
Subject: Traveling
Posted by [jnz](#) on Sat, 14 Jul 2007 16:39:28 GMT
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It is possible to make an object travel somewhere instead of teleporting it? I also need to change the mass of a vehicle, server side, I can't find anything to set it, only get it.

All C++, btw, no level edit.

Subject: Re: Traveling
Posted by [jnz](#) on Sat, 14 Jul 2007 17:30:29 GMT
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I also need to stop an object from falling. I assume to do this I need to edit the mass. Although, I'm not sure.

Subject: Re: Traveling
Posted by [futura83](#) on Sat, 14 Jul 2007 17:32:00 GMT
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Although i don't know C++, maybe you could get it to teleport along the path you want it to go, instead of from point A to point B...but would that use too many resources?

Subject: Re: Traveling
Posted by [jnz](#) on Sat, 14 Jul 2007 17:37:13 GMT
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It would create lots and lots of lag on the server, it would decrease the SFPS rapidly possibly crashing the server. Depending on how smooth you make it, and it would still look bad.

Subject: Re: Traveling
Posted by [jnz](#) on Sat, 14 Jul 2007 17:38:39 GMT
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The only idea i had for this, was to spawn something that can walk EG: a havoc. Then set it's model to the model of what i want then use the goto function.

Subject: Re: Traveling
Posted by [danpaul88](#) on Sat, 14 Jul 2007 17:45:10 GMT
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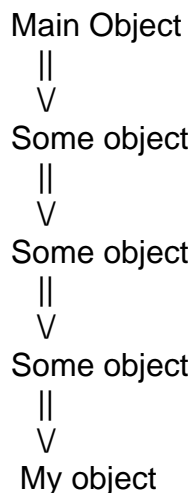
As far as I know you cannot alter the physics of a vehicle in any way shape or form through scripts.

One trick to stop a vehicle falling is to spawn an object such as an invisible box inside of it, however not only will it not fall, it wont be able to move full stop with this.

As for making a non-vehicle/infantry object move somewhere rather than teleport I think your idea of spawning an infantry unit and using the Action_Goto function is the best your going to get. Word of warning: In my experience the Action_Complete event never gets called when the AI reaches it's destination, so you would either need a timer to check if its arrived, or some kind of zone that sends it a custom once it enters.

Subject: Re: Traveling
Posted by [jnz](#) on Sat, 14 Jul 2007 18:15:29 GMT
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Thats a shame, really.
I need to attach an object to the bone of another object, but on an offset. The only idea i had for this was to do it like:



Then set the models of "Some object" to "(null)". I don't know weather this will even work. Maybe there is a better way?

Subject: Re: Traveling
Posted by [Tankkiller](#) on Sun, 15 Jul 2007 03:48:54 GMT
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EDIT : NEVER MIND.

Subject: Re: Traveling
Posted by [Oblivion165](#) on Sun, 15 Jul 2007 04:08:25 GMT
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I always wanted to make a time travel script. One that records everything that has health to 10 slots.

Every minute it takes a snapshot of all the health/buildings/XYZ and put it in a slot of 10.

Slot1: 1:00 minutes in
Slot2: 2:00 minutes in
...
Slot10: 10:00 minutes in

Then when it goes past 10 minutes in it goes back to slot 1:
Slot1: 11:00 minutes in

Then when a time beacon is triggered it will get back 5 minutes or something and everything will be warped back to that slot's state.

Subject: Re: Traveling
Posted by [havoc9826](#) on Sun, 15 Jul 2007 04:16:54 GMT
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Well, it must be possible, unless what I've seen was something my client misinterpreted. Dragonade was capable of doing it back in October of 2004. See if you can get Whitedragon to search through the ancient parts of DA to find whatever function did it. Here's the video (needs DivX): video

Subject: Re: Traveling
Posted by [Jerad2142](#) on Sun, 15 Jul 2007 13:47:54 GMT
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Oblivion165 wrote on Sat, 14 July 2007 22:08 I always wanted to make a time travel script. One that records everything that has health to 10 slots.

Every minute it takes a snapshot of all the health/buildings/XYZ and put it in a slot of 10.

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Slot2: 2:00 minutes in
...
Slot10: 10:00 minutes in

Then when it goes past 10 minutes in it goes back to slot 1:

Slot1: 11:00 minutes in

Then when a time beacon is triggered it will get back 5 minutes or something and everything will be warped back to that slot's state.

That would be awesome, and completely possible. As for teleporting a object down a path, as it will move through walls and fall off the level.

Subject: Re: Traveling
Posted by [dead6re](#) on Sun, 15 Jul 2007 14:40:34 GMT
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Jerad Gray wrote on Sun, 15 July 2007 09:47Oblivion165 wrote on Sat, 14 July 2007 22:08I always wanted to make a time travel script. One that records everything that has health to 10 slots.

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That would be awesome, and completely possible. As for teleporting a object down a path, as it will move through walls and fall off the level.

What you could do for this is make a vector and a custom structure that records all of this information. The problem would occur with buildings that have been destroyed as you cannot set them back "100%".

As for the original problem in this thread, surely you can run a timer for an inanimate object to move it using the scripts. I know this would be intensive, but this would be how originally it will have been done for animate objects.

Subject: Re: Traveling
Posted by [jnz](#) on Sun, 15 Jul 2007 16:59:43 GMT
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I don't want to use anything CPU intensive
For the time travel, I would think that would be quite easy tbh.

Subject: Re: Traveling
Posted by [Tankkiller](#) on Sun, 15 Jul 2007 19:14:27 GMT
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yep. I would just look like lag. But hey it could bounce Sever-Is-laggy-it-sucks-n00bs

Subject: Re: Traveling
Posted by [dead6re](#) on Sun, 15 Jul 2007 20:10:37 GMT
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Lagging resources? The problem with lag is often to do with incorrect settings on the server. The NUR for example is responsible for how often the game sends intructions to the client per second.

Try building a loop, and don't worry about resources. Take AI, It calculates and returns results depening on the NUR.

There is some relation between the SFPS and the NUR, but StealthEye should know more.

Subject: Re: Traveling
Posted by [jnz](#) on Sun, 15 Jul 2007 20:32:43 GMT
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Well SFPS is just how many times the server updates itself in a loop. EG:

```
while(1)
{
    Sleep(1000);
}
```

that would be going at 1 SFPS. So the NUR is never going to be higher than the SFPS. The other reason i don't want a loop is because it look awful and doesn't detect collisions.
