Subject: How do I make GE/PD doors?
Posted by F1AScroll on Thu, 22 Mar 2007 22:57:28 GMT
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How do I make GE/PD doors? I want to be able to open them with the action button. I also want to be able to require keycards/active timers to open. Also, I want it so AI guards can open doors, Can this be done? If so how. Also, if anyone wants to map or make scripts, I be happy for your help.

Subject: Re: How do I make GE/PD doors?
Posted by Jerad2142 on Fri, 23 Mar 2007 02:26:38 GMT
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Pathfind Generator.

Subject: Re: How do I make GE/PD doors?
Posted by F1AScroll on Fri, 23 Mar 2007 22:37:51 GMT
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I thought they controled harvesters. @_@ How would I use them to make door opened when "poked"?

Subject: Re: How do I make GE/PD doors?
Posted by Jerad2142 on Sat, 24 Mar 2007 06:14:50 GMT
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AI can not open poke-able doors, unless you have a lot of of scripting (A LOT OF WORK).

Subject: Re: How do I make GE/PD doors?
Posted by F1AScroll on Sat, 24 Mar 2007 19:20:34 GMT
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Oh. Also, do you have a link to a basic guide to scripting or something? I really don't understand how to script, and a basic tutorial could get me started on more advanced things.

Subject: Re: How do I make GE/PD doors?
Posted by Oblivion165 on Sun, 25 Mar 2007 03:10:45 GMT
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so what exactly do you have done? It's highly unlikely you will learn the programming to do this.

However if you had the rest of the stuff ready to go...like characters and maps etc, a programmer might step up to handle the scripts portion.

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Subject: Re: How do I make GE/PD doors?
Posted by Oblivion165 on Sun, 25 Mar 2007 03:48:31 GMT
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File Attachments
1) Clipboard01.jpg, downloaded 414 times
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Subject: Re: How do I make GE/PD doors?
Posted by F1AScroll on Sun, 25 Mar 2007 18:58:09 GMT
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I know GML, DML, and RPG maker code. I learn pretty fast from examples. I heard of one tutorial at RenHelp where guys fly out of an Apatche, but I can't find it. Maybe I'm not looking hard enough? Anyway, I always takes me to the index.

Oh, and I started the mod recently, and even more recently had to RE-start it due to legal reasons (remember that company that got sued for pronouncing 1007 "one-double-oh-seven). So far, jamiejrg's working on the RC/FN P90. I haven't told him yet, but I MSN Live offline-messaged (oxymoron) 'em. I also PMed Nickster asking for a few tips.

IN A NUTSHELL:
I learn quickly, but I need a tutorial on an apache. My modeler's making an gun, EA wanted to sue me so I started over, and I asked a dead guy for help.

Oh, and thanks for your help. If I understand, I put C++ code in a .txt file, reference it as a script, and it works if I didn't screw up, is that it?

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## Subject: Re: How do I make GE/PD doors?
Posted by Doitle on Thu, 29 Mar 2007 14:20:11 GMT
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Would it be that hard to have the AI open "pokeable" doors? Couldn't you just put zones on both sides that checked if an AI Guard type character entered and open the door for them?

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## Subject: Re: How do I make GE/PD doors?
Posted by Jerad2142 on Thu, 29 Mar 2007 17:45:27 GMT
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f1ascroll wrote on Sun, 25 March 2007 12:58
IN A NUTSHELL:
I learn quickly, but I need a tutorial on an apache. My modeler's making an gun, EA wanted to sue me so I started over, and I asked a dead guy for help.

Sue you for what?

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