Subject: Nod Turret Shell
Posted by Brandon on Mon, 18 Jun 2007 18:30:32 GMT
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When you destroy a Nod Turret it leaves behind that annoying shell, how do you make it to where it doesn't leave behind a shell? If that's not possible then is it possible to make it to where you can blow up the shell (by destroying it too)? Or is it possible that you could replace the destroyed shell with an invisible object that doesn't affect where you move and all etc? If none of this crap is possible then I'll have to use JFW_Disable_Physical_Collison -.-

Subject: Re: Nod Turret Shell
Posted by R315r4z0r on Mon, 18 Jun 2007 18:47:31 GMT
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Get rid of the scrip that has "Nod_turret" in it in the script menu. I don't remember the exact name, I just know it has "Nod_Turret" in the name.

Subject: Re: Nod Turret Shell
Posted by danpaul88 on Mon, 18 Jun 2007 18:47:48 GMT
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Quote:JFW_Destroy_Self_Timer (when created, a timer is started, when the timer expires, the object is destroyed)
 Time (how long the timer should run for)
 TimerNum (what number to use for the timer)

Alternatively attach the above to destroyed turret preset, and set Time to 0, it will destroy itself immediately.

Subject: Re: Nod Turret Shell
Posted by reborn on Mon, 18 Jun 2007 18:48:06 GMT
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YuriVA777 wrote on Mon, 18 June 2007 14:30When you destroy a Nod Turret it leaves behind that annoying shell, how do you make it to where it doesn't leave behind a shell? If that's not possible then is it possible to make it to where you can blow up the shell (by destroying it too)? Or is it possible that you could replace the destroyed shell with an invisible object that doesn't affect where you move and all etc? If none of this crap is possible then I'll have to use JFW_Disable_Physical_Collison -.-

Erm, add this "if (strstr(Commands->Get_Preset_Name(obj),"deadturretpresetname")) {
  Commands->Destroy_Object(obj);" to M00_disable_transition::created, so it would read like this:

```
void M00_Disable_Transition::Created(GameObject *obj){

 if (strstr(Commands->Get_Preset_Name(obj),"deadturretpresetname")) {
  Commands->Destroy_Object(obj);
 }
```

That should just destroy the turret immediately when created. However there are other turrets that are not hard coded to spawn the dead one when they are destroyed.

Subject: Re: Nod Turret Shell
Posted by Xpert on Mon, 18 Jun 2007 21:06:07 GMT
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Isn't there a simple way to just edit the objects file in LE? I could be wrong...

Subject: Re: Nod Turret Shell
Posted by Brandon on Tue, 19 Jun 2007 01:42:43 GMT
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I try removing that Nod_Turret script first...

Subject: Re: Nod Turret Shell
Posted by Jerad2142 on Wed, 20 Jun 2007 17:09:06 GMT
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Just use any other script besides M00_Nod_Turret, M00_Base_Defense will work.

Subject: Re: Nod Turret Shell
Posted by Brandon on Wed, 20 Jun 2007 20:34:36 GMT
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I learned that the script used is: M00_Base_Defence. However, I found what was causing the problem, on the Dependencies tab there was something selected and after researching it I learned that it was the destruction shell. I removed it from the list and saved my preset library, but I've yet to test it out but I will today. Just thought I'd let everyone know, it's not a script issue, it's a dependencies issue.

Subject: Re: Nod Turret Shell
Posted by Brandon on Thu, 21 Jun 2007 04:03:13 GMT

Reborn wrote on Mon, 18 June 2007 13:48YuriVA777 wrote on Mon, 18 June 2007 14:30When you destroy a Nod Turret it leaves behind that annoying shell, how do you make it to where it doesn't leave behind a shell? If that's not possible then is it possible to make it to where you can blow up the shell (by destroying it too)? Or is it possible that you could replace the destroyed shell with an invisible object that doesn't affect where you move and all etc? If none of this crap is possible then I'll have to use JFW_Disable_Physical_Collison -.-

Erm, add this "if (strstr(Commands->Get_Preset_Name(obj),"deadturretpresetname")) { Commands->Destroy_Object(obj);" to M00_disable_transition::created, so it would read like this:

void M00_Disable_Transition::Created(GameObject *obj){

 if (strstr(Commands->Get_Preset_Name(obj),"deadturretpresetname")) {
 Commands->Destroy_Object(obj);
 }

That should just destroy the turret immediately when created. However there are other turrets that are not hard coded to spawn the dead one when they are destroyed.
Umm... I tried the scripts and dependencies but it didn't work server side so Reborn, what exactly do I add this to?

Subject: Re: Nod Turret Shell
Posted by reborn on Thu, 21 Jun 2007 06:20:43 GMT

Can you explain a little further what you ctually did to try and make it work please?

Subject: Re: Nod Turret Shell
Posted by Brandon on Thu, 21 Jun 2007 17:50:49 GMT

Ok, I went and got rid of the turret shell dependencie but that didn't work, so I got rid of the script (M00_Base_Defence since there wasn't a Nod_Turret script there) and added the JFW_Base_Defence script instead but that failed to stop the shell from spawning after the turret is destroyed. So now I'm wondering if it's truly possible to stop it from spawning server side when the turret is destroyed. Any help would be appreciated.

Subject: Re: Nod Turret Shell
Posted by zunnie on Thu, 21 Jun 2007 18:08:25 GMT

open aow.cpp and find+remove:
Quote:void M00_Disable_Transition::Killed(GameObject *obj, GameObject *shooter)
{
 if (strstr(Commands->Get_Preset_Name(obj),"Nod_Turret_MP"))
 {
  GameObject *DestroyedTurret =
Commands->Create_Object("Nod_Turret_Destroyed",Commands->Get_Position(obj));
  Commands->Set_Facing(DestroyedTurret,Commands->Get_Facing(obj));
 }
}

open aow.h and find+remove the green colored line:
Quote:class M00_Disable_Transition : public ScriptImpClass {
 void Created(GameObject *obj);
 void Damaged(GameObject *obj, GameObject *damager, float damage);
 void Killed(GameObject *obj, GameObject *shooter);
 void Timer_Expired(GameObject *obj, int number);
 bool PlayDamage;
};

Save and compile, then there wont be any destroyed turrets anymore.

Or, if you can point me to the SSAOW version you are using i can
do it for you if you want.

Subject: Re: Nod Turret Shell
Posted by Brandon on Thu, 21 Jun 2007 18:10:17 GMT
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Thanks zunnie!

Subject: Re: Nod Turret Shell
Posted by Gen_Blacky on Mon, 13 Aug 2007 16:23:27 GMT
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If im not mistaked i think there is a preset that does that already

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Subject: Re: Nod Turret Shell
Posted by Gen_Blacky on Tue, 14 Aug 2007 16:35:47 GMT
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then my LE was fucked up

Usally when i make a turrent it dosent leave the shell