Subject: [mod]Gravity, stay away from me!
Posted by Slave on Wed, 04 Apr 2007 21:14:52 GMT

Alright,

Without further delay, the gravity gun.
Included are:
- Edited models (it works independent from repair gun)
- Random skin
- Fire sound
- Useless readme

How to get this to work in a mod:
Search the forum, I remember i wrote it down somewhere.

Since i know this will be asked:
No, this does not work when you put the files in the data folder, u silly! It's to be set up in a mod.

Also, since this comes straight out of an unfinished mod, even I didn't get it to work flawless yet.
Experiment! And make sure to share your knowledge on getting the perfect tweaked settings.

Thank Renegade's horrible physics engine for making this all possible. Bye now.

Copyright goes to a 2003 mod, TibEvo. This is inspired on a bug in that mod.

File Attachments
1) gravgun.zip, downloaded 324 times

Subject: Re: Gravity, stay away from me!
Posted by Gen_Blacky on Wed, 04 Apr 2007 21:59:27 GMT

its so pretty

Subject: Re: Gravity, stay away from me!
Posted by Slave on Wed, 04 Apr 2007 22:15:39 GMT

Hud icon,

File Attachments
1) hud_pimp_repairgun.dds, downloaded 253 times

Subject: Re: Gravity, stay away from me!
Posted by icedog90 on Thu, 05 Apr 2007 05:21:38 GMT
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That's pretty cool... nice job.

Subject: Re: Gravity, stay away from me!
Posted by jnz on Thu, 05 Apr 2007 06:52:05 GMT
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It's easier to do this sort of thing server side. In fact it's very easy.

Subject: Re: Gravity, stay away from me!
Posted by Scrin on Thu, 05 Apr 2007 07:33:40 GMT
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Slave wrote on Wed, 04 April 2007 23:14Alright,

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its from you mod whare tib crystals and field light towers?
also say how make works this blue fire beam (lol i forget ren file but your file is e_antigrav.w3d..)

Subject: Re: Gravity, stay away from me!
Posted by Slave on Thu, 05 Apr 2007 23:58:03 GMT

I'd love to see you do that. (@gamemodding)

For the people that asked, here's a sample mod where it's set up. Just the leveledit folder, so export it for yourself.

http://zilver.demon.nl/@game/downloads/antigrav.zip

What's not in it:
- A suitalbe muzzle flash that looked somewhat like an obi charge. But it lagged behind you while you were moving.
- Better ammo models, since my pc refuses to export models. This is probably where the biggest increase in handling can be made.

PS: those screenshots just look cool, after 2 minutes of abusing your harvester you will get bored, be warned.

Subject: Re: Gravity, stay away from me!
Posted by Gen_Blacky on Fri, 06 Apr 2007 01:19:14 GMT

lmao

Subject: Re: Gravity, stay away from me!
Posted by Scrin on Fri, 06 Apr 2007 08:09:27 GMT

Gen_Blacky wrote on Thu, 05 April 2007 20:19lmao
lol nice!
and your mod name is tibevo? its whare tib,light.....

Subject: Re: Gravity, stay away from me!
Posted by Di3HardNL on Fri, 06 Apr 2007 16:52:10 GMT

Very nice mod
i was looking for a new repair-beam so thank you very much!

Subject: Re: Gravity, stay away from me!
Posted by Gen_Blacky on Sat, 07 Apr 2007 01:09:01 GMT

slave u and your skining

Subject: Re: Gravity, stay away from me!
Posted by BlueThen on Sat, 07 Apr 2007 01:51:28 GMT
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Cool! I tried the mod. It can only pick up harvies though.

Subject: Re: Gravity, stay away from me!
Posted by Gen_Blacky on Sat, 07 Apr 2007 06:02:11 GMT
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u have to be special to pick up other tanks

Subject: Re: Gravity, stay away from me!
Posted by nopol10 on Sat, 07 Apr 2007 07:14:31 GMT
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It can pick up other tanks.
For a mammy, just change the weight value in game and watch it fly.

Subject: Re: Gravity, stay away from me!
Posted by ViPeaX on Sun, 08 Apr 2007 20:51:57 GMT
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z0mg tommie hax..