
Subject: Please Help

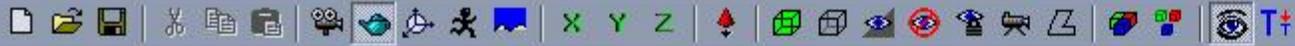
Posted by [ATdrag0N](#) on Sat, 04 Aug 2007 15:54:41 GMT

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Hello, I would want with the Untitled - Commando editor kaufferterminal provide where then a certain person can be only bought. I put this thus before one to myself come on goes and then E one presses then, for example, ingenieur is. I hope it one can help me in it.
Sorry for my english, this is not good

File Attachments

1) [1.JPG](#), downloaded 1116 times



Edit object

General Physics Model Settings Dependencies Scripts

Name: Generic_Switch

ID: 81960072

Comments:

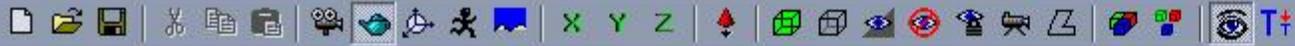
JDG added 5/14/2001

OK

Cancel

TimeManager::Update: warning, frame 42 was slow (9183 ms)
TimeManager::Update: warning, frame 109 was slow (6781 ms)
TimeManager::Update: warning, frame 630 was slow (136096 ms)

2) [2.JPG](#), downloaded 1112 times



Edit object

General Physics Model Settings Dependencies Scripts

Health 500.000

HealthMax 500.000

Skin Blamo

ShieldStrength 0.000

ShieldStrengthMax 0.000

Shield Type SkinStructureHeavy

DamagePoints 0.000

DeathPoints 0.000

TranslatedNameID

IDS_Enc_Struct_Civ_Console_Name

InfolconTextureFilename

Encyclopedia Type

OK

Cancel

TimeManager::Update: warning, frame 631 was slow (16711 ms)
TimeManager::Update: warning, frame 632 was slow (4765 ms)
TimeManager::Update: warning, frame 633 was slow (15105 ms)

Subject: Re: Please Help
Posted by [ATdrag0N](#) on Sat, 04 Aug 2007 17:53:35 GMT
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Hallo,
ich möchte das man mit dem teil was oben abgebildet ist ein Charakter kaufen kann der aber festgelegt ist.
So wie bei dem coop Server bei der einen map ist so ein teil an ein Stein dran geht man ran drückt E dann kommt ein Fahrzeug.
So will ich das auch haben nur das sich dann der Charakter verändert in ein festgelegten Charakter.
Bitte um Hilfe.

Subject: Re: Please Help
Posted by [cAmpa](#) on Sat, 04 Aug 2007 17:55:29 GMT
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What?

Subject: Re: Please Help
Posted by [Sn1per74*](#) on Sat, 04 Aug 2007 18:04:36 GMT
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I think he is talking about how he wants a character to be bought when you press the generic switch? If so, attach the script JFW_Character_Buy_Poke I think it is.

Subject: Re: Please Help
Posted by [ATdrag0N](#) on Sat, 04 Aug 2007 18:55:22 GMT
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Can you do to me Screenshots like this must be done? So where the Script purely and where the character then one have there?

Subject: Re: Please Help
Posted by [Sn1per74*](#) on Sat, 04 Aug 2007 20:37:06 GMT
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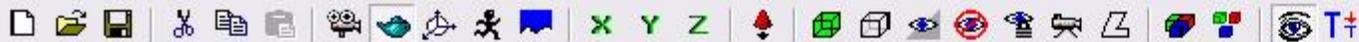
Make the generic Switch...
Then double click the generic switch on the map, so a box appears.

Click the scripts tab. Add JFW_Character_Buy_Poke, and copy and paste the preset name in. In this example I used the player Patch, on GDI.

Fill in the other parameters. The cost (in credits) and the player type, which is the team who can poke it. 1 is GDI, and 0 is Nod. Click OK on the Script Definition window and OK on the edit object window. Your script was added. Go into the game and try it out!

File Attachments

1) [Switch.JPG](#), downloaded 922 times



Edit object [X]

General | Position | Scripts

Name:

Model:

ID:

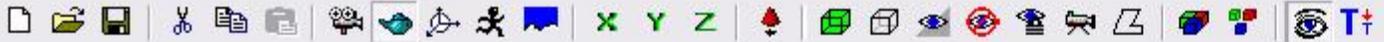
Comments:

OK Cancel



Picked model: DSP_DOORSWITCH
Picked model: DSP_DOORSWITCH
TimeManager::Update: warning, frame 704 was slow (6659 ms)

2) [switch2.JPG](#), downloaded 936 times



Edit object

General | Position | Scripts

Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script Definition

Use the controls below to select a script type and edit its parameters.

Type: JFW_Character_Buy_Poke

Parameter(s)

Name: Preset_Name

Value: CnC_GDI_Grenadier_2SF

Ok Cancel

Add... Modify... Delete

OK Cancel



TimeManager::Update: warning, frame 707 was slow (61634 ms)
 TimeManager::Update: warning, frame 708 was slow (31953 ms)
 TimeManager::Update: warning, frame 709 was slow (5946 ms)

3) [switch3.JPG](#), downloaded 928 times



Subject: Re: Please Help

Posted by [ATdrag0N](#) on Sat, 04 Aug 2007 21:04:37 GMT

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Yours tutorial is really good, only one problem is not n of D' mlich the file (JFW_Character_Buy_Poke) there is to be found. I have scripts.dll from the renegade folder in mine mod folder reingemacht under under folder Scripts. But, nevertheless, the file there is not to be found.

I have load the C&C_island.lvl in the editor.

Subject: Re: Please Help

Posted by [Sn1per74*](#) on Sat, 04 Aug 2007 22:42:22 GMT

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If JFW_Character_Buy_Poke is not there you need to get the new version of the scripts.dll. Get it here -> <http://game-maps.net/index.php?action=file&id=828>

Subject: Re: Please Help

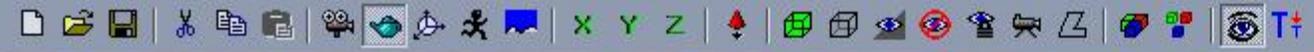
Posted by [ATdrag0N](#) on Sun, 05 Aug 2007 00:18:29 GMT

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OK I have done it thus, however, it does not go. I have done new scripts.dll and the other there purely and then this obeys what you have written. Then I have (c*c_islands.ldd) them there there has originated in my Data folder purely done and renegade begun, however nothing happens.

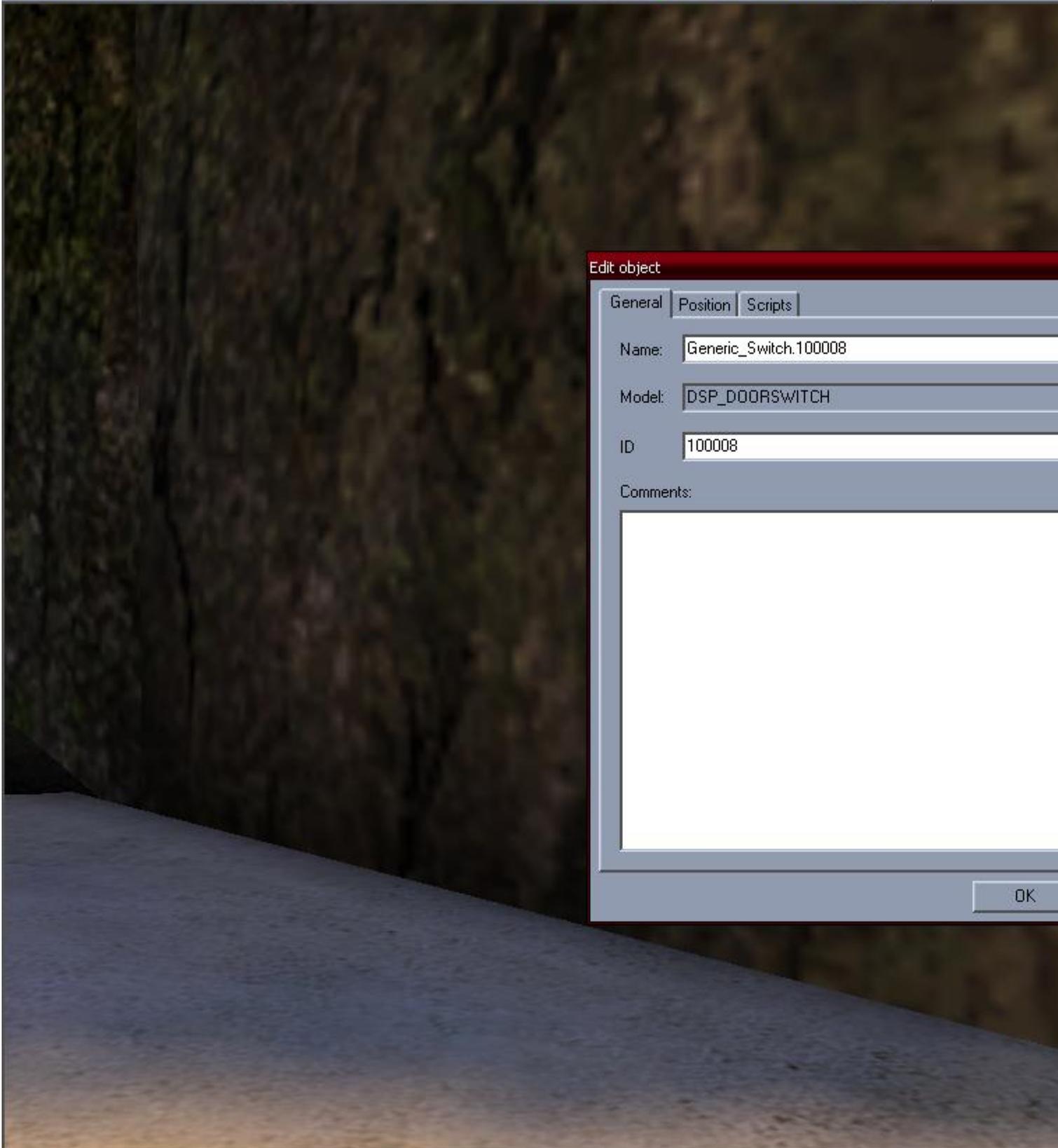
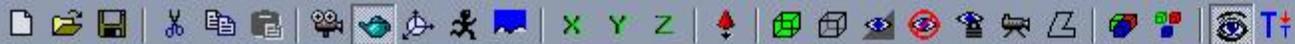
File Attachments

1) [1.JPG](#), downloaded 887 times



Selection set: palm_c-1.1551292 (VisObjectId = 411, VisSectorId = -1, CullLink = 229, Non-Occluder),
Picked model: DSP_DOORSWITCH
Selection set: Generic_Switch.100008 (VisObjectId = 2628,).

2) [2.JPG](#), downloaded 871 times



Edit object

General Position Scripts

Name: Generic_Switch.100008

Model: DSP_DOORSWITCH

ID: 100008

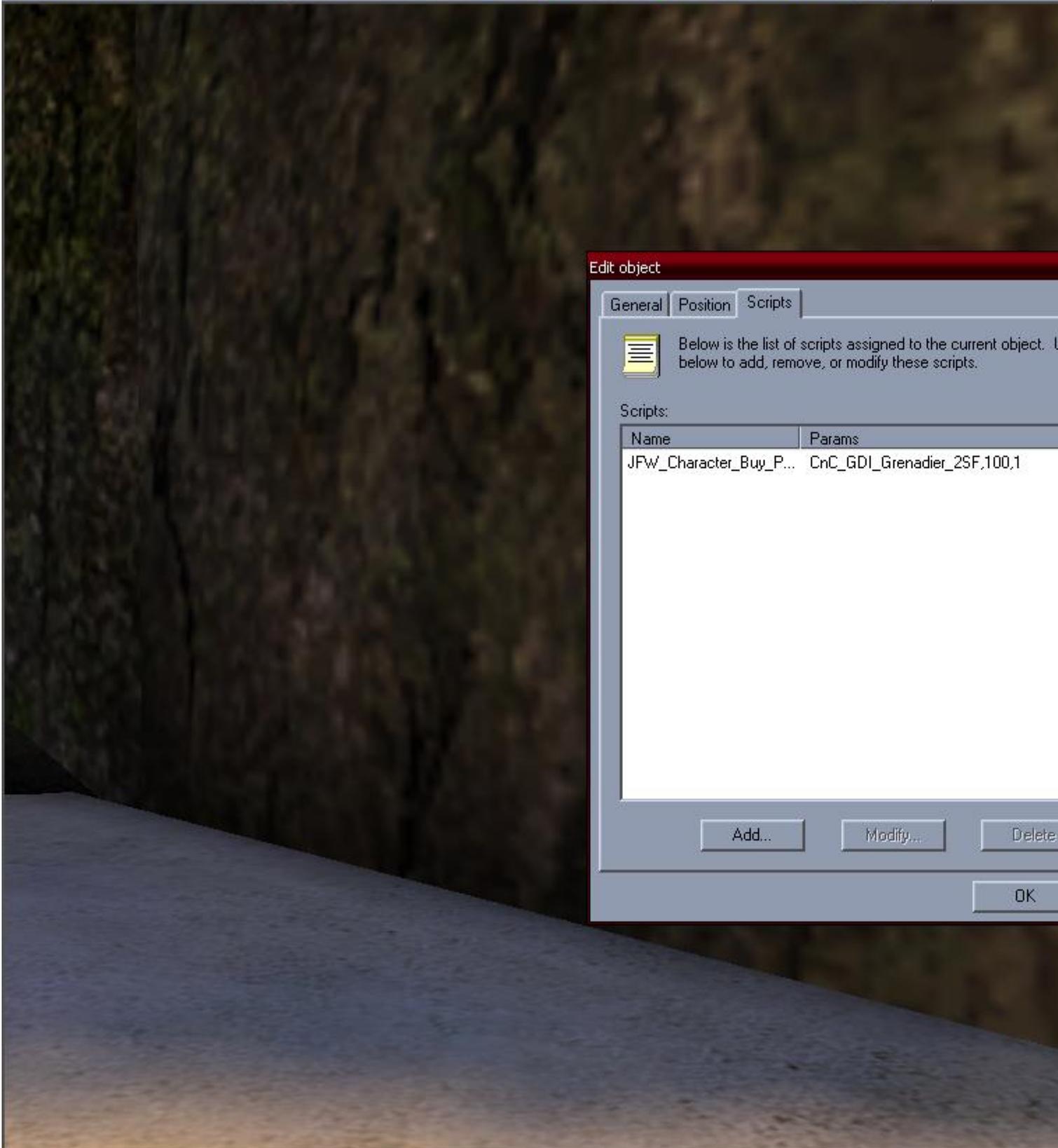
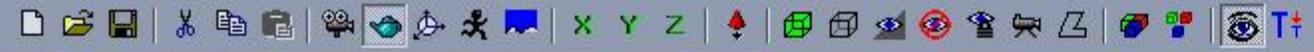
Comments:

Empty text area for comments

OK

Picked model: DSP_DOORSWITCH
Selection set: Generic_Switch.100008 (VisObjectId = 2628,).
Picked model: DSP_DOORSWITCH

3) [3.JPG](#), downloaded 865 times



Edit object

General Position Scripts



Below is the list of scripts assigned to the current object. Use the buttons below to add, remove, or modify these scripts.

Scripts:

Name	Params
JFW_Character_Buy_P...	CnC_GDI_Grenadier_2SF,100,1

Add...

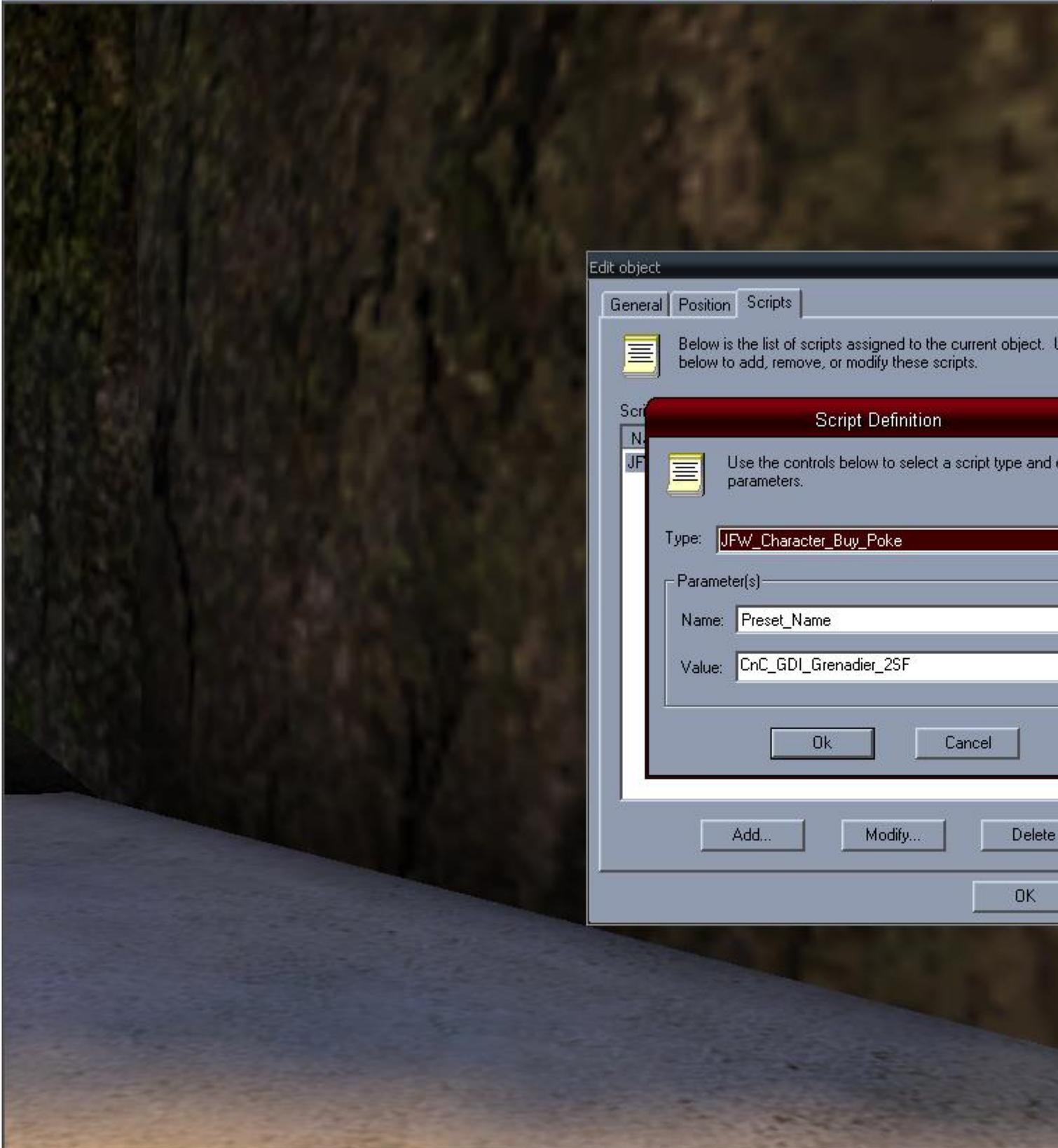
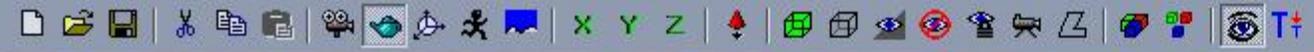
Modify...

Delete

OK

Picked model: DSP_DOORSWITCH
TimeManager::Update: warning, frame 1026 was slow (4011 ms)
TimeManager::Update: warning, frame 1027 was slow (8466 ms)

4) [4.JPG](#), downloaded 853 times



Dialog box titled "Edit object" with tabs for "General", "Position", and "Scripts". The "Scripts" tab is active, showing a list of scripts and a "Script Definition" sub-dialog.

Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script Name
JFW...

Script Definition

Use the controls below to select a script type and enter its parameters.

Type:

Parameter(s)

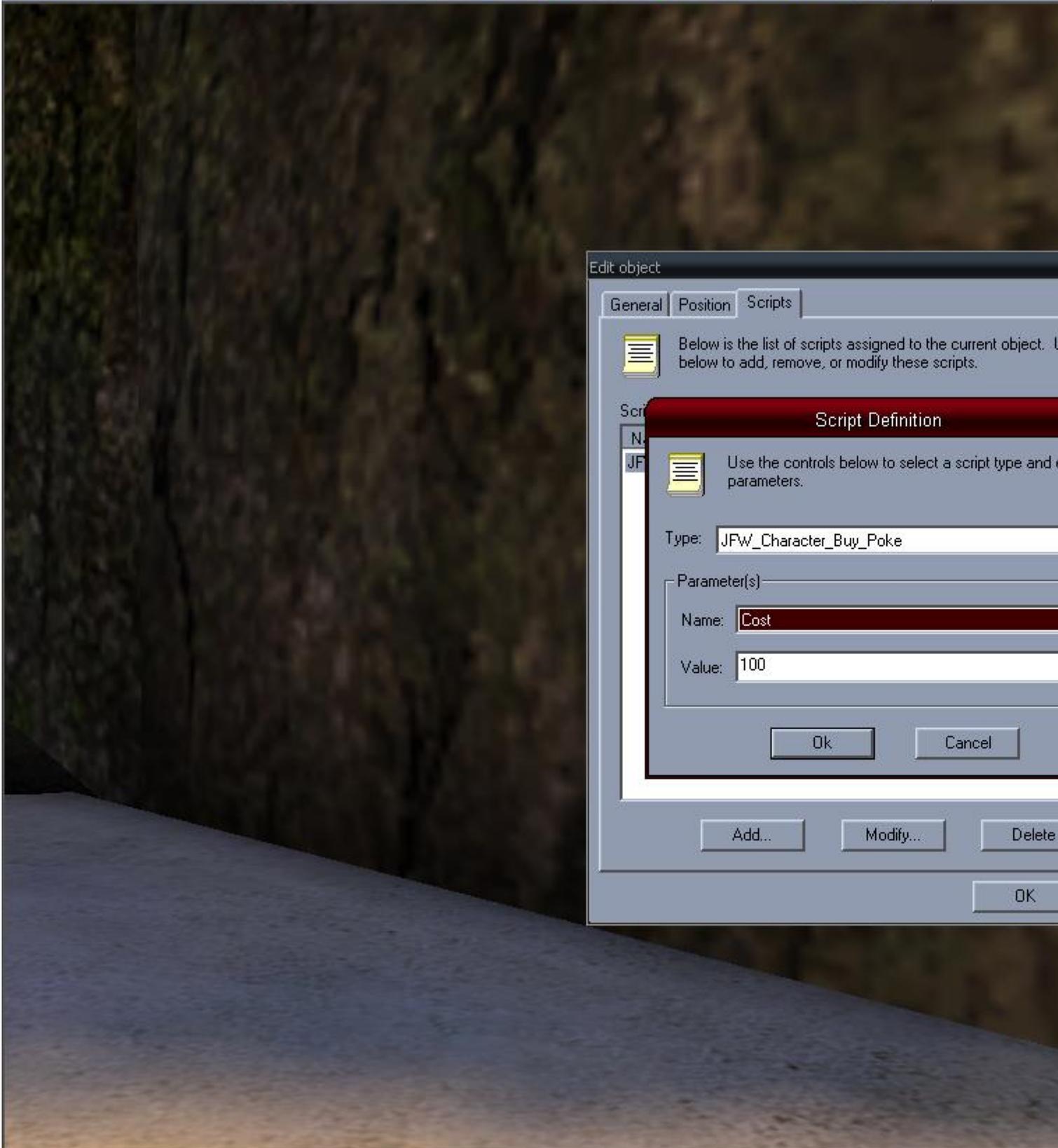
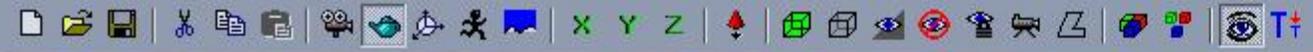
Name:

Value:

Buttons: Ok, Cancel, Add..., Modify..., Delete, OK

TimeManager::Update: warning, frame 1027 was slow (8466 ms)
TimeManager::Update: warning, frame 1029 was slow (7366 ms)
TimeManager::Update: warning, frame 1030 was slow (7482 ms)

5) [5.JPG](#), downloaded 855 times



Dialog box titled "Edit object" with tabs for "General", "Position", and "Scripts". The "Scripts" tab is active, showing a list of scripts and a "Script Definition" sub-dialog.

Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script Name
JFW...

Script Definition

Use the controls below to select a script type and enter its parameters.

Type: JFW_Character_Buy_Poke

Parameter(s)

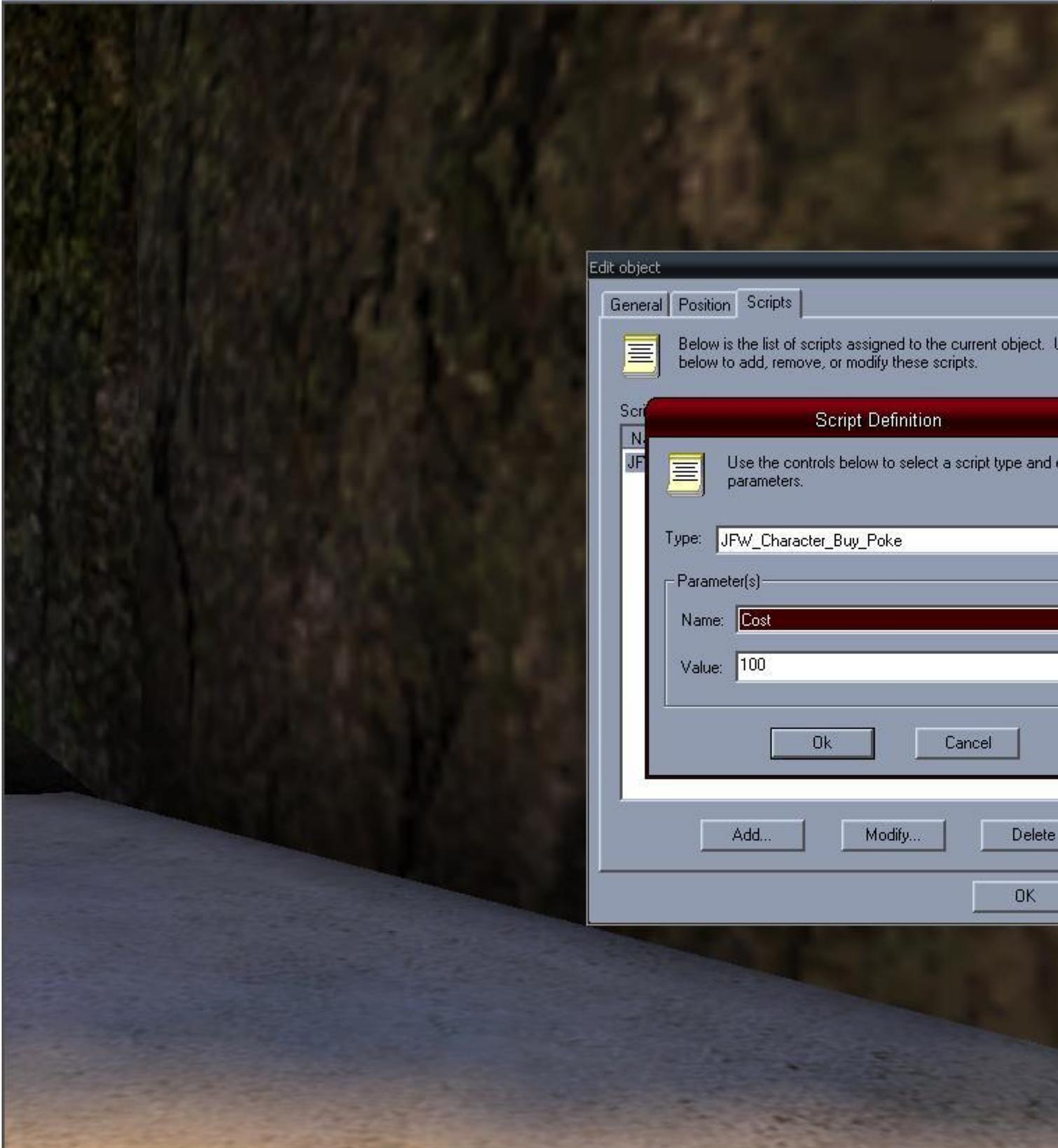
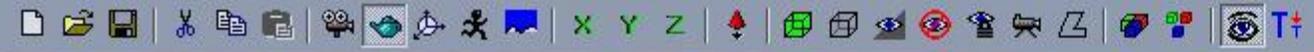
Name: Cost

Value: 100

Buttons: Ok, Cancel, Add..., Modify..., Delete, OK

TimeManager::Update: warning, frame 1032 was slow (5136 ms)
TimeManager::Update: warning, frame 1033 was slow (9189 ms)
TimeManager::Update: warning, frame 1035 was slow (5201 ms)

6) [6.JPG](#), downloaded 847 times



Dialog box: Edit object

General Position Scripts

Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script Definition

Use the controls below to select a script type and enter its parameters.

Type: JFW_Character_Buy_Poke

Parameter(s)

Name: Cost

Value: 100

Buttons: Add... Modify... Delete OK Cancel

TimeManager::Update: warning, frame 1032 was slow (5136 ms)
TimeManager::Update: warning, frame 1033 was slow (9189 ms)
TimeManager::Update: warning, frame 1035 was slow (5201 ms)

Subject: Re: Please Help
Posted by [Sn1per74*](#) on Sun, 05 Aug 2007 02:02:35 GMT
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Make sure you double click the switch on the map. DO NOT MOD THE ONE FROM THE PRESETS LIST.

Subject: Re: Please Help
Posted by [BlazeDragon](#) on Sun, 05 Aug 2007 02:06:38 GMT
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In some cases modding the presets one could obviously work=P. Also if you have an old version of the resurrection client it will not work. If that's the case go download the new version=P.

Subject: Re: Please Help
Posted by [Ryu](#) on Sun, 05 Aug 2007 05:32:12 GMT
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Awesome! Learn something new every day..

Subject: Re: Please Help
Posted by [ATdrag0N](#) on Sun, 05 Aug 2007 19:52:37 GMT
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THX for your Help with this Problem.
One asks I still have there, how can one damage then with teberium switch off?

Subject: Re: Please Help
Posted by [Sn1per74*](#) on Sun, 05 Aug 2007 19:54:18 GMT
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ATdrag0N wrote on Sun, 05 August 2007 14:52THX for your Help with this Problem.
One asks I still have there, how can one damage then with teberium switch off?
I don't understand. If you can put it in other words please or post some screenshots, and I will help as best I can.

Subject: Re: Please Help
Posted by [Slave](#) on Sun, 05 Aug 2007 20:46:59 GMT
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How to become tiberium proof?

Give a unit chemsprayer or mutant skin/armor.

Subject: Re: Please Help
Posted by [ATdrag0N](#) on Sun, 05 Aug 2007 23:34:41 GMT
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I would like to damage this character nobody preserved if they run about teberium.

Subject: Re: Please Help
Posted by [Sn1per74*](#) on Sun, 05 Aug 2007 23:39:32 GMT
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I dunno how to do it.

Subject: Re: Please Help
Posted by [Cpo64](#) on Sun, 05 Aug 2007 23:52:02 GMT
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Which character? All of them?
Is this something that happens when the character spawns? or after an event? Is this for a map?
pkg? or server?

Subject: Re: Please Help
Posted by [ATdrag0N](#) on Mon, 06 Aug 2007 00:04:31 GMT
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This is for a sniper mod, server.

Subject: Re: Please Help
Posted by [Slave](#) on Mon, 06 Aug 2007 00:09:39 GMT
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Do you pull german text through a translator? If so, please post the German too. Might be easier to understand. Like post 1 and 2.

Subject: Re: Please Help
Posted by [ATdrag0N](#) on Mon, 06 Aug 2007 00:12:31 GMT
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Ich baue gerade ein Sniper mod und möchte dafür, das der Havoc,Sakura und der deadey kein schaden erhalten wenn sieüber das teberium laufen.

Subject: Re: Please Help

Posted by [Slave](#) on Mon, 06 Aug 2007 00:31:11 GMT

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Do this for the following presets:

Havoc:

CnC_GDI_MiniGunner_3Boss

CnC_GDI_MiniGunner_3Boss_ALT2

CnC_GDI_MiniGunner_3Boss_ALT3

CnC_GDI_MiniGunner_3Boss_ALT4

Deadeye:

CnC_GDI_MiniGunner_2SF

Sakura:

CnC_Nod_Minigunner_3Boss

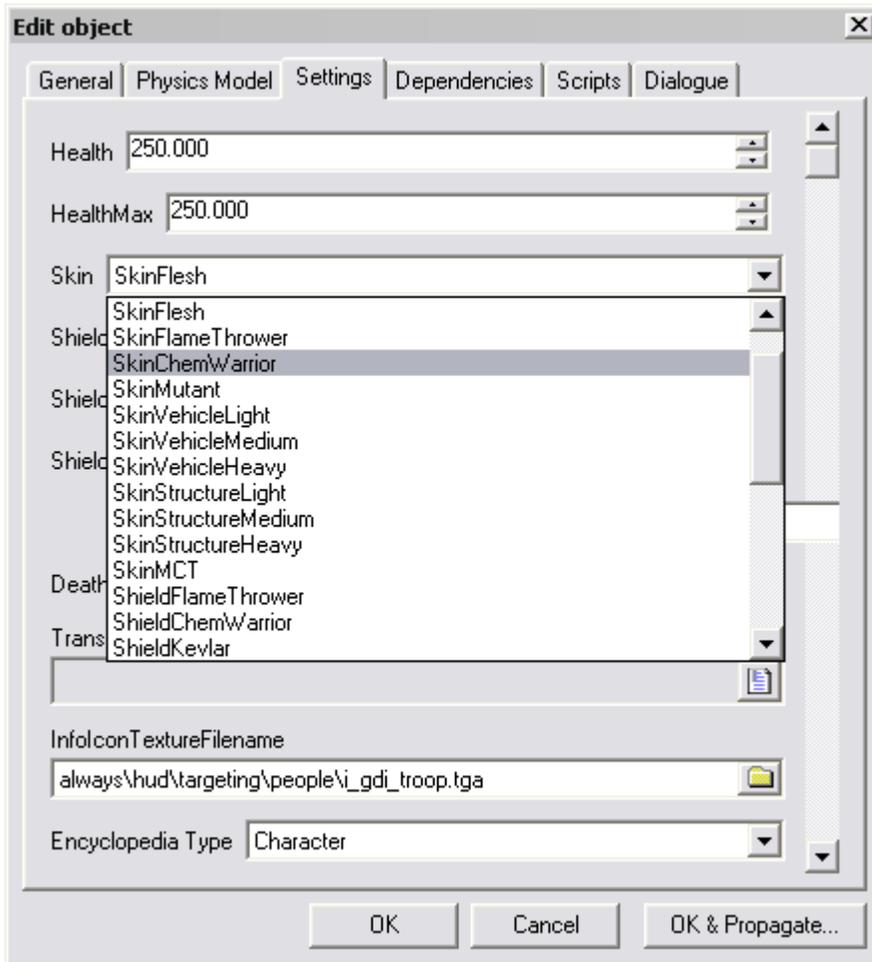
CnC_Nod_Minigunner_3Boss_ALT2

Black Hand Sniper:

CnC_Nod_Minigunner_2SF

File Attachments

1) [tibproof.png](#), downloaded 570 times



Subject: Re: Please Help

Posted by [ATdrag0N](#) on Mon, 06 Aug 2007 00:54:10 GMT

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An dem teil kaufe ich mir die einheiten mit E dann habe ich sie gleich, so wie es oben beschreiben ist.

Da habe ich das eingestellt und auch beid enn anderen.

Aber es geht nicht.

Muss ich denn oben sehenden schalter die einheiten wieder neu zuordnen damit das geht oder reichen die änderungen die im 2 screen zu sehen sind?

Oder muss ich hier die charecter wieder neu zuordnen damit es wirksam wird ?

File Attachments

1) [1.JPG](#), downloaded 765 times



Attempting to load: C:\Programme\RenegadePublicTools\LevelEdit\new sniper mod\Levels\H_A_A0A4.W3D
Attempting to load: C:\Programme\RenegadePublicTools\LevelEdit\new sniper mod\H_A_A0A4.W3D
Attempting to load: Always\Characters\Anims\H_A_A0A4.W3D

2) [2.JPG](#), downloaded 774 times



Edit object

General Physics Model Settings Dependencies Scripts Dial

Health 250.000

HealthMax 250.000

Skin SkinChemWarrior

ShieldStrength 100.000

ShieldStrengthMax 100.000

Shield Type ShieldKevlar

DamagePoints 0.140

DeathPoints 50.000

TranslatedNameID

IDS_Enc_Char_GDI_MinigunnerBoss_Name

InfoIconTextureFilename

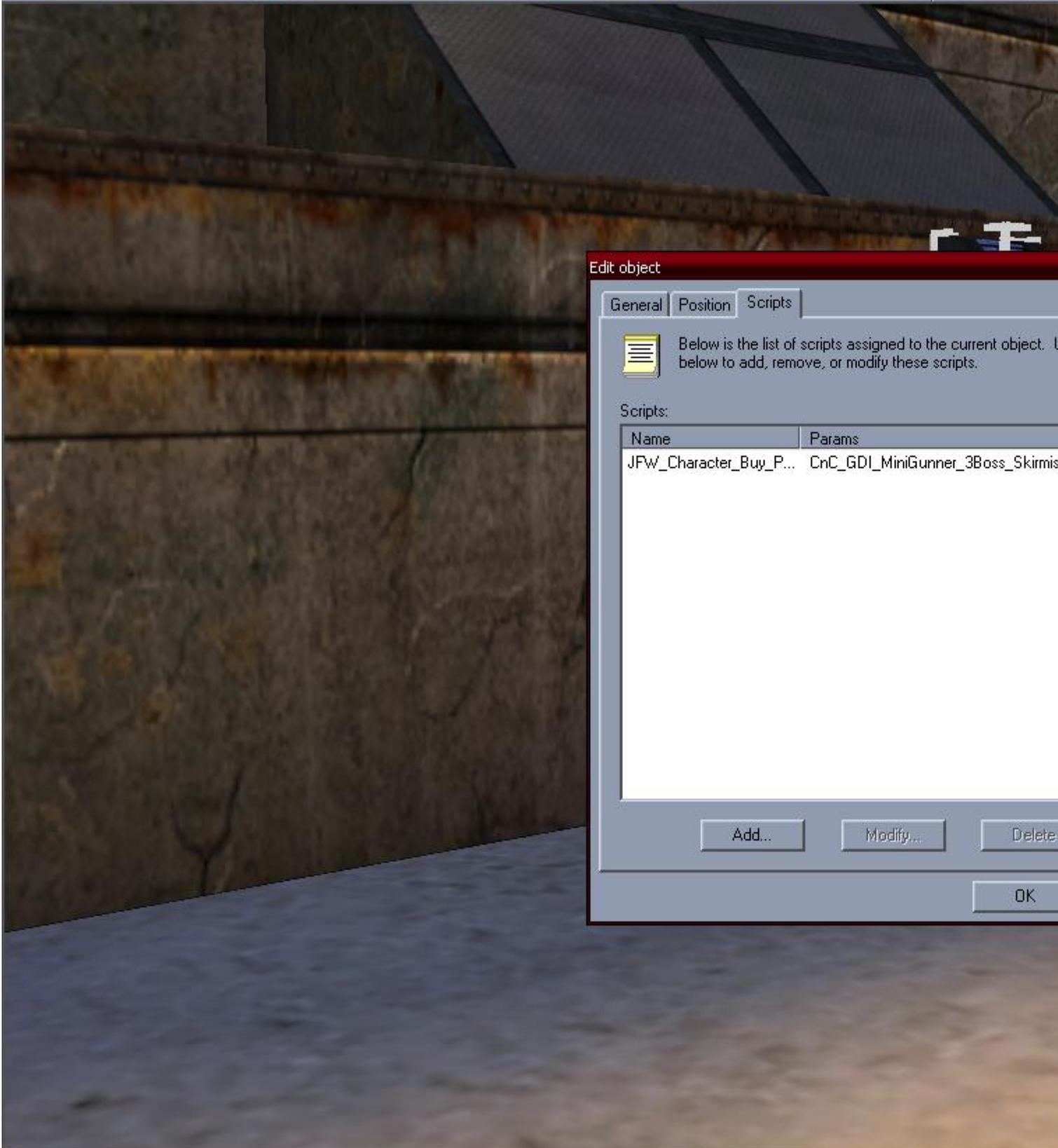
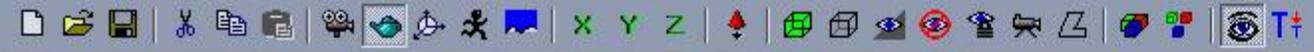
always\hud\targeting\people\i_gdi_troop.tga

Encyclopedia Type Character

OK Cancel

Picked model: DSP_DOORSWITCH
Picked model: DSP_DOORSWITCH
TimeManager::Update: warning, frame 2482 was slow (6329 ms)

3) [3.JPG](#), downloaded 767 times



Edit object

General Position Scripts



Below is the list of scripts assigned to the current object. Use the buttons below to add, remove, or modify these scripts.

Scripts:

Name	Params
JFW_Character_Buy_P...	CnC_GDI_MiniGunner_3Boss_Skirmis

Add...

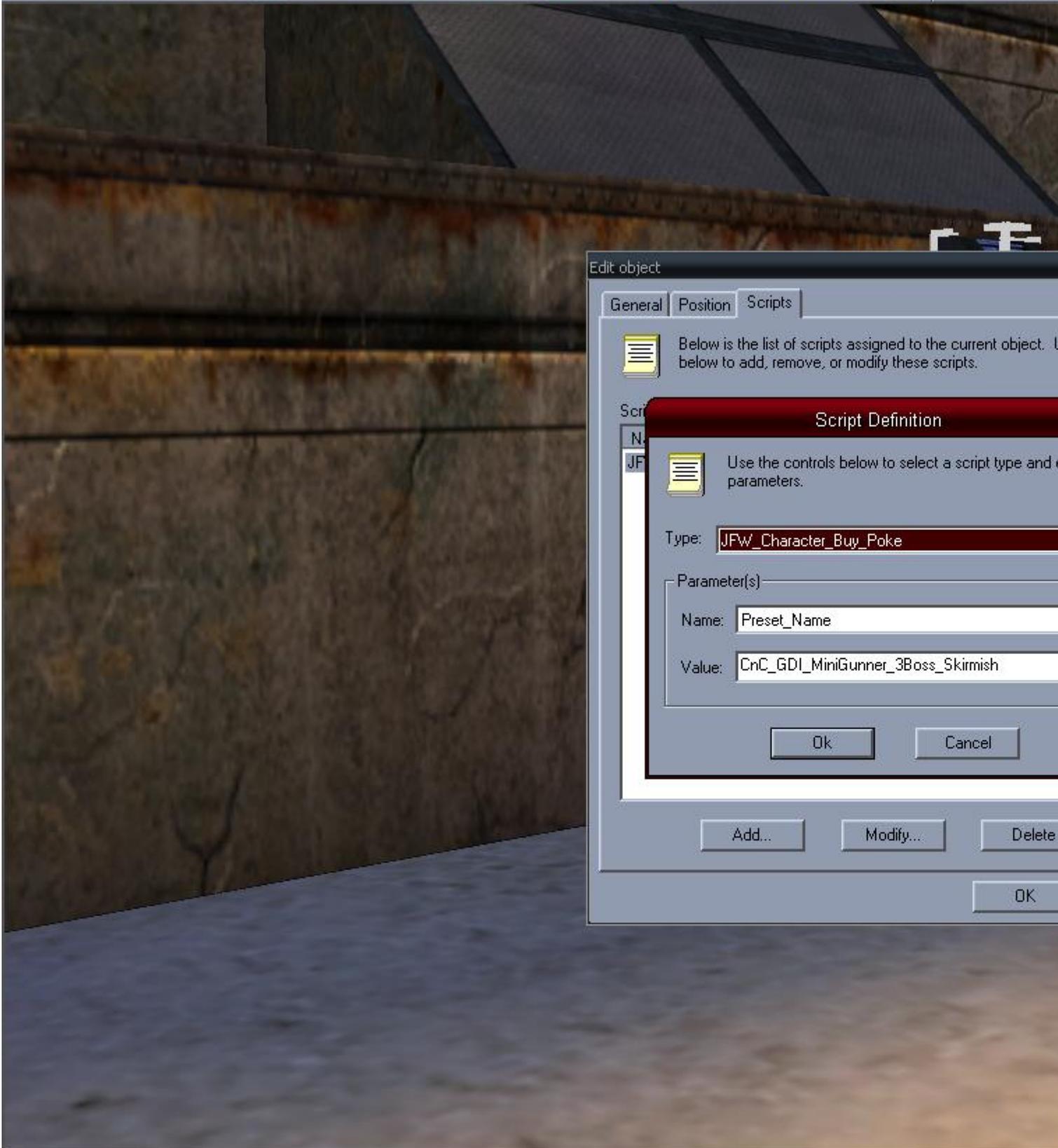
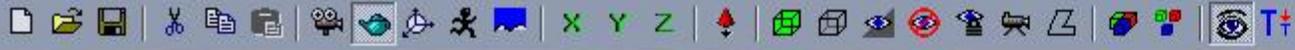
Modify...

Delete

OK

Picked model: DSP_DOORSWITCH
Selection set: Generic_Switch.100008 (VisObjectId = 2637.).
Picked model: DSP_DOORSWITCH

4) [4.JPG](#), downloaded 738 times



Edit object

General Position Scripts

Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script Name

JFW	JFW_Character_Buy_Poke
-----	------------------------

Script Definition

Use the controls below to select a script type and enter its parameters.

Type: JFW_Character_Buy_Poke

Parameter(s)

Name: Preset_Name

Value: CnC_GDI_MiniGunner_3Boss_Skirmish

Ok Cancel

Add... Modify... Delete

OK

TimeManager::Update: warning, frame 313 was slow (17184 ms)
TimeManager::Update: warning, frame 314 was slow (18515 ms)
TimeManager::Update: warning, frame 315 was slow (2341 ms)

Subject: Re: Please Help
Posted by [ATdrag0N](#) on Mon, 06 Aug 2007 12:08:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok thx for your help, mod is working.
OK danke für eure hilfe mod geht.

Subject: Re: Please Help
Posted by [ATdrag0N](#) on Wed, 08 Aug 2007 16:13:38 GMT
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Hallo,
ich würde gern ein teleporter bauen der aber nur für ein Team ist.
Das heißt ich müsste das Team einstellen können und denn zielpunkt halt wo er wieder auftauchen soll.
Noch eins wenn man zum Beispiel über irgendwas drüber läuft zbs. eine Signalfolge das man dann zum Beispiel ein Hacok hat.
Mit ein kleines tutorial Wehr sehr hilfreich.
Danke im vorraus
