Subject: how do i do these
Posted by NFHAVOC on Fri, 15 Jun 2007 21:32:33 GMT
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how do i nake there be a explosion animation when hot/tech die?there is only a invisible explosion.

and can i make hover bikes(flying recons) server side?

and how do i get kill messages to appear? they only appear on the server bots screen and the fds screen

and how do i set the area where vehicles appear when you buy them?

Subject: Re: how do i do these
Posted by NFHAVOC on Fri, 15 Jun 2007 23:06:01 GMT
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for the explosion animation do i have to add a script to the chars i want to have a explosion animation for?

for the hover bike do i add a script like jfw_flying_infantry to the recon or is there 1 like it for vehicles?

also how do i use building controlers?

how do make buildingshave the abilty to be damaged?

i not trying to make the mp building damagable but are the sp versions of the buildings invinceable or are all buildings invincible?

Subject: Re: how do i do these
Posted by NFHAVOC on Sat, 16 Jun 2007 10:30:44 GMT
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for the place i set where vehicles appear do i use vehicle construction zones?

any ideas?

Subject: Re: how do i do these
Posted by HORQWER on Sat, 16 Jun 2007 12:57:50 GMT
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u drag the little car where u want to vehicle to be constructed u could find it at the circle thing on

air strip or inside of weapons factory where vehicles construct
if u making a map that does not have air strip, wepfactory (if u are making ur own map)
just build it from the building preset list (i'm sure u could find it) and when u deploy it select it and
hit Ctrl+P and that little car appears there put it where ever u want it to be
have fun
(HORQWER In Renegade Hope U Know Me)

Subject: Re: how do i do these
Posted by reborn on Sat, 16 Jun 2007 13:15:01 GMT
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NFHAVOC wrote on Fri, 15 June 2007 17:32how do i nake there be a explosion animation when
hot/tech die?there is only a invisible explosion.

I do not know of an existing script that allows you to declare explosion you want and attach it to a
player, I could just not of noticed it beofre but I think it doesn;t exist. That's not to say it isn't
possible, if you open the source code to SSAOW and on the void
M00_GrantPowerup_Created::Killed(GameObject *obj, GameObject *shooter)
{
script add a couple of lines so it looks like this:

void M00_GrantPowerup_Created::Killed(GameObject *obj, GameObject *shooter)
{

if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_Engineer_2SF"))
{
DeathPlace = Commands->Get_Position(obj);
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",DeathPlace);
}

 if (stricmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)
 {

That will create an ion explosion animation when the hotwire dies, you should from that be able to
add your own code for the technician.

NFHAVOC wrote on Fri, 15 June 2007 17:32
and can i make hover bikes(flying recons) server side?

Hmm, try changing there mass in the presets tree in level edit, it will be a case of trial and error
but you may get the desired effect. Assuming that is that mass is controlled server side for
vehichles, I have never tried.

NFHAVOC wrote on Fri, 15 June 2007 17:32

and how do i get kill messages to appear? they only appear on the server bots screen and the fds screen

Do a console_input on the [msg] that is created, this will msg it to the server too

NFHAVOC wrote on Fri, 15 June 2007 17:32
and how do i set the area where vehicles appear when you buy them?

Move the little car thing that is attached to the building controller to where you want it to create the vehichle.

Subject: Re: how do i do these
Posted by NFHAVOC on Sat, 16 Jun 2007 18:53:31 GMT
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could you explain the message thing in more detail i still can t figure it out

i dont have ssaow i have ssctf. how do i edit that?
and where can i get something to edit that?

Subject: Re: how do i do these
Posted by reborn on Sat, 16 Jun 2007 23:24:59 GMT
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In ssctf the "void M00_GrantPowerup_Created::Killed(GameObject *obj, GameObject *shooter) {" still exists there, so my suggestion applies to both source code versions.

The msg thing...

For SSCTF do a ConsoleCommand not a console_input. Basically where you have a sprintf msg to the server, just do a ConsoleCommand(msgname) and it will appear as a msg ingame too.

Subject: Re: how do i do these
Posted by NFHAVOC on Sun, 17 Jun 2007 19:29:09 GMT
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ok i still dont see how i could do the msg thing

and where so i get something to edit the code of the ssctf

Subject: Re: how do i do these

Posted by reborn on Mon, 18 Jun 2007 06:20:07 GMT
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NFHAVOC wrote on Sun, 17 June 2007 15:29ok i still dont see how i could do the msg thing

and where so i get something to edit the code of the ssctf

You will need visualstudios.net2005, there is an express edition on the microsoft website you can download for free.

Subject: Re: how do i do these
Posted by NFHAVOC on Mon, 18 Jun 2007 11:35:51 GMT
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where is it on the site

Subject: Re: how do i do these
Posted by reborn on Mon, 18 Jun 2007 11:40:29 GMT
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http://msdn.microsoft.com/vstudio/express/downloads/

You want the yellow coloured one that has "c++" on it.

Subject: Re: how do i do these
Posted by NFHAVOC on Mon, 18 Jun 2007 16:35:19 GMT
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i trying to get it but when i go to click go the "The page cannot be displayed" pops up

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Subject: Re: how do i do these
Posted by Xpert on Mon, 18 Jun 2007 20:59:34 GMT
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Do you even know how to code because judging by your understanding of what Reborn is saying, you don't understand he's showing you C++ code to implement into your scripts.dll for CTF. You would have to edit the source codes.

Secondly, what bot are you using? If you're using CS, I made a ctf.cs file to read SSCTF kill messages since Adad doesn't support SSCTF for CS.

Subject: Re: how do i do these
Posted by NFHAVOC on Tue, 19 Jun 2007 11:47:13 GMT
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i got a c in introduction to c++ and i got my c++ book right here and i will back up files if i screw my
server

and i wont do anything past what reborn told me to do

i got nr as a bot

Subject: Re: how do i do these
Posted by reborn on Tue, 19 Jun 2007 11:50:05 GMT
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NFHAVOC wrote on Mon, 18 June 2007 12:35i trying to get it but when i go to click go the "The
page cannot be displayed" pops up

I select "english" as the laguage, then press "go". It works for me :-/

Subject: Re: how do i do these
Posted by NFHAVOC on Tue, 19 Jun 2007 16:27:56 GMT
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i tryed several times and it still wont work