
Subject: Roadkill script?

Posted by [Slave](#) on Fri, 22 Jun 2007 22:33:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Everyone loves blood. That's why I have this random request.

Would someone be able to make a script that does the following:

Detect when a vehicle roadkills an infantry unit,
and play this emitter at the death location of said infantry.

Subject: Re: Roadkill script?

Posted by [jnz](#) on Fri, 22 Jun 2007 23:02:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

client side or server side?

Subject: Re: Roadkill script?

Posted by [Slave](#) on Fri, 22 Jun 2007 23:08:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Either way will do. Whatever is most suitable / closest to possible. I'm having something in mind
for a mod both the client and host will need.

I forgot to say thanks in my original post.

Subject: Re: Roadkill script?

Posted by [_SSnipe_](#) on Sat, 23 Jun 2007 00:05:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol blood rules!

Subject: Re: Roadkill script?

Posted by [Sn1per74*](#) on Sat, 23 Jun 2007 04:07:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

In resurrection mod it will say (name) got run over by a (vehicle) at (a speed) so I'm guessing that
would be a roadkill detection. Ask Yrr.

Subject: Re: Roadkill script?

Posted by [Veyrdite](#) on Sat, 23 Jun 2007 04:15:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

set vehicle collision to push (it'll still kill people when running over them), i think there is a script that detects pushing collision, then you could send a custom or something.

Subject: Re: Roadkill script?

Posted by [YSLMuffins](#) on Sat, 23 Jun 2007 04:40:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh my gosh.

Subject: Re: Roadkill script?

Posted by [Jerad2142](#) on Sat, 23 Jun 2007 16:30:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

dthdealer wrote on Fri, 22 June 2007 22:15set vehicle collision to push (it'll still kill people when running over them), i think there is a script that detects pushing collision, then you could send a custom or something.

You can set the collision to what ever you want, unless it is using a cinematic style animation of is in a movie, it well not use that.

Subject: Re: Roadkill script?

Posted by [Slave](#) on Sat, 23 Jun 2007 21:37:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

dthdealer wrote on Fri, 22 June 2007 23:15set vehicle collision to push (it'll still kill people when running over them), i think there is a script that detects pushing collision, then you could send a custom or something.

I don't know the workings of customs. Even if I would be able to send one out on squish. Where would it go?

I would appreciate it if someone could create a prefab script that does just this. Or helps me out creating one. I have zero coding experience....

Subject: Re: Roadkill script?

Posted by [Nightma12](#) on Mon, 25 Jun 2007 13:06:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

haha!

i want that on my ren

Subject: Re: Roadkill script?

Posted by [Slave](#) on Fri, 29 Jun 2007 23:06:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Bumpzor.

To give this splatterparty a push in the back, here are the emitters. Feel free to abuse.

[File Attachments](#)

1) [blood.zip](#), downloaded 119 times

Subject: Re: Roadkill script?

Posted by [BlueThen](#) on Fri, 29 Jun 2007 23:08:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

There needs to be chunks with blood, not just blood!

Subject: Re: Roadkill script?

Posted by [Slave](#) on Fri, 29 Jun 2007 23:10:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

noodles!

2 emitters would need to be linked.

I believe that's done using gmax, and create an aggregate thingy? I don't know really.
