 28 Jan 2007 05:12:59 GMT

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error report, then when i press dont send it exits (quite quickly actually)

Subject: Re: parachute spawn

Posted by [Jerad2142](#) on Sun, 28 Jan 2007 06:29:03 GMT

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Check for missing 3D models.

Subject: Re: parachute spawn

Posted by [Veyrdite](#) on Sun, 28 Jan 2007 07:16:14 GMT

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only used the presets and the w3d map i made.

edit:made a file called blutiberium and exported it. still wont work

Subject: Re: parachute spawn
Posted by [Veyrdite](#) on Sun, 28 Jan 2007 07:25:35 GMT
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replaced the presets file, i lost all my temps and i have the same prob. ill try and work from scratch

Subject: Re: parachute spawn
Posted by [Jerad2142](#) on Sun, 28 Jan 2007 07:54:39 GMT
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Make sure no meshes are to complex, that will crash it to.

Subject: Re: parachute spawn
Posted by [Veyrdite](#) on Sun, 28 Jan 2007 08:16:56 GMT
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meshes too complex? it worked until i saved, then i exited. now i just cant open it. how do i remove these meshes or whatever if i cant open the file?

p.s. the new map i am making to substitute (i would like to get the old workin) makes a chinnok follow a waypath. how do i activate a script when it gets to a certain path node?

Subject: Re: parachute spawn
Posted by [Jerad2142](#) on Sun, 28 Jan 2007 08:44:53 GMT
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You would use script zones to activate scripts when a vehicle entered them.

And the only time where the meshes to complex thing would come up is if you were making 3D models (which I just realized you probably are not).

Another thing that can make level editor crash is leaving a script param blank.

Subject: Re: parachute spawn
Posted by [Veyrdite](#) on Sun, 28 Jan 2007 10:03:42 GMT
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i made a script zone near a radio, and told it to enable a helicopter. how do i set the directory in the sound presets for the sound i want to play when you enter the script zone?(using jfw_2d_sound_custom <i think>)

Subject: Re: parachute spawn
Posted by [Veyrdite](#) on Sun, 28 Jan 2007 10:49:35 GMT
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oh oh, made a beta of the level

i made this a spoiler so it doesnt hog the page

Toggle Spoiler

oh oh, made a beta of the level

New_Enable_staelth_player

Error getting function adress from bhs.dll

New_set_fog_enable_player

Error getting function adress from bhs.dll

new_set_fog_range_player

Error getting function adress from bhs.dll

new_set_object_radar_blip_shape

Error getting function adress from bhs.dll

new_set_object_radar_blip_colour

Error getting function adress from bhs.dll

new_set_obj_radar_blip_shape_player

Error getting function adress from bhs.dll

new_set_obj_radar_blip_colour_player

Error getting function adress from bhs.dll

newaddobjectcreatehook

Error getting function adress from bhs.dll

newremoveobjectcreatehook

Error getting function adress from bhs.dll

addloadlevelhook

Error getting function adress from bhs.dll

addgameoverhook

Error getting function adress from bhs.dll

addplayerjoinhook

Error getting function adress from bhs.dll

set_info_texture

Error getting function adress from bhs.dll

clear_info_texture
Error getting function adress from bhs.dll

set_vehicle_limit
Error getting function adress from bhs.dll

get_vehicle_limit
Error getting function adress from bhs.dll

send_message
Error getting function adress from bhs.dll

send_message_player
Error getting function adress from bhs.dll

new_display_helth_bar
Error getting function adress from bhs.dll

addversionhook
Error getting function adress from bhs.dll

set_wireframe_mod
Error getting function adress from bhs.dll

new_disable_all_collisions
Error getting function adress from bhs.dll

new_disable_phisical_collisions
Error getting function adress from bhs.dll

new_enable_collision
Error getting function adress from bhs.dll

load_new_HUD_ini
Error getting function adress from bhs.dll

remove_weapon
Error getting function adress from bhs.dll

update_pt_data
Error getting function adress from bhs.dll

change_radar_map
Error getting function adress from bhs.dll

addpoweruppurchasehook
Error getting function adress from bhs.dll

addvehiclepurchasehook
Error getting function adress from bhs.dll

addcharacterpurchasehook
Error getting function adress from bhs.dll

addpoweruppurchasehook
Error getting function adress from bhs.dll

addvehiclepurchasemonhook
Error getting function adress from bhs.dll

addcharacterpurchasemonhook
Error getting function adress from bhs.dll

removepoweruppurchasehook
Error getting function adress from bhs.dll

removevehiclepurchasehook
Error getting function adress from bhs.dll

removecharacterpurchasehook
Error getting function adress from bhs.dll

removepoweruppurchasehook
Error getting function adress from bhs.dll

removevehiclepurchasehook
Error getting function adress from bhs.dll

removecharacterpurchasemonhook
Error getting function adress from bhs.dll

Get_build_time_multiplayer
Error getting function adress from bhs.dll

set_currently_building
Error getting function adress from bhs.dll

is_currently_building
Error getting function adress from bhs.dll

addconsoleoutput hook (yes, a space between output & hook)
Error getting function adress from bhs.dll

addCRChook
Error getting function adress from bhs.dll

adddatahook
Error getting function adress from bhs.dll

set_retile_texture1
Error getting function adress from bhs.dll

set_retile_texture2
Error getting function adress from bhs.dll

new_set_fog_colour
Error getting function adress from bhs.dll

set_fog_colour_player
Error getting function adress from bhs.dll

new_set_fog_mode
Error getting function adress from bhs.dll

set_fog_mode_player
Error getting function adress from bhs.dll

set_shader_number
Error getting function adress from bhs.dll

new_set_fog_density
Error getting function adress from bhs.dll

set_fog_density_player
Error getting function adress from bhs.dll

new_change_time_remaining
Error getting function adress from bhs.dll

new_change_time_limit
Error getting function adress from bhs.dll

display_gdi_sidebar
Error getting function adress from bhs.dll

display_nod_sidebar
Error getting function adress from bhs.dll

display_security_dialog
Error getting function adress from bhs.dll

addplayerleavehook
Error getting function adress from bhs.dll

error
bhs.dll version mismatch

the level then works fine, but the script zones dont work. seeing as i had to export it as pkg as it had the orig file as well i am guessing these are sideeffects of the orig.

Subject: Re: parachute spawn
Posted by [Jerad2142](#) on Sun, 28 Jan 2007 17:18:34 GMT
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If its a sound preset it had better be in the sound presets list.

Subject: Re: parachute spawn
Posted by [Veyrdite](#) on Sun, 28 Jan 2007 21:59:34 GMT
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as in do you do presets\sounds\dis\dat\whatthat or straightout the name of the sound or what

Subject: Re: parachute spawn
Posted by [zunnie](#) on Mon, 29 Jan 2007 01:41:34 GMT
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"bhs.dll version mismatch"

You are using the wrong version bhs.dll in combination with the scripts.dll

<http://www.sourceforge.net/projects/rentools/>

Subject: Re: parachute spawn
Posted by [Veyrdite](#) on Mon, 29 Jan 2007 02:09:03 GMT
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i moved the old map and exported and it works. dont need the bhs.dll

Subject: Re: parachute spawn
Posted by [Veyrdite](#) on Mon, 29 Jan 2007 03:45:03 GMT
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any chance of the name of the script to remove falling damage. i tied editing the global settings to

harmless but it didn't work. falling is the closest i can get to parachuting.

EDIT: M06_Paradrop_unit. would that work?

Subject: Re: parachute spawn

Posted by [Jerad2142](#) on Mon, 29 Jan 2007 04:03:19 GMT

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M00_No_Falling_Damaged (or something like that).

Subject: Re: parachute spawn

Posted by [Veyrdite](#) on Mon, 29 Jan 2007 08:01:30 GMT

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does it have to be where the player will fall, or is it permanent?
seems to ruin all my other scripts in a zone

Subject: Re: parachute spawn

Posted by [Slave](#) on Mon, 29 Jan 2007 08:21:18 GMT

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attach it to the object you dont want to get damaged

Subject: Re: parachute spawn

Posted by [Jerad2142](#) on Mon, 29 Jan 2007 14:23:50 GMT

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But the script actually just prevents damage until damaged once, so if you are shot while falling, when you hit the ground you will take falling damage.

Subject: Re: parachute spawn

Posted by [Veyrdite](#) on Tue, 30 Jan 2007 07:03:23 GMT

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nup. still kills that fall.

Subject: Re: parachute spawn

Posted by [Jerad2142](#) on Tue, 30 Jan 2007 14:13:52 GMT

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They are invincible until they take damage, whether it is by being shot, or hitting the ground.

Subject: Re: parachute spawn
Posted by [Veyrdite](#) on Wed, 31 Jan 2007 06:38:38 GMT

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attached it to the spawner, but it doesn't work. there is nothing to damage me in mid-air.

Subject: Re: parachute spawn
Posted by [Chop](#) on Wed, 31 Jan 2007 08:58:55 GMT

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Look for this script M00_Permanent_No_Falling_Damage_IML That will stop u from dieing put it on all the char's or bot's if u dont want them to die when they land.

Subject: Re: parachute spawn
Posted by [Jerad2142](#) on Wed, 31 Jan 2007 14:41:07 GMT

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dthdealer wrote on Tue, 30 January 2007 23:38 attached it to the spawner, but it doesn't work.
there is nothing to damage me in mid-air.

You can't attach it to the spawner, it well not work, you must attach it to the infantry preset.

Chop wrote on Wed, 31 January 2007 01:58 Look for this script
M00_Permanent_No_Falling_Damage_IML That will stop u from dieing put it on all the char's or
bot's if u dont want them to die when they land.

Do this only if you don't want the infantry to die.

Subject: Re: parachute spawn
Posted by [Chop](#) on Thu, 01 Feb 2007 03:35:47 GMT

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Ya what he said but that is the script u want.

Subject: Re: parachute spawn
Posted by [Jerad2142](#) on Thu, 01 Feb 2007 06:04:51 GMT

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I meant Only if you want the infantry to be permanently invincible.
Use this script for no falling damage:
M00_No_Falling_Damage

Subject: Re: parachute spawn
Posted by [Veyrdite](#) on Sat, 03 Feb 2007 02:39:48 GMT
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had to take the spawners to the ground, i removed the script from the spawner and onto the skirmish nod minigunner/ thing whatever they call it in the presets. doesnt work.

multiple errors
heres a beta to see what i mean.

if you want the hummer to attack you, you need to attack it
the helicopter has no col and wont ascend or descend.
none of the bots appear

ffg doesn't stand for anything (ideas?) i just did that so it doesn't clash with islands

i have tried adding m00_base_defence to the hummer, but then it doesn't move

File Attachments

1) [C&C_islandFFG2.mix](#), downloaded 73 times

Subject: Re: parachute spawn
Posted by [Jerad2142](#) on Sat, 03 Feb 2007 02:52:25 GMT
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"JFW_Hunt_Blow_Up" will make vehicles move, there are better scripts to do the job, but I'm not going to say what they are because they need a multi-scripts loader.

Subject: Re: parachute spawn
Posted by [Theboom69](#) on Sat, 03 Feb 2007 06:23:23 GMT
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Jerad Gray wrote on Thu, 01 February 2007 00:04 I meant Only if you want the infantry to be permanently invincible.
Use this script for no falling damage:
M00_No_Falling_Damage

If you jump higher than you land with this script you will take damage the one i told you want to

make the unit's work right temp them and edit them either wise you will not get what you want unless you make a .pkg.

Subject: Re: parachute spawn
Posted by [Veyrdite](#) on Sat, 03 Feb 2007 23:25:28 GMT
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jfw_perm_no_falling_damage

would that work?

Subject: Re: parachute spawn
Posted by [Jerad2142](#) on Sun, 04 Feb 2007 02:58:49 GMT
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I give up, just do what they are saying and you will soon see the problem.

Subject: Re: parachute spawn
Posted by [Theboom69](#) on Sun, 04 Feb 2007 08:17:22 GMT
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Chop wrote on Wed, 31 January 2007 02:58Look for this script
M00_Permanent_No_Falling_Damage_IML That will stop u from dieing put it on all the char's or bot's if u dont want them to die when they land.

Quote:I give up, just do what they are saying and you will soon see the problem.

I don't want you to give up but the script i said work's no mater what it will not let you die when you fall.

And the script i said in my post earlier is the main no fall damage script.

Subject: Re: parachute spawn
Posted by [Veyrdite](#) on Thu, 08 Feb 2007 06:10:17 GMT
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GRA GRA, DIE REN SCRIPTS FOR BEING DUMERATORATORATERYAMATERYATOR

.

...

....im back now. oh well, the map has officialy committed sewerside stinkily

Subject: Re: parachute spawn
Posted by [Jerad2142](#) on Thu, 08 Feb 2007 07:08:58 GMT
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Sounds like you found out what I meant.

Subject: Re: parachute spawn
Posted by [Veyrdite](#) on Fri, 09 Feb 2007 05:56:57 GMT
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in renx would it be possible to make a giant box round the level (and as high as i want to spawn) with no col but obbox, and then use a script in le to fake falling col with it, so all i have to do is place the spawner in the box.
