Subject: uncrushable soldier?
Posted by Stallion on Tue, 13 May 2008 00:53:56 GMT
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anyone know a way that you can make a soldier so it can't be ran over?

Subject: Re: uncrushable soldier?
Posted by EA-DamageEverything on Tue, 13 May 2008 18:13:06 GMT
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Change_Character(obj,"Walk-Thru");

This is the Havoc from LevelEdit -almost unstoppable.

Subject: Re: uncrushable soldier?
Posted by mrÃ£Ã§Ä·z on Tue, 13 May 2008 19:05:00 GMT
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Set the Charachter´s health type to Blamo

Subject: Re: uncrushable soldier?
Posted by nikki6ixx on Tue, 13 May 2008 19:33:32 GMT
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Is this for (please God) you and c0vert's map?!

Subject: Re: uncrushable soldier?
Posted by Stallion on Tue, 13 May 2008 21:05:33 GMT
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oh no, someone remembered about that map we were working on. (rolls eyes) At this point I won't say that it is or isn't but I can say that c0vert unfortunetly doesn't want to pick up that old project again.

Thanks for the suggestions on this guys but even though I want the soldier uncrushable I do want him to be able to be shot. If possible I'd like for the soldier to be kind of like a vehicle in the way of not being able to be run over, but I'll try other options if needed; so any suggestions that will allow for this would still be greatly appreciated.

Subject: Re: uncrushable soldier?
Posted by bisen11 on Wed, 14 May 2008 00:49:54 GMT
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I think I heard someone in the past say to give them vehicle type health/armor. I never tested this myself though.

Subject: Re: uncrushable soldier?
Posted by Stallion on Wed, 14 May 2008 21:46:58 GMT
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I've tested it with both vehicle and building armor and it doesn't work with either.

I'm hoping there's a script or some clever way to give the soldier the properties of a tank in the way of not being able to be run over but I've found nothing yet.

Subject: Re: uncrushable soldier?
Posted by jonwil on Thu, 15 May 2008 03:30:29 GMT
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If you can rely on the client having the newest scripts.dll 3.4.4, you can use the Unsquishable feature. Look in bhs.txt for details, search for Unsquishable to see how it works. You give the soldier a certain armor type and then set that armor type in hud.ini as unsquishable. Then it cant be run over by vehicles but everything else is the same.

As mentioned though, this does rely on the client having scripts.dll 3.4.4