Subject: Beacon creates objects
Posted by Veyrdite on Sat, 08 Sep 2007 05:19:01 GMT
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On L4BORATORY@hotmail.com (W4RNING'S server) he has it so when you type in something, a bot creates an object in front of you. I'm trying to replicate this with DAK_Vehicle_Regen and TFX_Replace_When_Repaired on a beacon. The only problem is that i can only align the objects along the Z axis (drop height option for the script). How can i modify its position relative to where it was dropped on the x & y axis'?
This is for a PKG.

Subject: Re: Beacon creates objects
Posted by BlueThen on Sat, 08 Sep 2007 05:21:08 GMT
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Dthdealer wrote on Sat, 08 September 2007 00:19On L4BORATORY@hotmail.com (W4RNING'S server) he has it so when you type in something, a bot creates an object in front of you. I'm trying to replicate this with DAK_Vehicle_Regen and TFX_Replace_When_Repaired on a beacon. The only problem is that i can only align the objects along the Z axis (drop height option for the script). How can i modify its position relative to where it was dropped on the x & y axis'?
This is for a PKG.
Scripts.
I asked the same question a long time ago (before W4's server). I never really got someone to make me a script. :/

Subject: Re: Beacon creates objects
Posted by Veyrdite on Sat, 08 Sep 2007 05:29:54 GMT
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But what scripts?
A long times ago is before a new scripts release.

Subject: Re: Beacon creates objects
Posted by Sn1per74* on Sat, 08 Sep 2007 13:20:54 GMT
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He does it with C++ with SSGM I believe. So I don't think you can do it for a PKG unless your hosting it.   Unless somebody makes a script for you.

Subject: Re: Beacon creates objects
Posted by Veyrdite on Sun, 09 Sep 2007 04:50:40 GMT
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I know he does it by coords of player in C++ (i talked that out of him) but i want to know if its possible with no server-siding (or C+ as i know nothing about it except Meteor 2's version) to create an object when the player uses a nuke or something similar.

BlueThen, did you create Virtual Legos?

Subject: Re: Beacon creates objects
Posted by BlueThen on Sun, 09 Sep 2007 05:43:52 GMT
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Dthdealer wrote on Sat, 08 September 2007 23:50
BlueThen, did you create Virtual Legos?
Yes.

Subject: Re: Beacon creates objects
Posted by Sn1per74* on Sun, 09 Sep 2007 16:38:59 GMT
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Then I think you're looking for this.
http://renhelp.net/index.php?mod=Tutorials&action=view&id=104

Subject: Re: Beacon creates objects
Posted by SWNight on Sun, 09 Sep 2007 18:48:50 GMT
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Dthdealer wrote on Sat, 08 September 2007 00:19On [email]L4BORATORY@hotmail.com[/email] (W4RNING'S server) he has it so when you type in something, a bot creates an object in front of you. I'm trying to replicate this with DAK_Vehicle_Regen and TFX_Replace_When_Repaired on a beacon. The only problem is that i can only align the objects along the Z axis (drop height option for the script). How can i modify its position relative to where it was dropped on the x & y axis'? This is for a PKG.

Subject: Re: Beacon creates objects
Posted by BlueThen on Sun, 09 Sep 2007 19:02:23 GMT
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I did make a script, but I couldn't figure out how to compile it. :/

Subject: Re: Beacon creates objects
Posted by Jerad2142 on Mon, 10 Sep 2007 12:38:21 GMT
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I'll try to remember to make a script that creates an object on chat command for my first release.

Subject: Re: Beacon creates objects
Posted by AoBfrost on Mon, 10 Sep 2007 15:28:14 GMT
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Write the script when it hears the command "!command" (replace whatever you want after the !)
Then make it look for the players location, and spawn a powerup/item infront of the player, you
can also make it take money, but i forget how you do that.

Subject: Re: Beacon creates objects
Posted by wittebolx on Mon, 10 Sep 2007 23:52:51 GMT
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this is a code im using with Lua V2.

```
   if Message == "!purchase recon" then
      if Purchase_Item(Get_GameObj(pID), 300) == 1 then
        local pos = Get_Position(Get_GameObj(pID))
      X = 10*math.cos(Get_Facing(Get_GameObj(pID))*(math.pi / 180))
      Y = 10*math.sin(Get_Facing(Get_GameObj(pID))*(math.pi / 180))
      local pos2 = Vector3(X+pos:GetX(), Y+pos:GetY(), pos:GetZ() + 5)
        Create_Object("Nod_Recon_Bike_Player", pos2)
  InputConsole("msg %s has bought a Recon Bike.", Get_Player_Name_By_ID(pID))
      else
        InputConsole("ppage %d You don't have enough money", pID)
      end
    end
```

you can change the preset to whatever you like.

Subject: Re: Beacon creates objects
Posted by Veyrdite on Fri, 14 Sep 2007 06:57:53 GMT
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I don't wont to use Lua, c++ or anything as its only for a test map for my vehicles and new ideas
so i can make terrain for them to go on.
I don't even have a dedicated server setup for those plug ins! Though can you use XCC to merge
them into a pkg/mix? Mind you id have to learn an entirely new Language on top of Meteor 2's
version of c++, Action script and html just for one test map

EDIT: Bluethen, i was going to ask you how you made multiple objects, but i worked out you just needed to add Duplicates of the replace on repair script.

Subject: Re: Beacon creates objects
Posted by SWNight on Fri, 14 Sep 2007 15:50:07 GMT
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All he wants is just a script that's like TFX_Replace_When_Repaired BUT that lets you add in X and Y values aswell, not just Z. He doesn't want to learn Lua or C++...